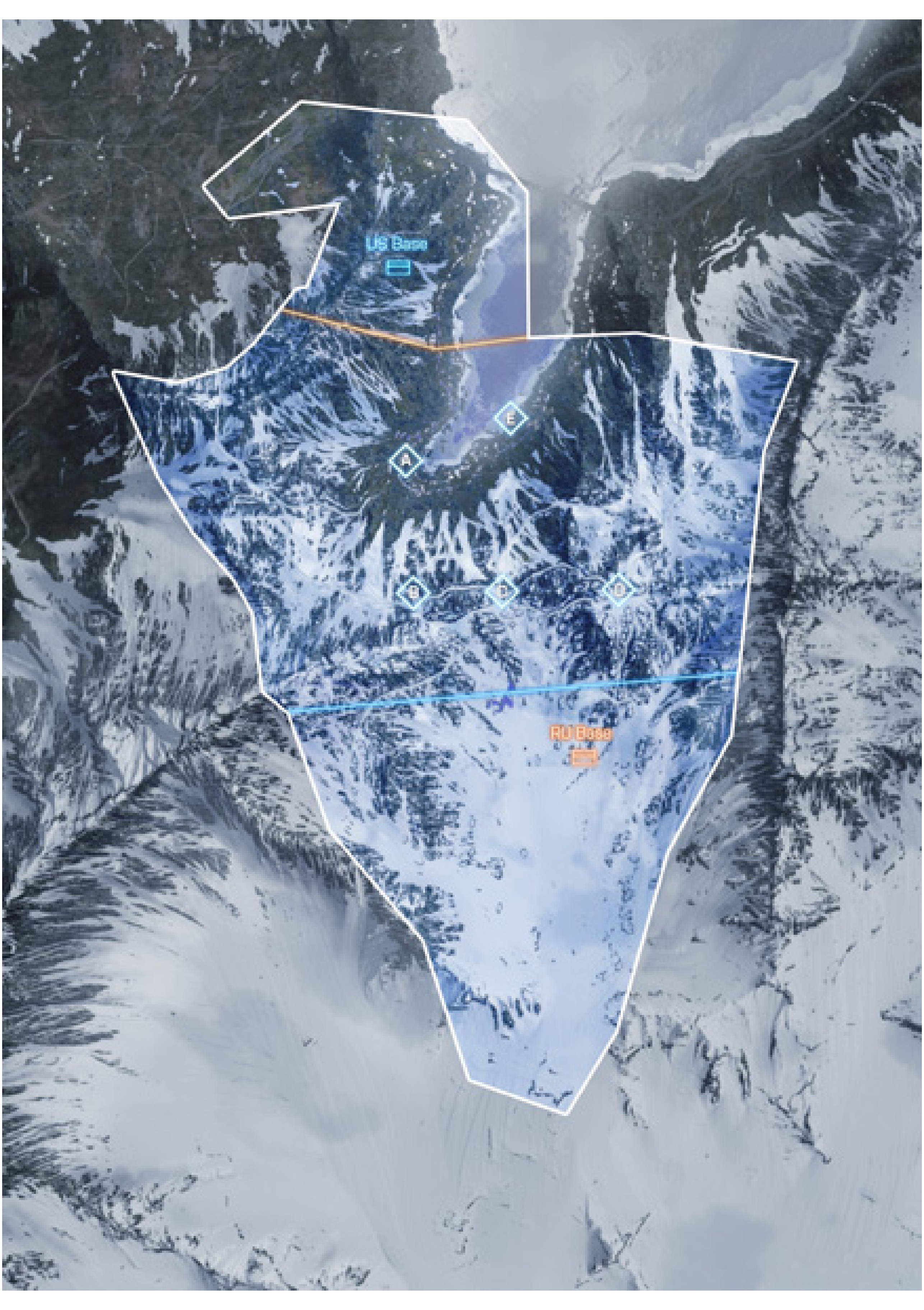
Conquest

Alborz Mountains

Conquest



There are five flags up for grabs in this relatively large Conquest battle. As a result, your team needs to carefully plan out their movements to avoid spreading themselves too thin. As a rule, it's best if your team consolidates their forces around the three flags closest to their base. For the US team this means capturing and holding the mountain village (A), the outskirts (E), and the radio outpost (C). Meanwhile, the RU team should focus on the base camp (B), radio outpost (C), and radar station (D). Once at least three flags are captured, the opposing team will begin losing tickets at a steady rate. If manpower allows, or when playing with more than 32 players, consider a more aggressive approach, capturing four or all five flags. Regardless of what happens during a match, both teams should always strive to hold onto the radio outpost (C) flag because it provides each team with a gunship. In a close match, the firepower afforded by the gunship can make a huge difference.

Open this map in a new window

US Base

Base Assets

Name	Quantity	Respawn Time
Quad Bike	2	5 sec.
LAV-AD	1	20 sec.
M1128	2	20 sec.
AH-1Z Viper	1	60 sec.
F/A-18E Super Hornet	2	40 sec.

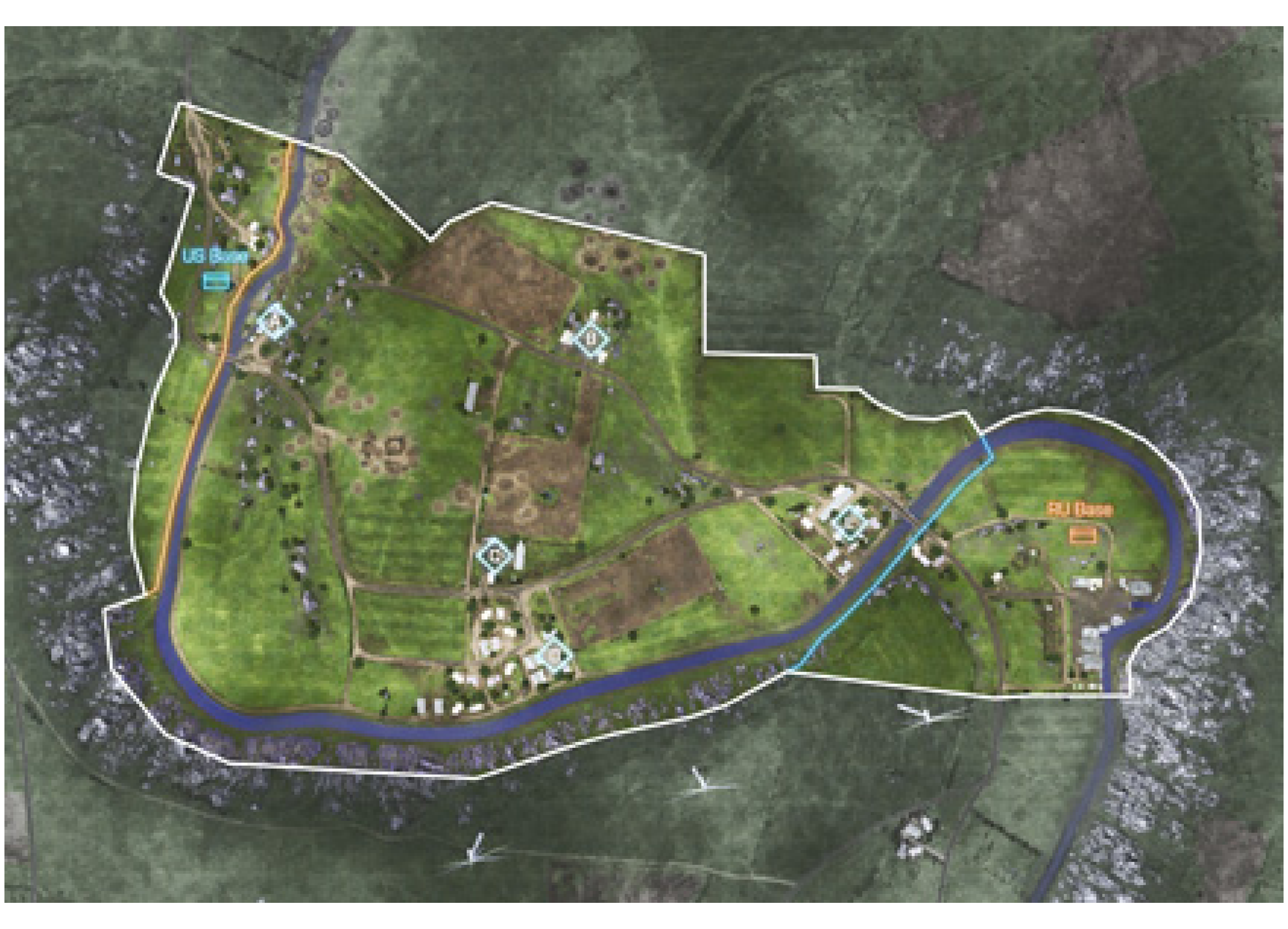
The US team deploys from the north side of the map, along the western bank of the lake. Ground units starting here have a good chance of capturing the nearby mountain village (A) to the south and outskirts (E) to the east. But it's also important to make a move on the radio outpost (C) near the center of the map. Utilize the M1128s to secure the nearby flags while infantry on the speedy quad bikes rush toward the radio outpost (C). Securing the gunship at the radio outpost (C) early can give the US team a significant advantage. Meanwhile, utilize the AH-1Z Viper and F/A-18E Super Hornets to establish air superiority. The RU team's Mi-28 and SU-35BMs are a constant threat, and the US team's air assets are the best option to neutralize them. The LAV-AD spawned here can also assist in shooting down enemy aircraft. Get it to the radio outpost (C) to help defend the flag from air attacks.

RU Base

Conquest

Armored Shield

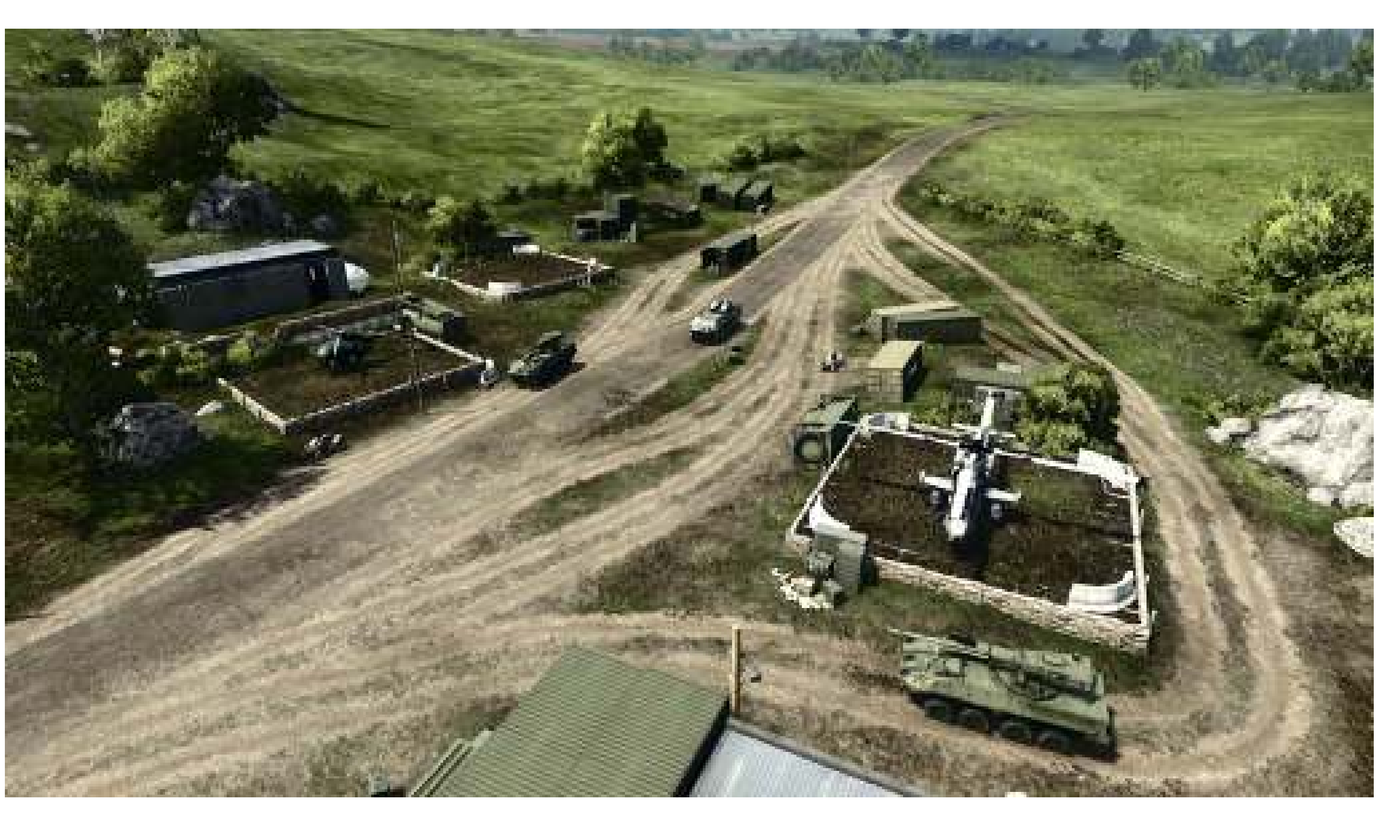
Conquest

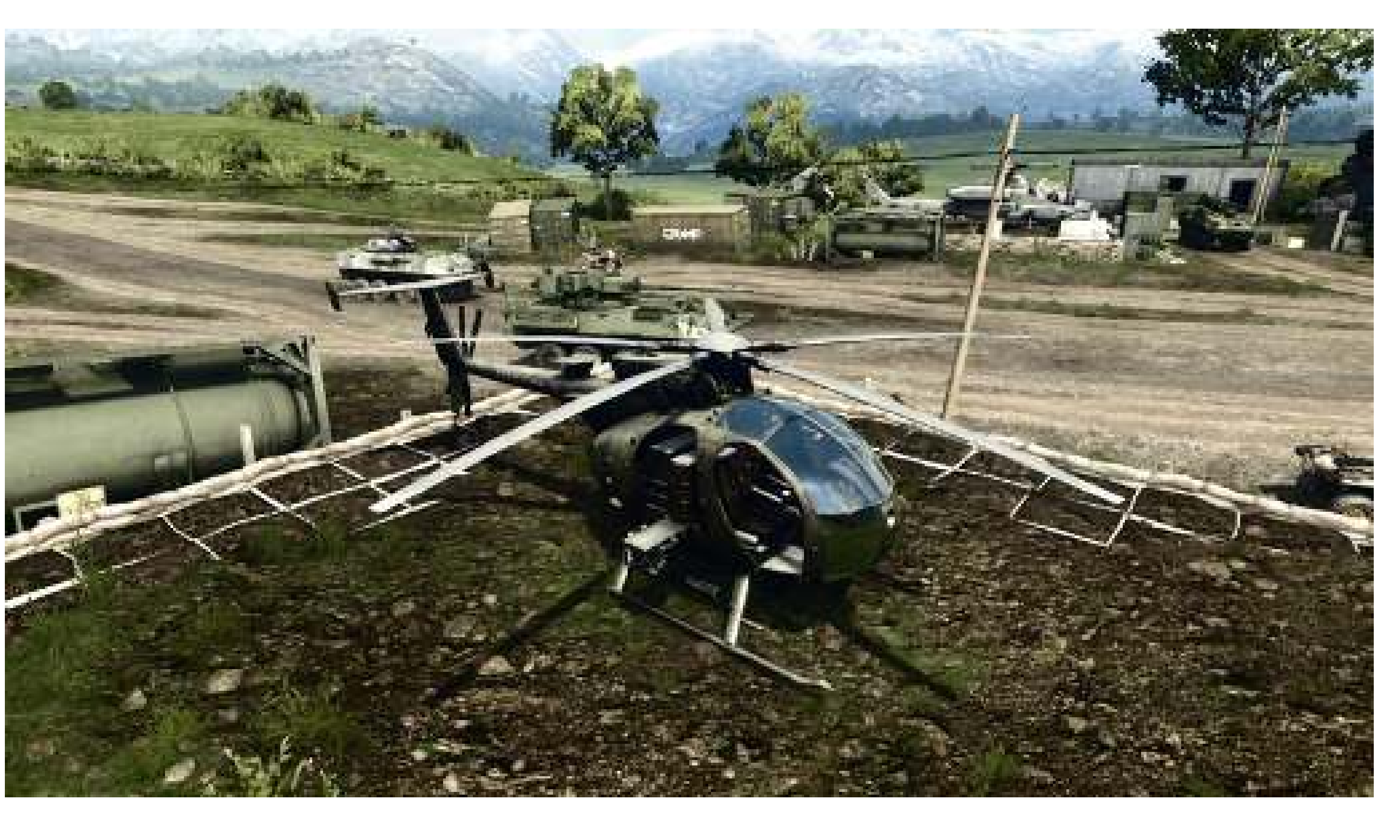


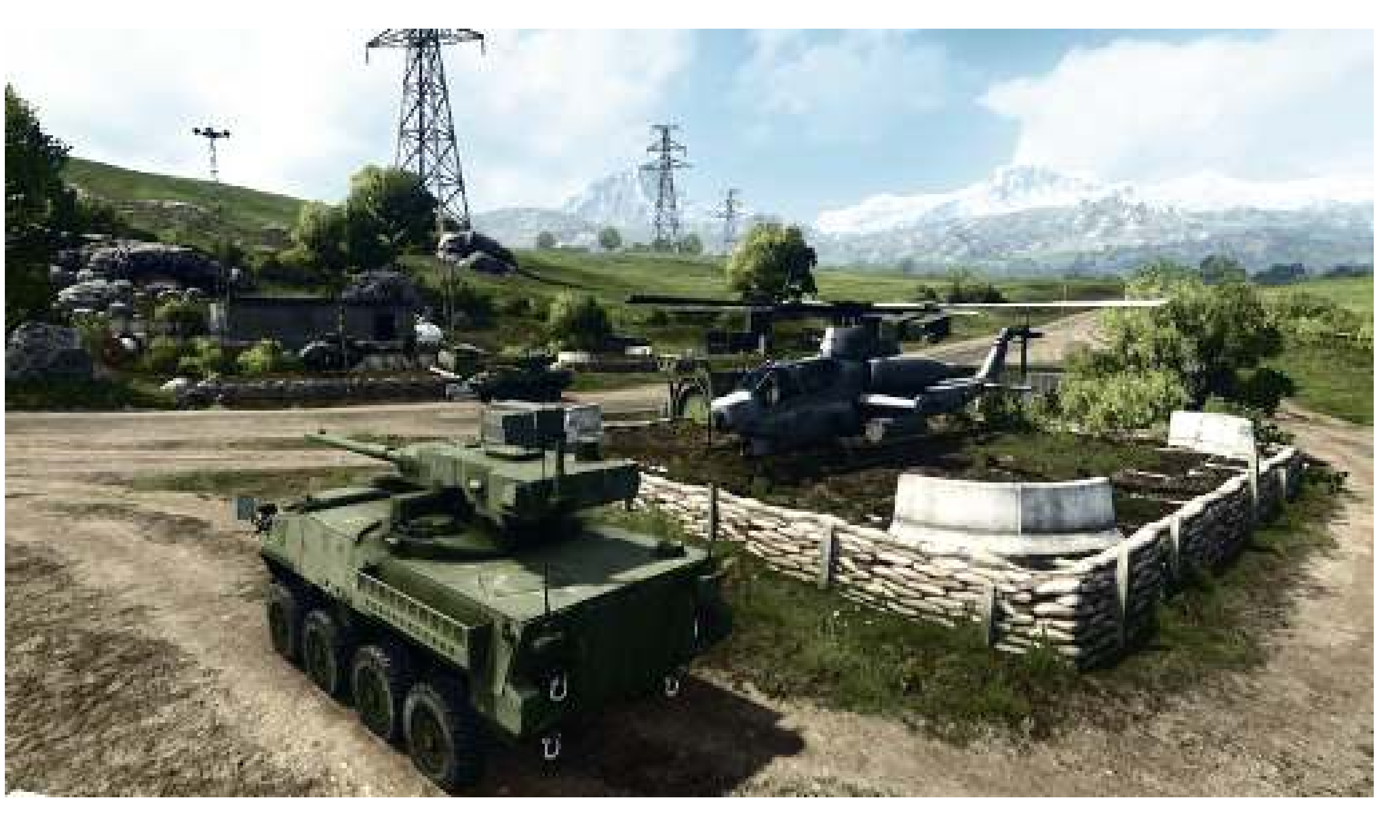
Securing victory in this battle often comes down to consistently deploying the tank destroyers spawned at each team's base. Outside of the bases, there aren't many vehicles produced by the map's five control points. So both teams need to make an effort to get their respective tank destroyers on the map in an attempt to capture and hold a minimum of three flags. In addition to capturing the control point closest to their base, each team should strive to hold the three flags in the middle of the map, forming a defensive line stretching from north to south. Pay particular attention to the antenna (B) control point, as it allows access to the gunship. In addition to benefiting from the gunship, each team can also gain a significant advantage by making the most of their helicopters. These versatile aircraft are ideal for maintaining control of the air space as well as targeting ground units. But helicopter pilots will need to watch out for the LAV-AD and 9K22 Tunguska-M produced by each team's base. These anti-aircraft units pose a serious threat to helicopters and play a large role in maintaining air superiority.

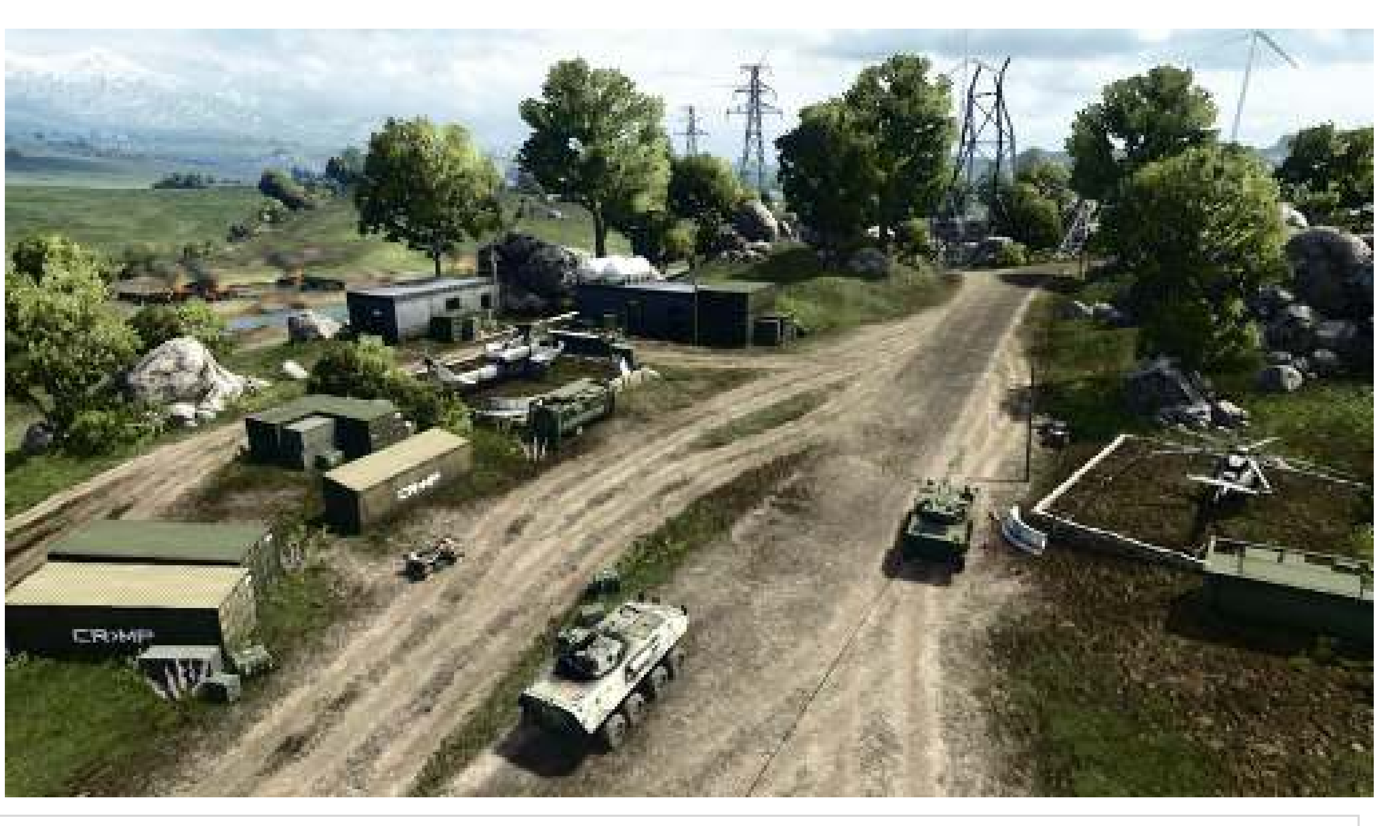
Open this map in a new window

US Base









Base Assets

Name	Quantity	Respawn Time
Quad Bike	2	5 sec.
M1128	2	40 sec.
LAV-AD	1	40 sec.
AH-6J Little Bird	1	60 sec.
AH-1Z Viper	1	60 sec.

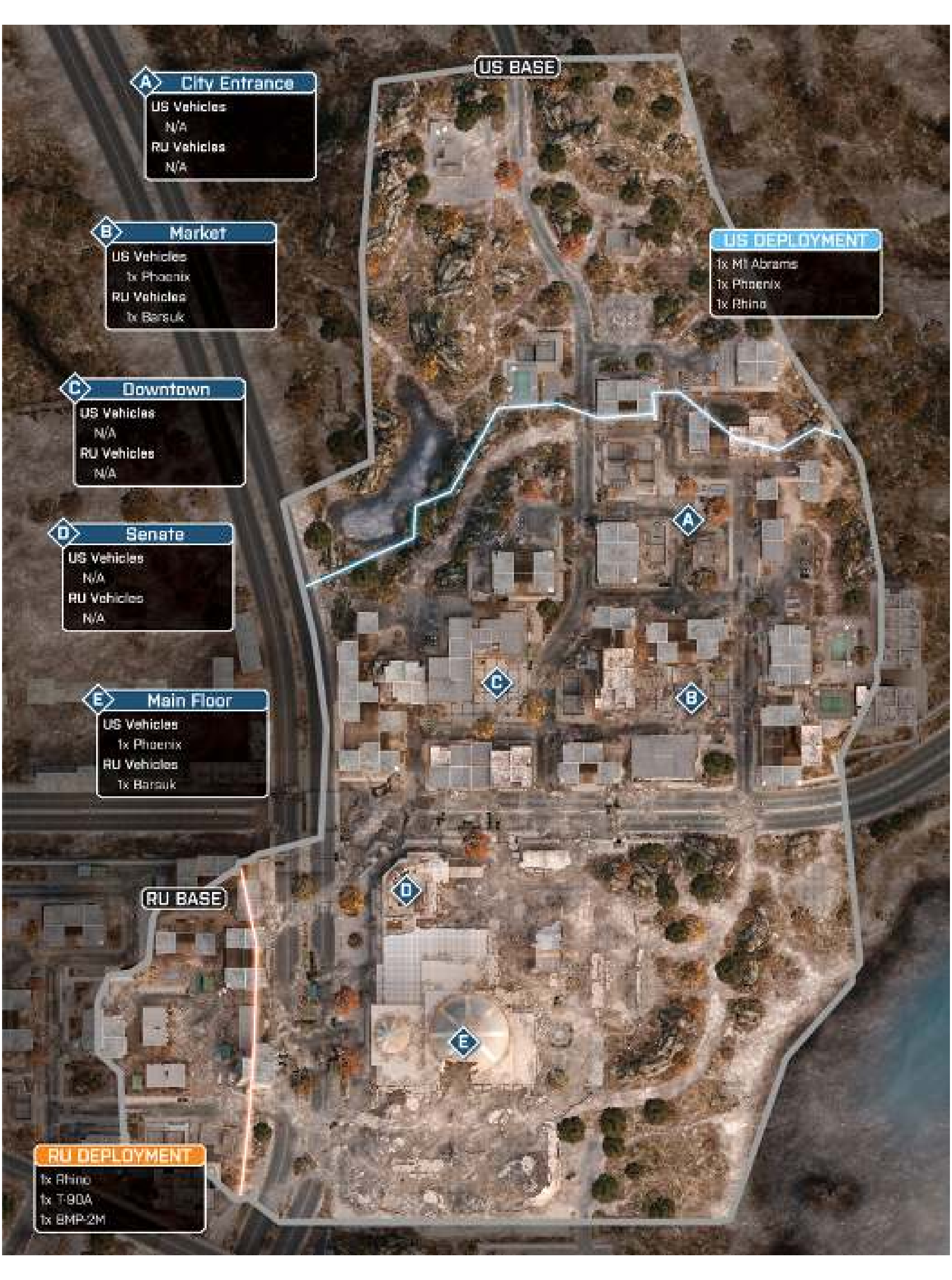
The US base is on the northwest edge of the map. In addition to serving as the initial US deployment area, the base also produces the bulk of the US team's vehicles. As a result, it's important to revisit the base throughout the course of the battle and deploy these vehicles. The M1128 tank destroyers are particularly valuable when it comes to taking and holding control points in the center of the map. Early during a round, the speedy quad bikes should make a move for the central control points, like the antenna (B), farm (C), and village (D), while the tank destroyers secure the nearby treatment plant (A). The AH-6J Little Bird is another good option for moving troops to distant control points. Meanwhile, use the AH-1Z Viper to target enemy ground vehicles as well as hostile choppers. But when it comes to air defense, the LAV-AD is the US team's best option for shooting down enemy helicopters. Move the LAV-AD to the east, where it can provide air cover for friendly units near the center of the map. Just be sure to keep the LAV-AD away from the RU team's SPRUT-SD tank destroyers—it won't last long in a duel.

RU Base

Conquest

Azadi Palace

Conquest


US BASE
A City Entrance
US Vehicles
N/A
RU Vehicles
N/A
B Market
US Vehicles
1x Phoenix
RU Vehicles
1x Barsuk
C Downtown
US Vehicles
N/A
RU Vehicles
N/A
D Senate
US Vehicles
N/A
RU Vehicles
N/A
E Main Floor
US Vehicles
1x Phoenix
RU Vehicles
1x Barsuk
US DEPLOYMENT
1x M1 Abrams
1x Phoenix
1x Rhino
RU BASE
RU DEPLOYMENT
1x Rhino
1x T-90A
1x BMP-2M
A
B
C
D
E

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Before the earthquake, Azadi Palace, located on the southern side of the map, was a popular tourist destination, appreciated by locals and guests alike for its ornate architecture and lush gardens. But now, little is left of this once majestic structure's former glory, as soldiers and military vehicles scurry about the rubble-filled grounds and fight for control of the Palace and the adjoining neighborhood to the north. With five control points up for grabs at the start of the match, both teams must rush to secure at least three flags to initiate a drain on the opposing team's ticket count. Spawning on the city's northern outskirts, the US team has the best chance of capturing the City Entrance (A), Market (B), and Downtown (C), and establish a strong presence on the north side. Meanwhile, the RU team, deploying from the Construction Site in the southeast, has a good chance of securing the Main Floor (E) and Senate (E) within Azadi Palace. But the neither team can win by simply holding the Palace. So in addition to capturing the Palace's two control points, the RU team must look for opportunities to secure at least one of the three northern flags to avoid hemorrhaging tickets. In close matches, a tug-of-war struggle often centers around the Downtown (C) control point. To give your team the upper hand, make sure you make the most of the vehicles spawned at your team's base and control points—the M1 Abrams and T-90A are particularly effective when it comes to taking and holding ground.

US Base

Base Assets

Name	Quantity	Respawn Time
Rhino	1	20 sec.
Phoenix	1	20 sec.
M1 Abrams	1	50 sec.

The US team deploys on the north side of the map, in the city outskirts. The vehicles spawned here play their most important role at the start of the match by serving as troop transports. Both the Rhino and Phoenix are capable of transporting three soldiers. Fill these vehicles to capacity and send the Rhino to the Market (B) while the Phoenix secures the Downtown (C) control point. Meanwhile, the remaining infantry and M1 Abrams can follow these speedy vehicles into the city and capture the City Entrance (A). If the US team moves out fast, they stand a good chance of securing these three northern control points, instantly draining the RU team's ticket count. By holding three out of the five flags, the US team doesn't need to even approach the Palace to the south. Instead, it's better to consolidate on the north side of the city. Post at least one vehicle at each control point and dig in for the rest of the match. As vehicles are destroyed, don't forget to spawn back at the US Base and move new vehicles to the front lines—keeping the M1 Abrams in the fight is particularly important.

RU Base

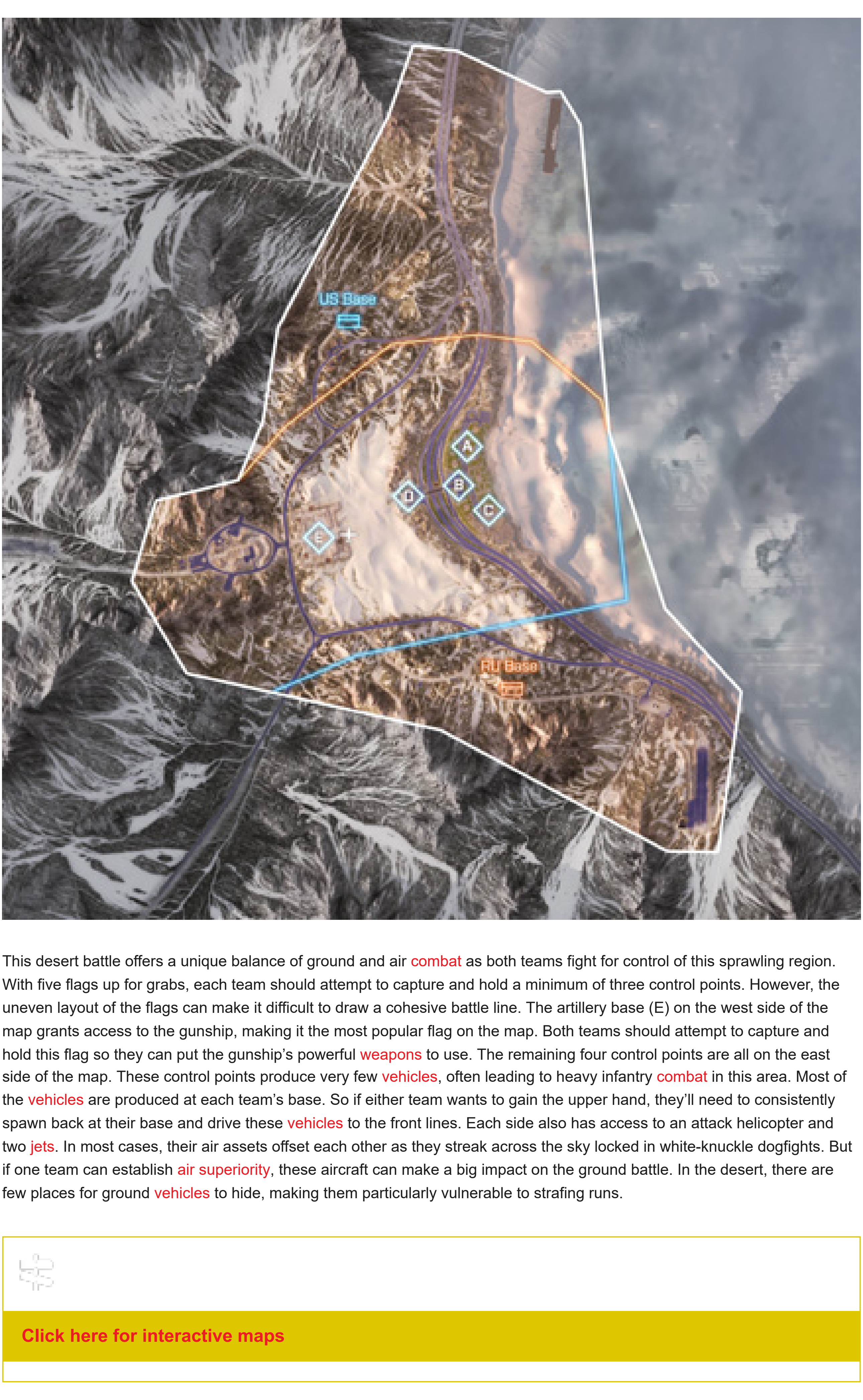
Base Assets

Name	Quantity	Respawn Time

Conquest

Bandar Desert

Conquest



This desert battle offers a unique balance of ground and air combat as both teams fight for control of this sprawling region. With five flags up for grabs, each team should attempt to capture and hold a minimum of three control points. However, the uneven layout of the flags can make it difficult to draw a cohesive battle line. The artillery base (E) on the west side of the map grants access to the gunship, making it the most popular flag on the map. Both teams should attempt to capture and hold this flag so they can put the gunship's powerful weapons to use. The remaining four control points are all on the east side of the map. These control points produce very few vehicles, often leading to heavy infantry combat in this area. Most of the vehicles are produced at each team's base. So if either team wants to gain the upper hand, they'll need to consistently spawn back at their base and drive these vehicles to the front lines. Each side also has access to an attack helicopter and two jets. In most cases, their air assets offset each other as they streak across the sky locked in white-knuckle dogfights. But if one team can establish air superiority, these aircraft can make a big impact on the ground battle. In the desert, there are few places for ground vehicles to hide, making them particularly vulnerable to strafing runs.

Click here for interactive maps

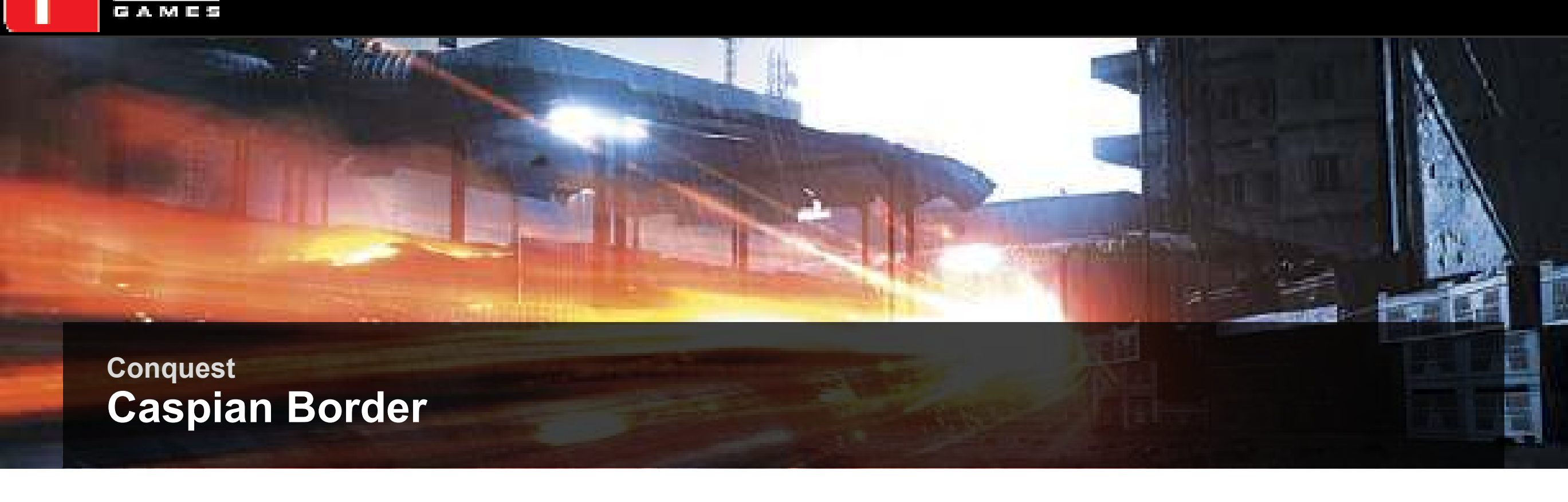
US Base

Base Assets

Name	Quantity	Respawn Time
Quad Bike	2	5 sec.
M1128	2	20 sec.
M142	1	60 sec.
AH-1Z Viper	1	60 sec.
F/A-18E Super Hornet	2	40 sec.

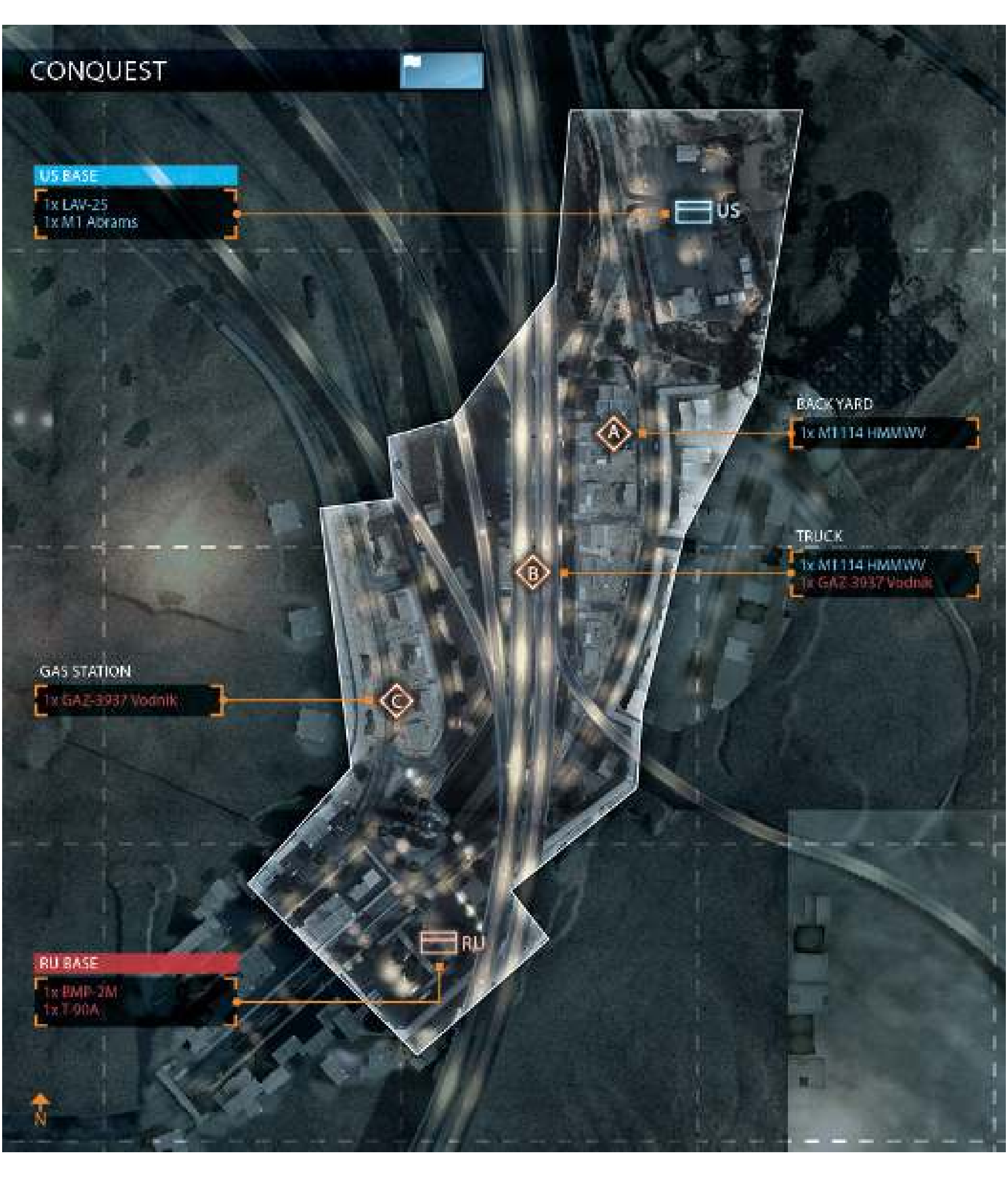
The US team deploys from the north side of the map. Infantry and vehicles spawn at the mountain village while air assets spawn farther north, along the highway. The early moments of the round are very important, leaving little time to waste. The fastest ground vehicles available here are the quad bikes, ideal for rushing the distant artillery base (E), where the gunship is accessed. While troops on quad bikes secure the artillery base (E), send the M1128 tank destroyers toward the gas station (D) and village south (A). Securing three control points early on is the best way to gain the upper hand in the battle, forcing a drain on the RU team's ticket count. While the ground units capture and hold control points, use the AH-1Z Viper and F/A-18E Super Hornets to establish air superiority. The RU team's jets and helicopters pose a constant threat to your ground forces, so act quickly to shoot down these aircraft. When the air is clear of hostile units, use the Viper and Super Hornets in a close air support role, strafing enemy tanks and tank destroyers.

RU Base



Conquest

Caspian Border



After the death of Al-Bashir, Russia moves into Northern Iran to police its borders, telling the US to stay out or risk Russian retribution. A recon Russian force has set up camp on the Turkmenistan side of the border and has proceeded to take over the heavily built-up Iranian border checkpoint.

The checkpoint regulates traffic across the border and through a highway that leads into Tehran.

US Marines, attempting to cut of the Russian advance towards the inland, need to push the Russians out of the border and destroy their nearby base.

The lush green valley represents a welcome change of scenery for advancing American forces accustomed to the dry desert plains. However, the Russian forces are better acquainted with the local terrain and will prove a tenacious foe.

In this head-on Conquest match, the US and RU teams fight for domination of a tightly contested border crossing area. There are four control points, meaning each team must strive to capture and hold at least three flags to initiate a ticket drain on the opposing team.

For the US team, the Checkpoint (A), Forest (B), and Hilltop (C) are the best options. When playing as the RU team, attempt to take and hold the Gas Station (D), Hilltop (B), and Forest (B).

As in any conquest match, don't stretch your team too thin, especially if playing with fewer than 32 players. Capture each point, then immediately dig in to prepare for the inevitable enemy counterattack.

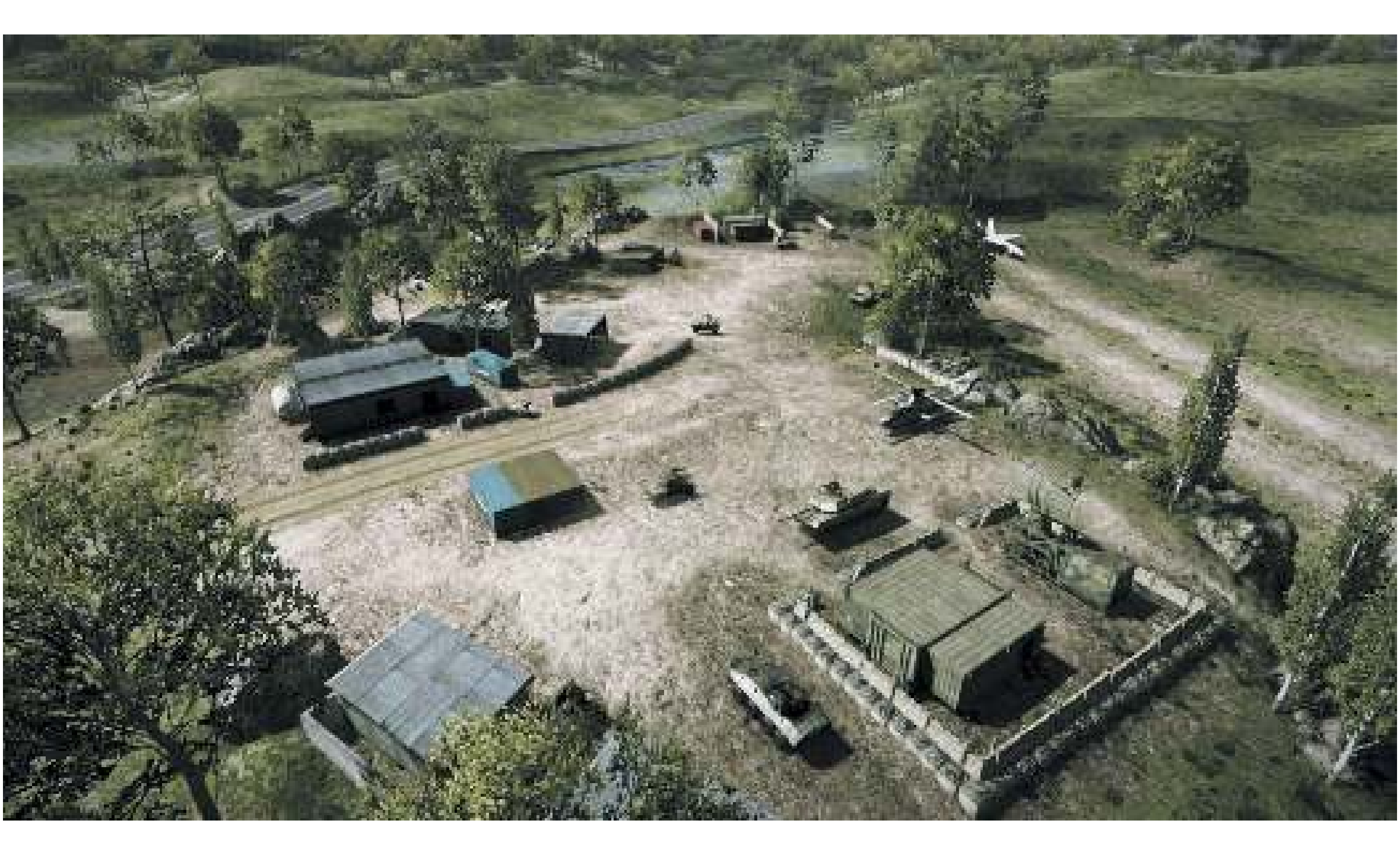
This is a very large map and there's a lot of terrain to cover on foot. So don't forget to make use of the vehicles that spawn at your team's base. The control points in the center of the map provide very few vehicles, so the team that consistently fields vehicles produced from their bases will have the upper hand in this conflict.

US BASE

Base Assets

Name	Quantity	Respawn Time
Growler ITV	2*	5 sec.
M1 Abrams	2*	20 sec.
AH-1Z Viper	1	60 sec.
F/A-18E Super Hornet	2	40 sec.
Centurion C-RAM	1	—
M220 TOW Launcher	2	30 sec.

* = only 1 when Checkpoint (A) is controlled by US



Positioned on the north edge of the map, the US Base is a long hike from even the nearest control points, so make sure you hitch a ride if you choose to spawn here.

By taking the highway to the west, you can quickly race to the Checkpoint (A) and secure a couple more vehicles. However, when the Checkpoint (A) is captured by the US team, the US Base spawns only one Growler ITV and one M1 Abrams.

To the east of the US Base is a dirt road leading toward the Forest (B) and Gas Station (D). The Growler ITVs are well suited for traveling this road, particularly at the start of a round. While the US Base is off-limits to RU troops, be ready for aerial harassment.

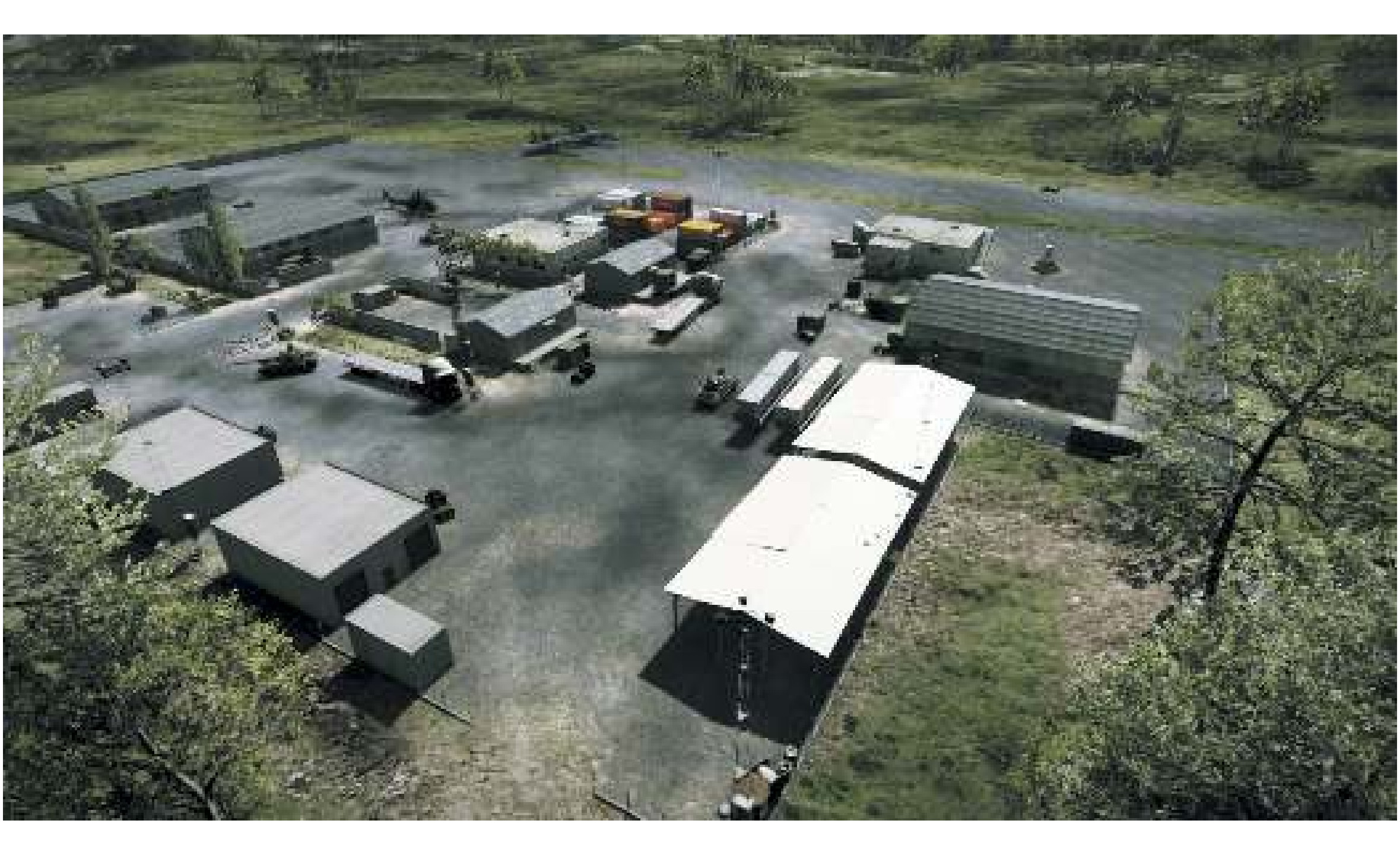
If aerial assaults become a problem, man the Centurion C-RAM air defense system to fend off the attacking jets and choppers.

RU BASE

Base Assets

Name	Quantity	Respawn Time
VDV Buggy	2*	5 sec.
T-90A	2*	20 sec.
Mi-28 Havoc	1	60 sec.
SU-35BM Flanker-E	2	40 sec.
Pantsir-S1	1	—
9M133 Kornet Launcher	2	30 sec.

* = only 1 when Gas Station (D) is controlled by RU



The RU team has setup camp in the large base to the south. Like all bases in Conquest, this one is off-limits to US troops and ground vehicles.

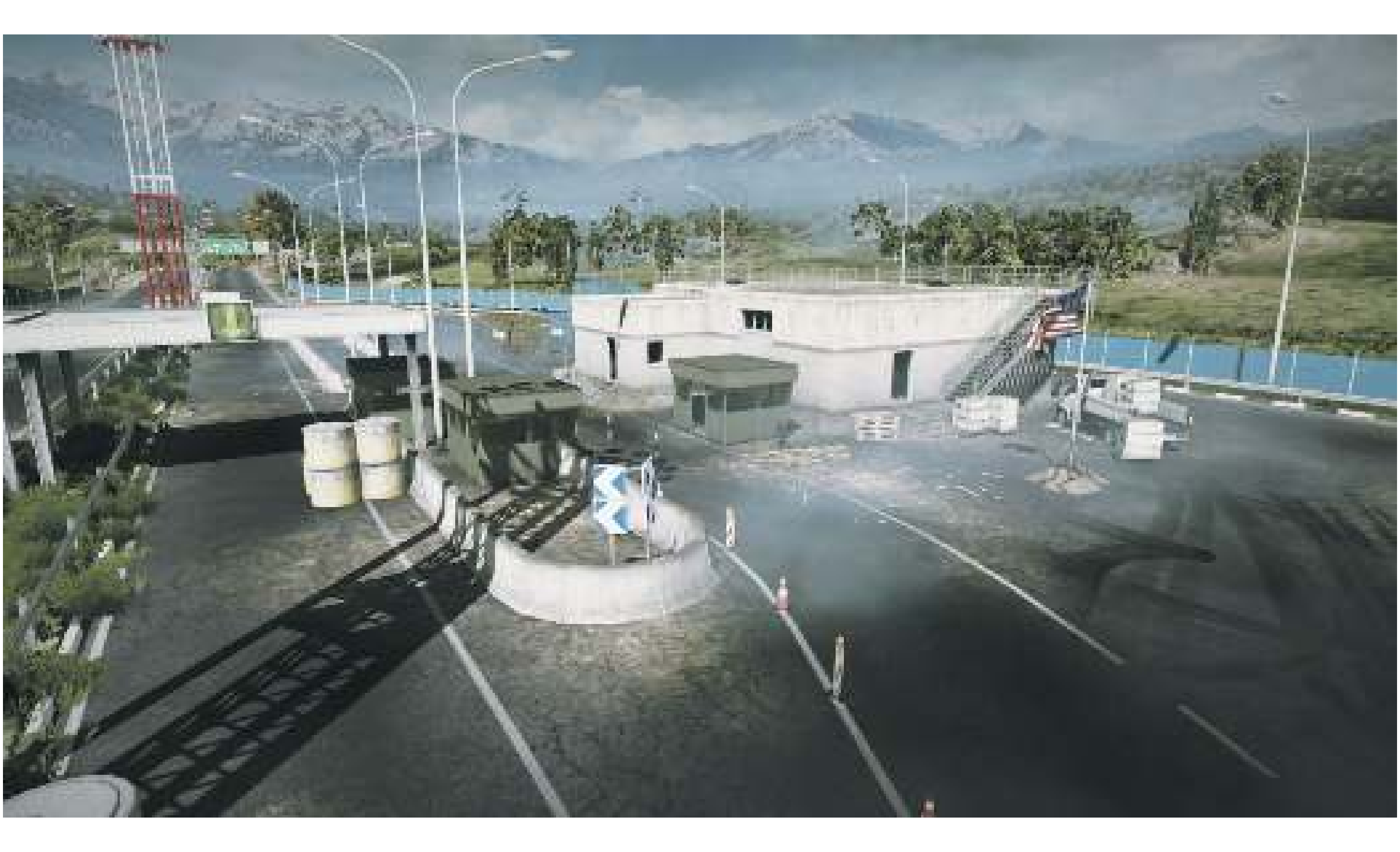
However, be prepared to fend off frequent strafing runs by US jets and attack helicopters, particularly early during the round.

The Pantsir-S1 air defense system should be manned early on to deter such aerial attacks.

The dirt road to the east is the major artery leading out of the RU Base and directly to the Gas Station (D) and Hilltop (C)—use the VDV Buggies to capture these points early in the round.

If the RU team manages to capture the Gas Station (D), only one VDV Buggy and one T-90A spawn back at the RU Base instead of the default number of two each—think of it as these assets moving to the forward staging area.

A: CHECKPOINT



Control Point Assets

US Control	RU Control	Respawn Time
Growler ITV (1)	—	25 sec.
M1 Abrams (1)	—	40 sec.
M220 TOW Launcher	M220 TOW Launcher	30 sec.

This control point (A) sits on the major highway on the west side of the map. Although it is centrally positioned, the US team has a slight edge when it comes to capturing this point early during a round.

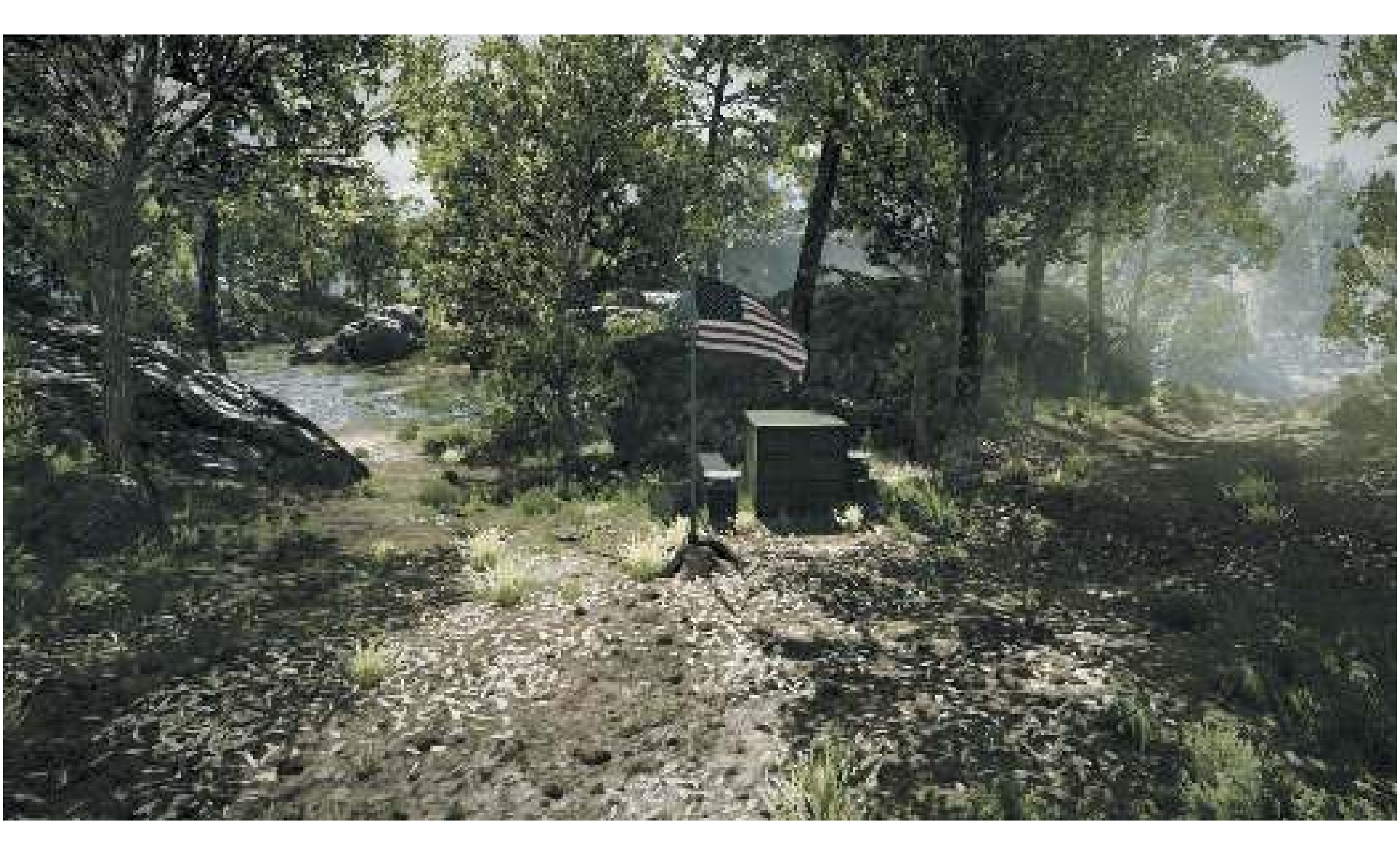
Utilizing the smooth, paved highway, the US team can capture this area early on using their fast-moving Growler ITVs. By capturing this point, the US gains access to one Growler ITV and one M1 Abrams.

However, these assets are simply moved forward from the US Base and do not add to the total count of US vehicles. The flag here is situated within the Checkpoint facility, along the east side of the highway.

Given the open nature of the area, this spot is best captured by tanks. However, infantry can capture and contest the flag from within the concrete structure to the north of the flagpole.

This structure can be completely demolished, denying infantry suitable cover and concealment. Still, there are plenty of hiding spots outside, though none of them offer the protection of the concrete building.

B: FOREST



The Forest control point (B) provides no vehicles to either team. But don't let that deter your team from capturing and defending this critical central location.

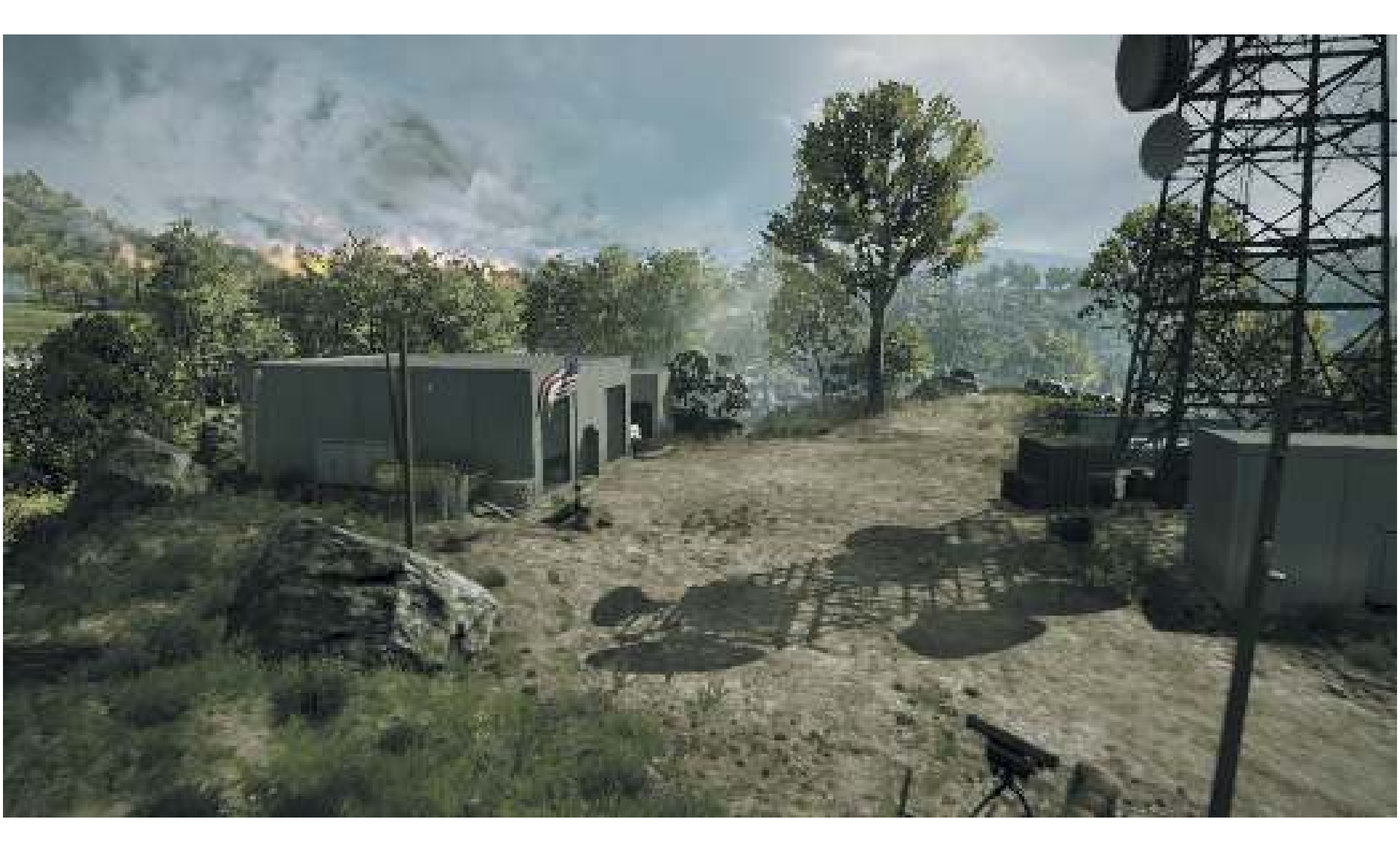
Holding this area gives your team a spawn point in the middle of the map, which is ideal for launching raids on the Checkpoint (A), Hilltop (C), or Gas Station (D).

Given the uneven terrain and lack of road access, this control point is best attacked and defended by infantry. Tanks are particularly vulnerable to ambush here, so try to move in on foot when possible.

The trees (while still standing) offer decent concealment from air attacks and the massive boulders offer great cover. When defending, attacks mostly come from the west, originating from the other control points.

So constantly watch for infantry and vehicles crossing the shallow stream to the west. Controlling the Hilltop (C) makes it much easier to hold this position. There, your team can use the high elevation to cover the approach to the flag.

C: HILLTOP



Control Point Assets

US Control	RU Control	Respawn Time
9M133 Kornet Launcher (1)	9M133 Kornet Launcher (1)	30 sec.

Regardless of which team you're on, taking the high ground of the Hilltop (C) should always be a priority. The RU team has the best chance of reaching this location early due to its relative close proximity to their base.

However, US troops can make a claim here, too, by bailing out of jets or helicopters in the early moments of a match.

While the control point offers very little in the way of assets, it has a great view of the surrounding terrain, making it a popular sniping perch for recon soldiers.

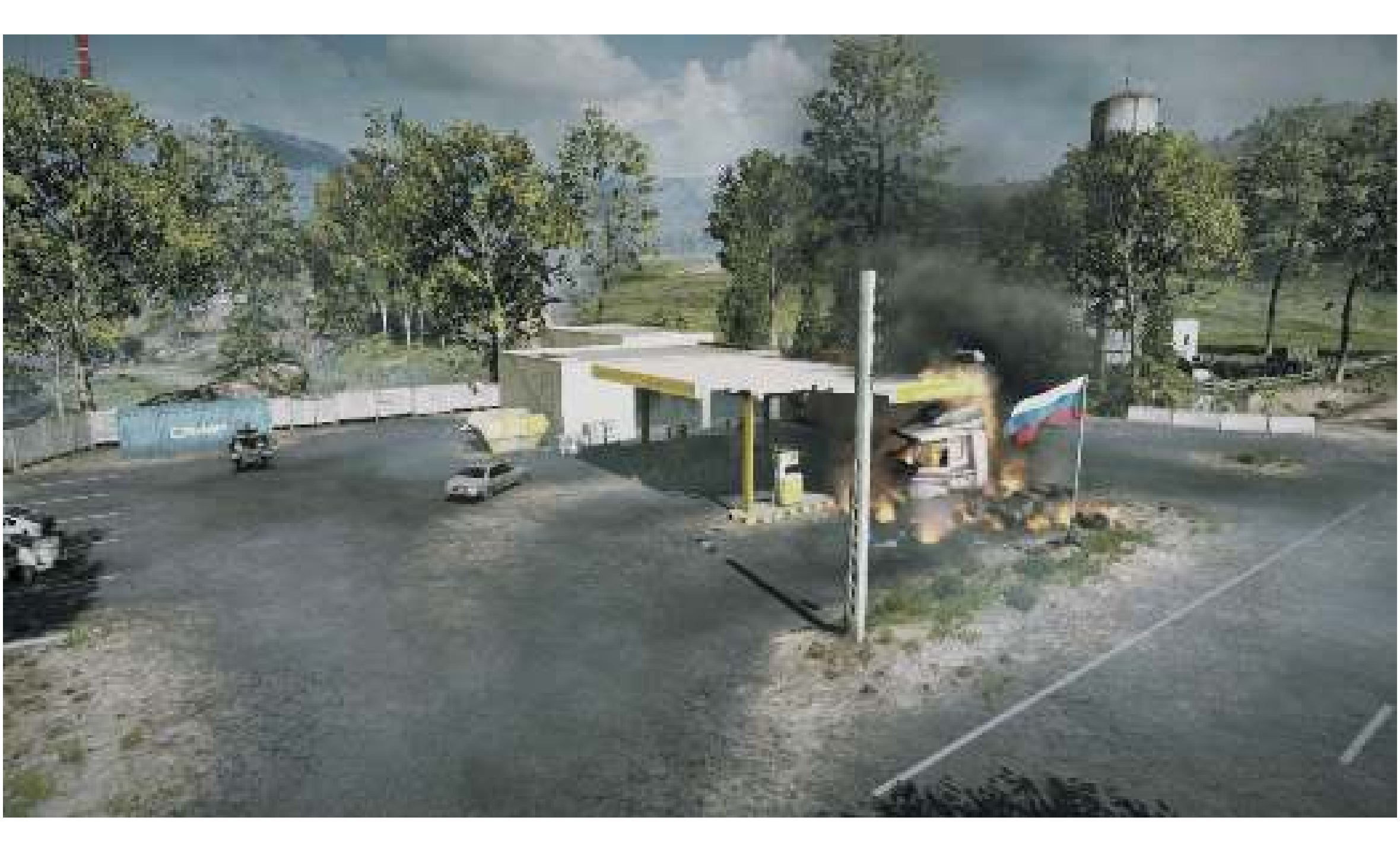
If it's well defended, the Hilltop is also a tough nut to crack. The rocky cliff side to the east is completely impassable, which forces attacking units to approach the flag from the two dirt roads to the east.

Both of these roads can be mined or booby-trapped with C4 to deter attacks by enemy vehicles.

The flag itself sits atop the hill and can be captured or contested within the garage-like structure to the east. However, this concrete building will not last long under a sustained attack by tanks, jets, and helicopters.

So be prepared to create your own concealment by deploying smoke.

D: GAS STATION D



Control Point Assets

US Control	RU Control	Respawn Time
—	VDV Buggy (1)	25 sec.
—	T-90A (1)	40 sec.
M220 TOW Launcher	M220 TOW Launcher	30 sec.

The Gas Station (D) serves as the RU team's forward base, providing them with a VDV Buggy and T-90A closer to the map's central control points.

However, these vehicles do not add to the RU team's total vehicle count. When the Gas Station is controlled by the RU team, the RU Base produces one fewer VDV Buggy and T-90A—these vehicles have not disappeared, they've just moved closer to the action.

Given its close proximity to the RU Base, the RU team has the best chance of maintaining control of this location throughout the match.

Still, the US team should attempt to capture the Gas Station to deny the RU team these vehicles. The flag is located near the roadway, not far from the flaming wreck of a truck.

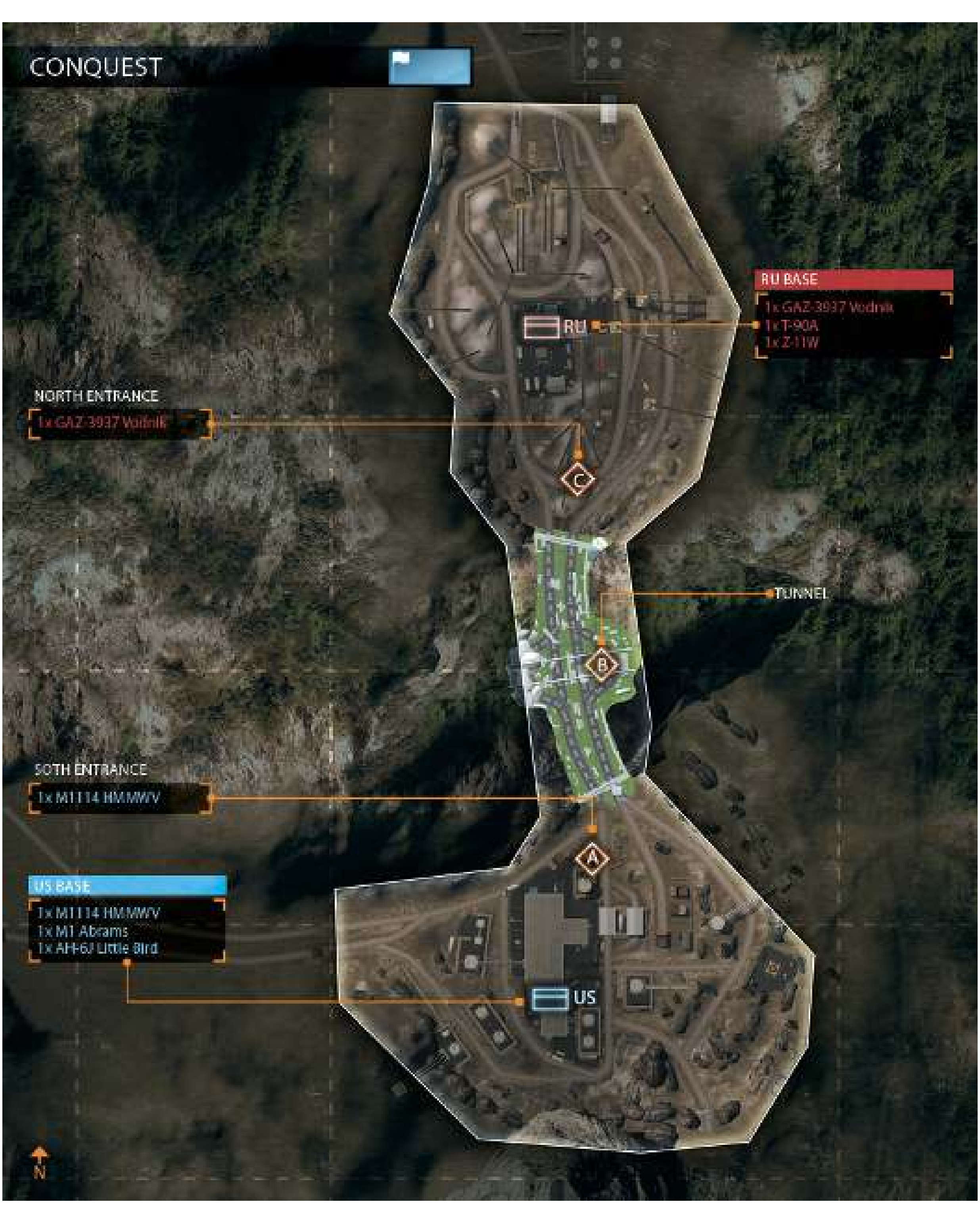
The fiery wreck emits a black cloud of smoke that helps conceal ground units from air attack. The gas pumps here are explosive, so keep your distance during firefights.

If you're defending here, consider destroying all the pumps to make your job a little safer—or wait until attackers get near the pumps, then detonate them.

Refuge can be sought in the Gas Station building, where you can either capture or contest the flag.

Conquest

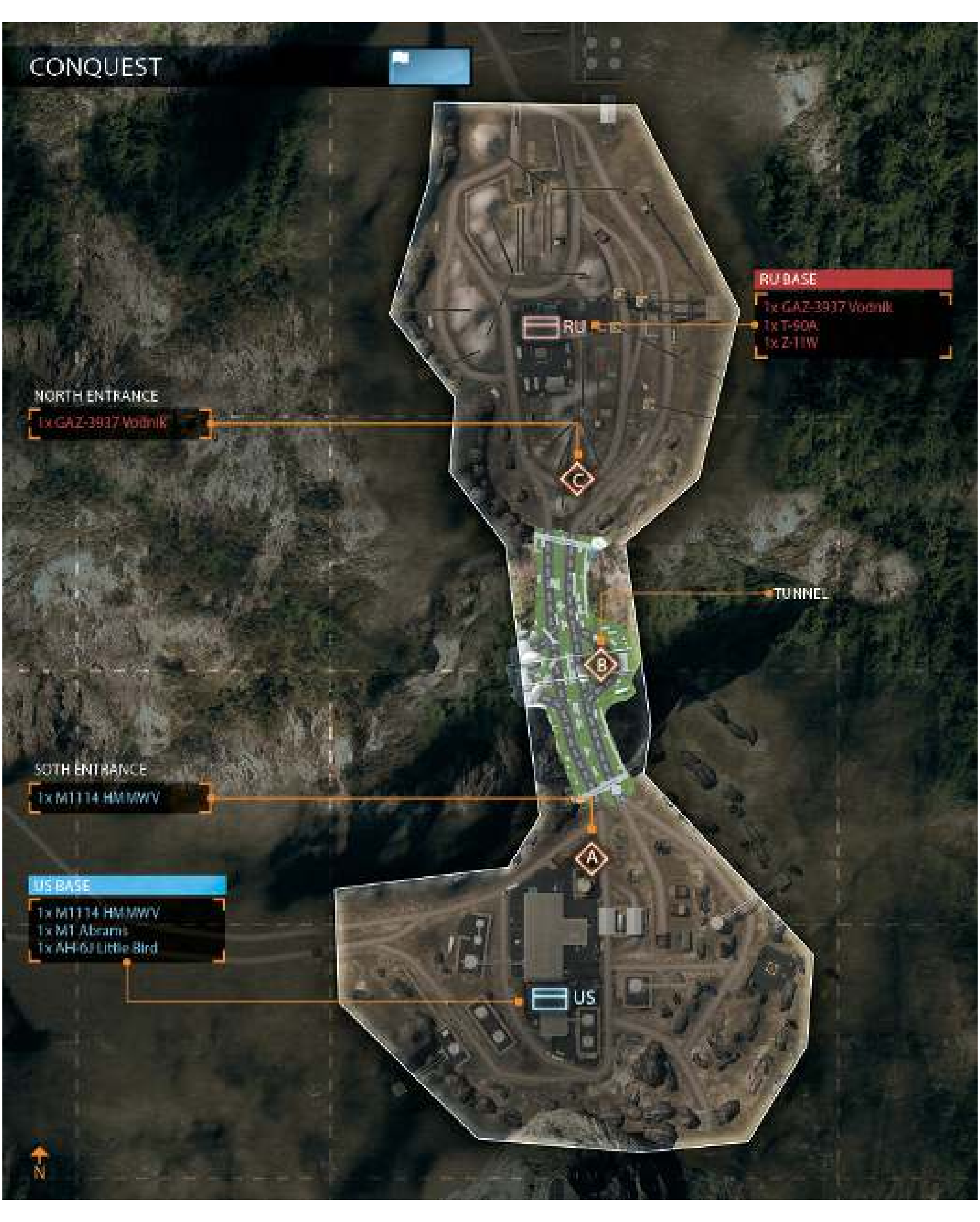
Damavand Park



A rugged, mountainous area around Damavand Peak will play a major role in deciding whether Russian or American troops are successful in combat operations throughout the sector, as the area is home to key radar installations.

On orders from CentCom, a specially trained unit of US Marines is leading a mountain assault on a uranium mine in North Khorassan Province.

The once-abandoned area is now heavily defended by Russian forces stretching from the processing area through access tunnels that run up to a network of radar control stations used to warn the garrison of attacks.



With only three control points up for grabs, this is a relatively small-scale Conquest match, where defense is often more important than offense.

The US team starts in the south while the RU team starts in the north. Between these two bases are three control points. The US team should focus on capturing and maintaining control of the South Entrance (A) and Tunnel (B) to initiate a ticket drain on the RU team.

The RU team is best served by controlling the North Entrance (C) and Tunnel (B) to begin bleeding the US team’s ticket count. Unless the opportunity arises, there’s no need for either team to try to capture all three flags.

It’s much better to consolidate your forces around two control points and set up a solid line of defense within the Tunnel. The team that manages to hold the two control points nearest their base for the duration of the match stands the best chance of winning.

US BASE

Base Assets

Name	Quantity	Respawn Time
M1114 HMMWV	1	15 sec.
M1 Abrams	1	30 sec.
AH-6J Little Bird	1	90 sec.

In this Conquest match, the US team starts out on the south end of the map, spawning at the Factory Valley. This puts the US team within a few meters of the South Entrance (A) control point, making it relatively easy for them to hold for the duration of the match.

Use the M114 HMMWV to get to the nearby control point as quickly as possible at the start of the match, and reinforce the position with an M1 Abrams tank.

The US Base is off-limits to RU ground units, but be prepared to defend against attacks by their Z-11W scout helicopter. It’s easiest to shoot this chopper down with the engineer’s FIM-92 Stinger.

The US team’s own scout helicopter, the AH-6J Little Bird, spawns on the helipad to the east. Spawn directly into the helicopter when it’s available.

RU BASE

Base Assets

Name	Quantity	Respawn Time
GAZ-3937 Vodnik	1	15 sec.
T-90A	1	30 sec.
Z-11W	1	90 sec.

The RU Base is located at the opposite end of the map, within the Mining Area to the north, spawning only a few meters away from the North Entrance (C) control point.

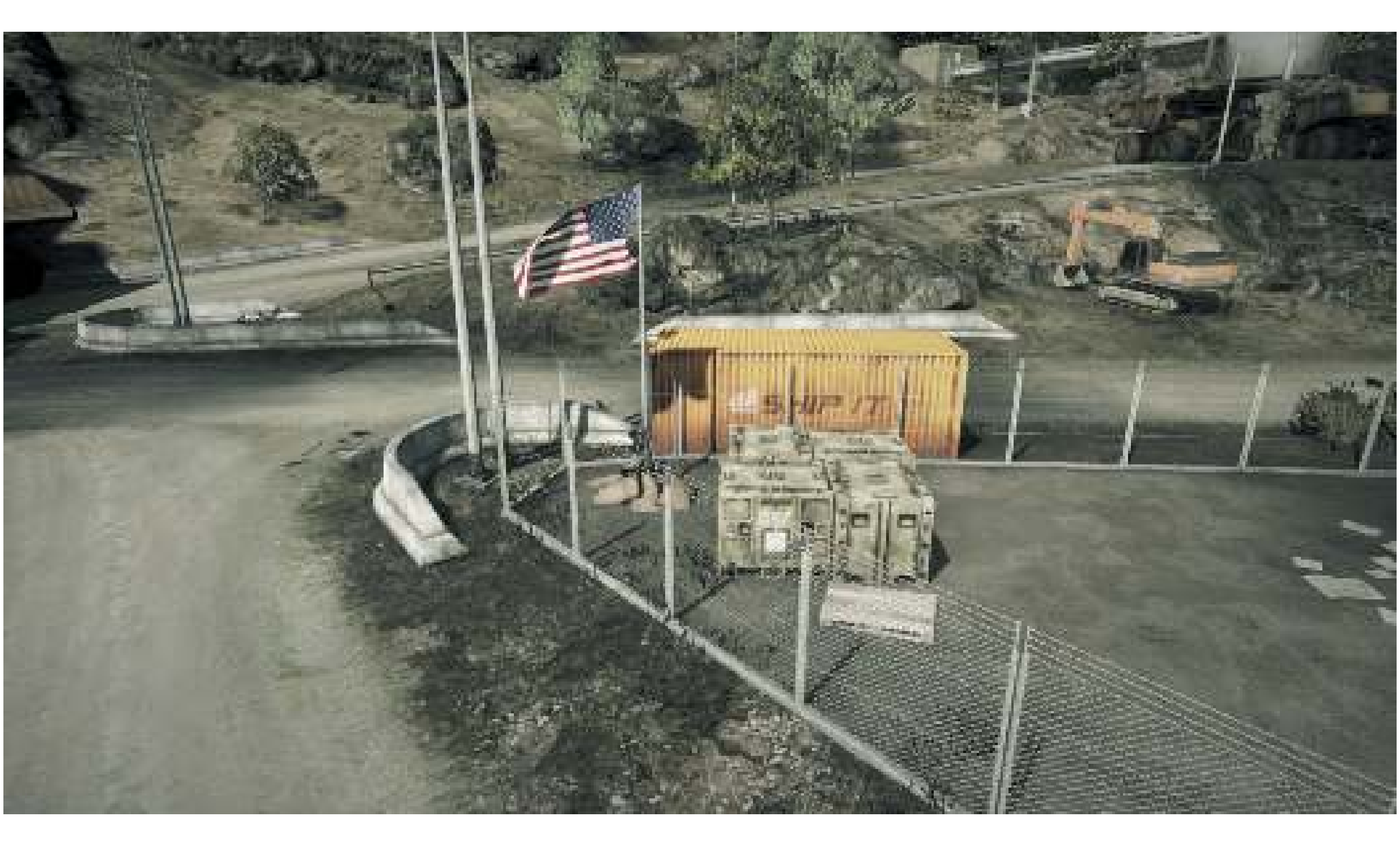
Using a GAZ-3937 Vodnik, the RU team has no problem capturing this nearby control point early on before advancing toward the Tunnel (B).

While the two ground vehicles spawn around the Mining Area, the RU team’s Z-11W scout helicopter appears to the northwest and benefits from its own on-board spawn point.

So if you want to take a ride in the helicopter, spawn directly into it instead of hiking to where it appears. Be prepared to confront the US team’s own scout helicopter buzzing over the RU Base and shoot it down with the engineer’s SA-18 IGLA.

In a pinch, the machine gun turrets on the Vodnik and T-90A serve as good deterrents to air attacks.

A: SOUTH ENTRANCE



Control Point Assets

US Control	RU Control	Respawn Time
M1114 HMMWV (1)	—	20 sec.

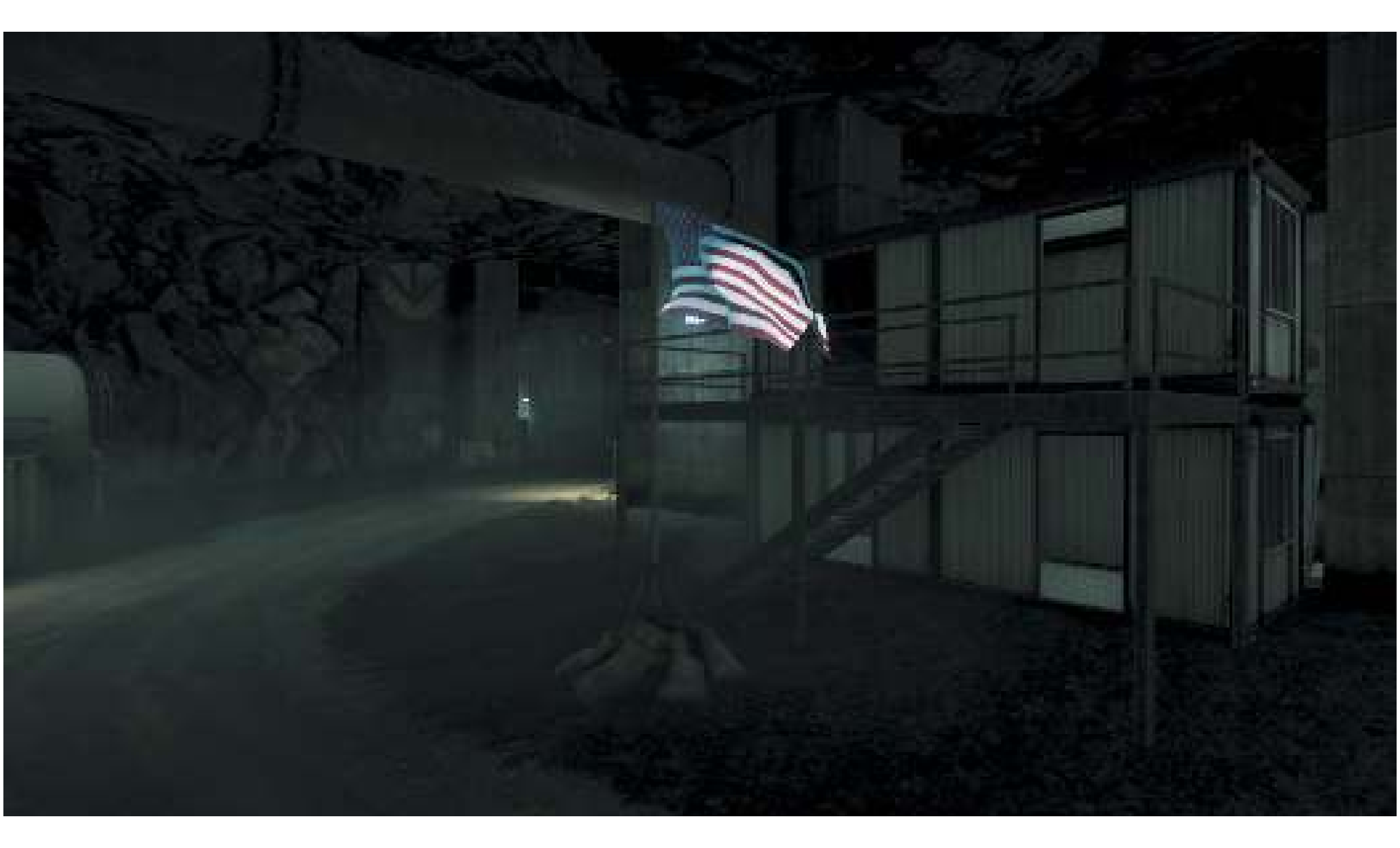
The South Entrance (A) is definitely within the US team’s sphere of influence given its proximity to the US Base. The US team should use this control point as a first line of defense in the event the RU team takes the Tunnel (B) control point.

From this location, it’s easy to pick off enemy troops and vehicles emerging from the dark Tunnel cutting through the large mountain to the north. Use the turret on an HMMWV to suppress and cut down an RU troops that come rushing out of the Tunnel.

The flag here is located near a fork in the road by the Tunnel’s entrance, making it easy for both infantry and vehicles to capture. The chain-link fence surrounding the flag can be easily cut with a knife.

So if you find yourself standing on the road, slice your way through the fence and seek cover near one of the shipping containers south of the flagpole while capturing or contesting this point.

B: TUNNEL



The Tunnel control point (B) supplies no vehicles to either team, but it remains the most crucial point on the map. Since there’s only three control points on this map, whichever team controls the Tunnel has a good chance of bleeding the opposing team’s ticket count, which all but guarantees a victory.

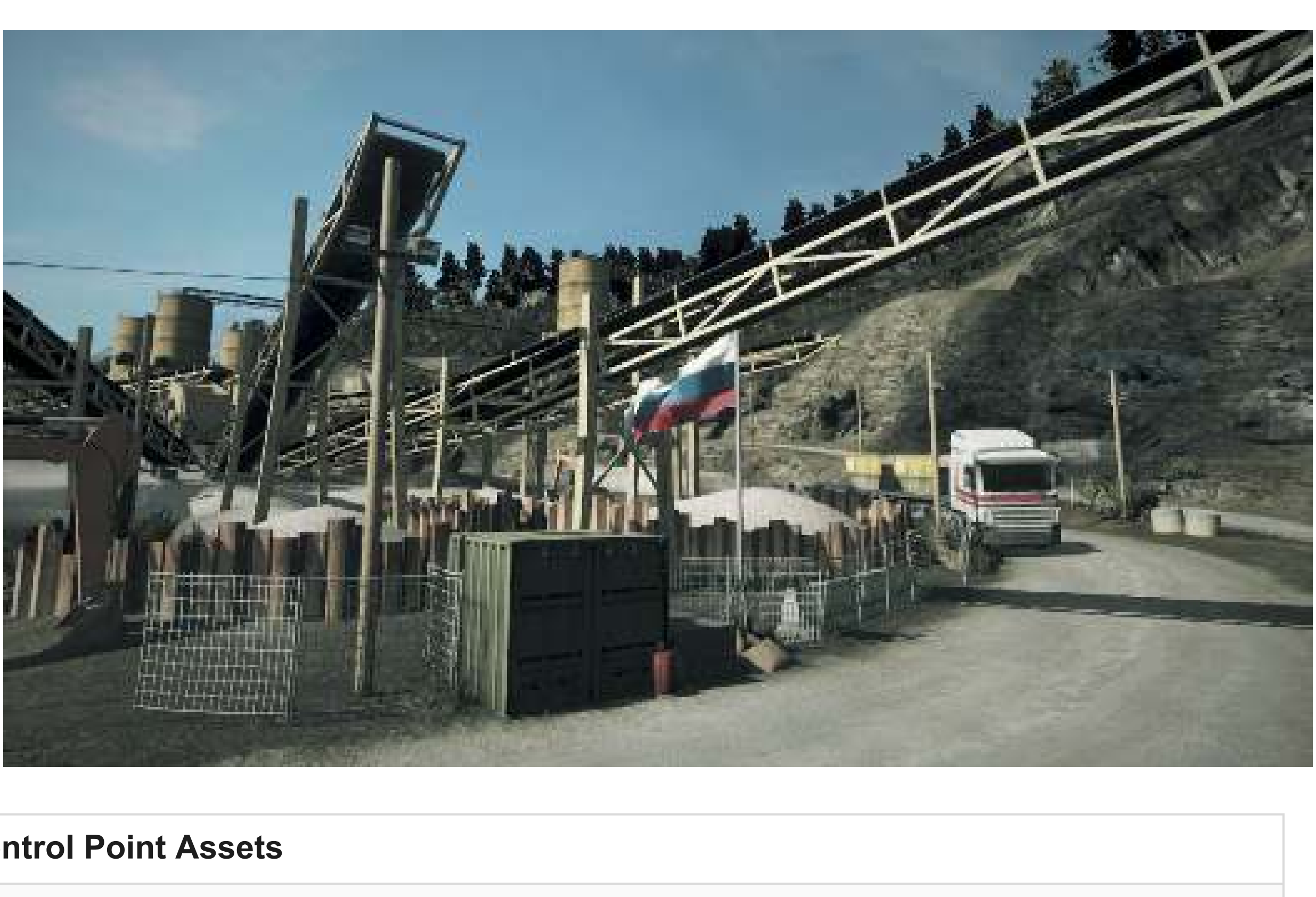
The flag here is located along a side road on the east side of the Tunnel, and can be captured or contested from within the nearby buildings.

While the main Tunnel entrances to the south and north are the only approaches for vehicles, infantry can utilize the narrow side passages on the eastern edge of the Tunnel to access this area directly.

This is the preferred method of advancing on this area while on foot because it allows infantry to detour heated vehicle battles on the main road. This area is very dark, so make use of Tactical Lights and Laser Sights to blind your opponents.

The IRNV (IR 1x) scope and Flash Suppressor are also useful here if you wish to avoid detection. This is particularly useful for defenders—find a nice corner with a good view of the flag, and pick off any attackers that move into view.

C: NORTH ENTRANCE



Control Point Assets

US Control	RU Control	Respawn Time
—	GAZ-3937 Vodnik (1)	20 sec.

The North Entrance (C) serves as a forward base for the RU team, providing a spawn point near the Tunnel (B). Located only a few meters from the RU Base, the RU team should have little problem maintaining control of this location throughout the duration of the match.

But if the US team holds the South Entrance (A) and Tunnel (B), RU troops should be prepared to fend off attackers here. Like at the South Entrance (A), the North Entrance flag is located right next to the road outside the Tunnel, and can be captured by either vehicles or infantry.

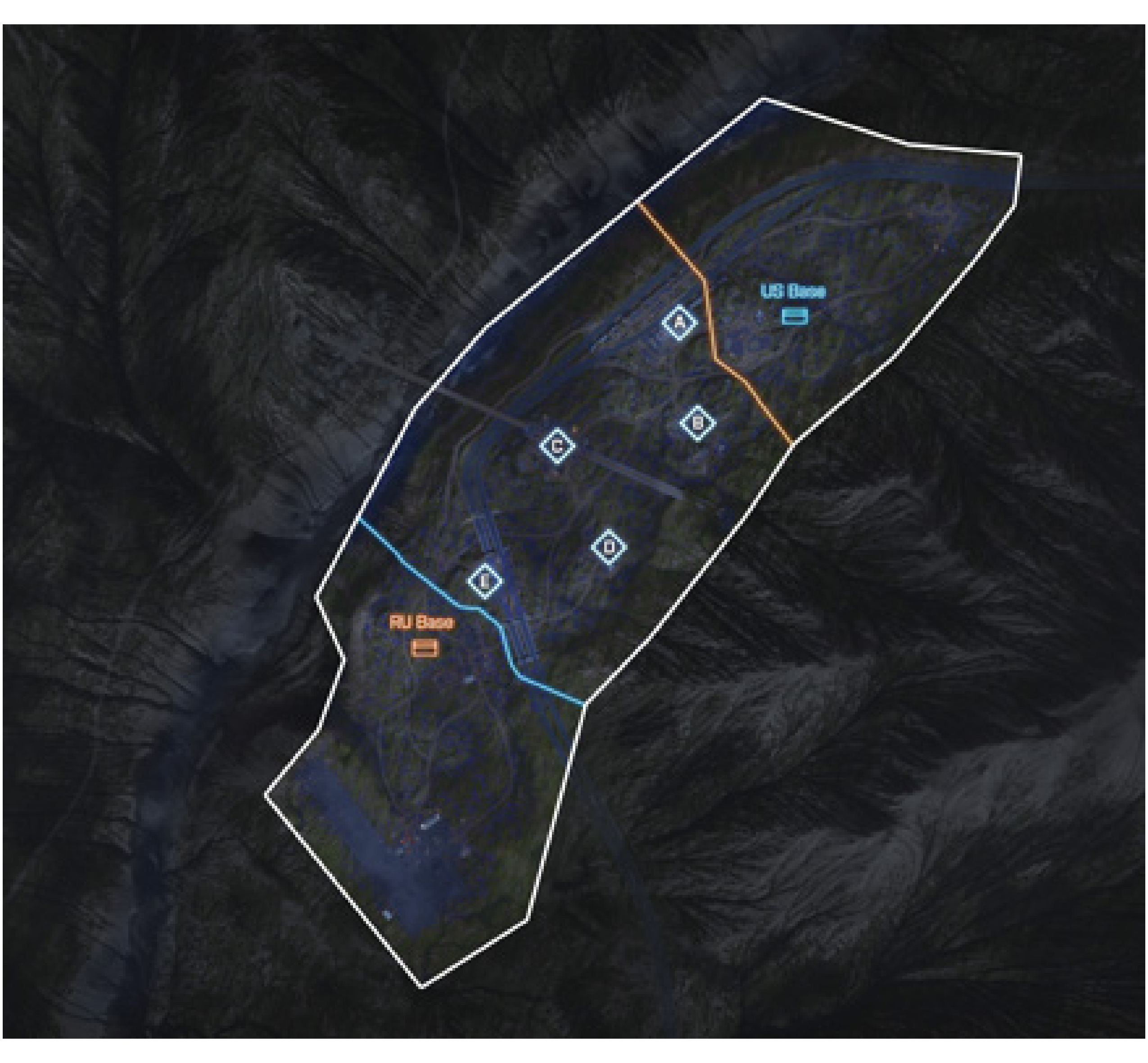
The lack of cover along the road makes it safer for infantry to slice through the nearby fence and seek cover among the rusty metal retaining walls to the north.

However, there are plenty of hiding spots for attackers and defenders alike, so it may require a thorough patrol of the area before you can eliminate opposing forces within the flag’s capture radius.

Conquest

Death Valley

Conquest



In this nighttime Conquest battle the US and RU teams fight for control of a narrow valley. At the center of the valley is the train yard (C), a key flag that grants either captor access to a powerful gunship. As a result, expect most fighting to occur around the train yard (C). But with five flags up for grabs, both teams need to focus on capturing and defending at least two other flags as well. For the US, approaching from the north, it makes most sense to take the construction site (A) and power station (B) in addition to the train yard (C). This helps the US consolidate their forces on the north end of the valley, where they can better reinforce these flags with vehicles produced at their base. Approaching from the south, the RU team should focus on capturing and defending the anti-air site (D) and highway control (E) in addition to the train yard (C). Holding these three southern points allows for a stronger defense on the south side of the valley. At the bare minimum both sides should try to hold at least three flags throughout the course of the battle. This will initiate a drain on the opposing team's ticket count, greatly increasing the chances of achieving victory.

Click here for interactive maps

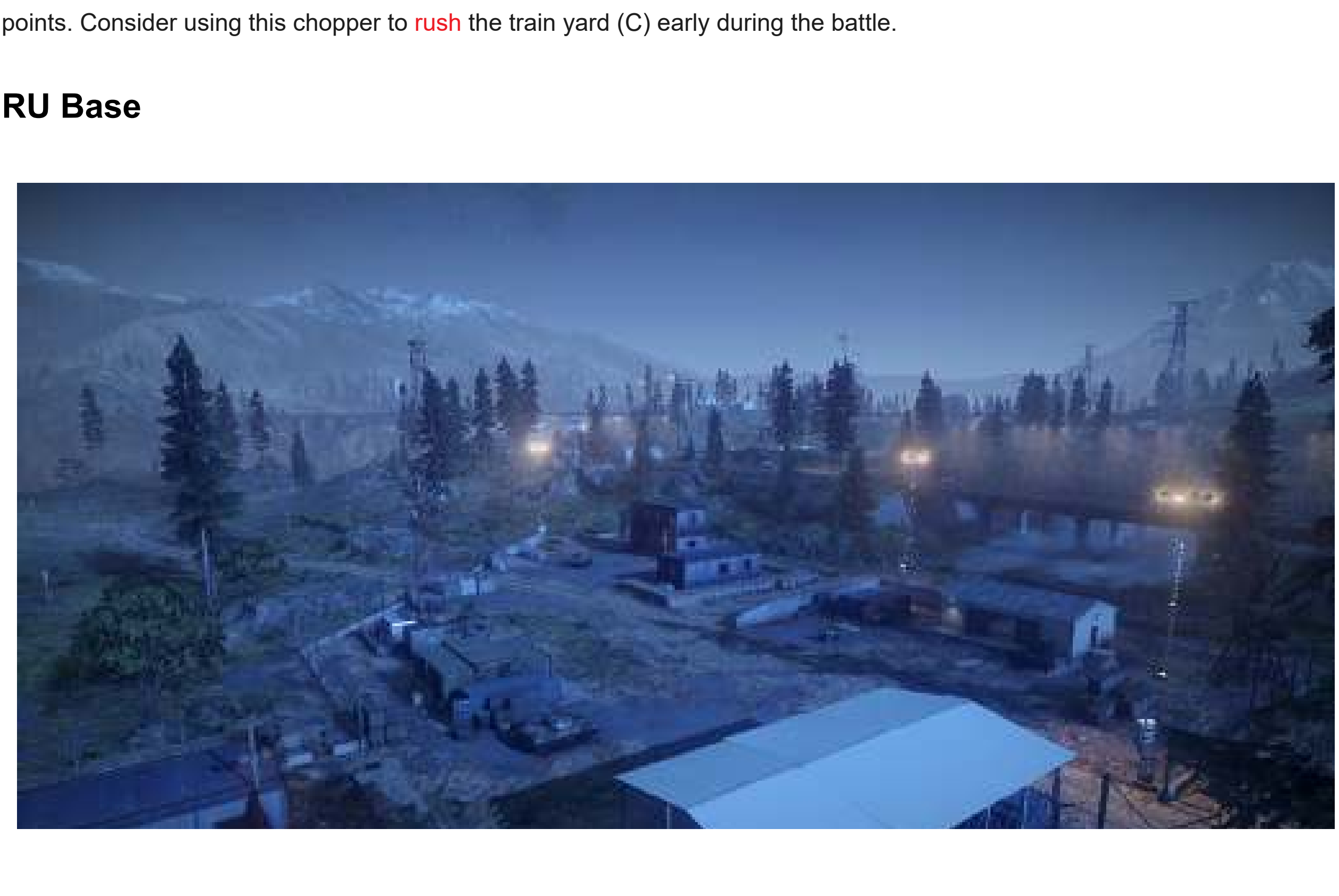
US Base

Base Assets

Name	Quantity	Respawn Time
Quad Bike	1	5 sec.
M1128	2	20 sec.
AH-6J Little Bird	1	60 sec.
F/A-18E Super Hornet	2	40 sec.

In this small-scale variant of Conquest, the logging camp serves as the US base, giving the US team a firm foothold on the north side of the valley. A quad bike and two M1128 tank destroyers spawn here, ideal for rushing the nearby construction site (A) and power station (B) early during the battle. But as usual, be mindful of your teammates before racing away from the base—pause long enough to offer your comrades a ride. Stranding teammates at the US base will not help your team. If you want to take to the air in the AH-6J Little Bird or one of the F/A-18E Super Hornets, spawn directly into these vehicles from the Spawn screen. These air assets spawn far to the north of the US base, making the Spawn screen the quickest way to jump into a pilot's seat. With no air defenses on the map, the US jets are necessary to counter the RU team's SU-35BMs. While the AH-6J Little Bird is a capable ground-attack helicopter, it's most effective for transporting troops to distant control points. Consider using this chopper to rush the train yard (C) early during the battle.

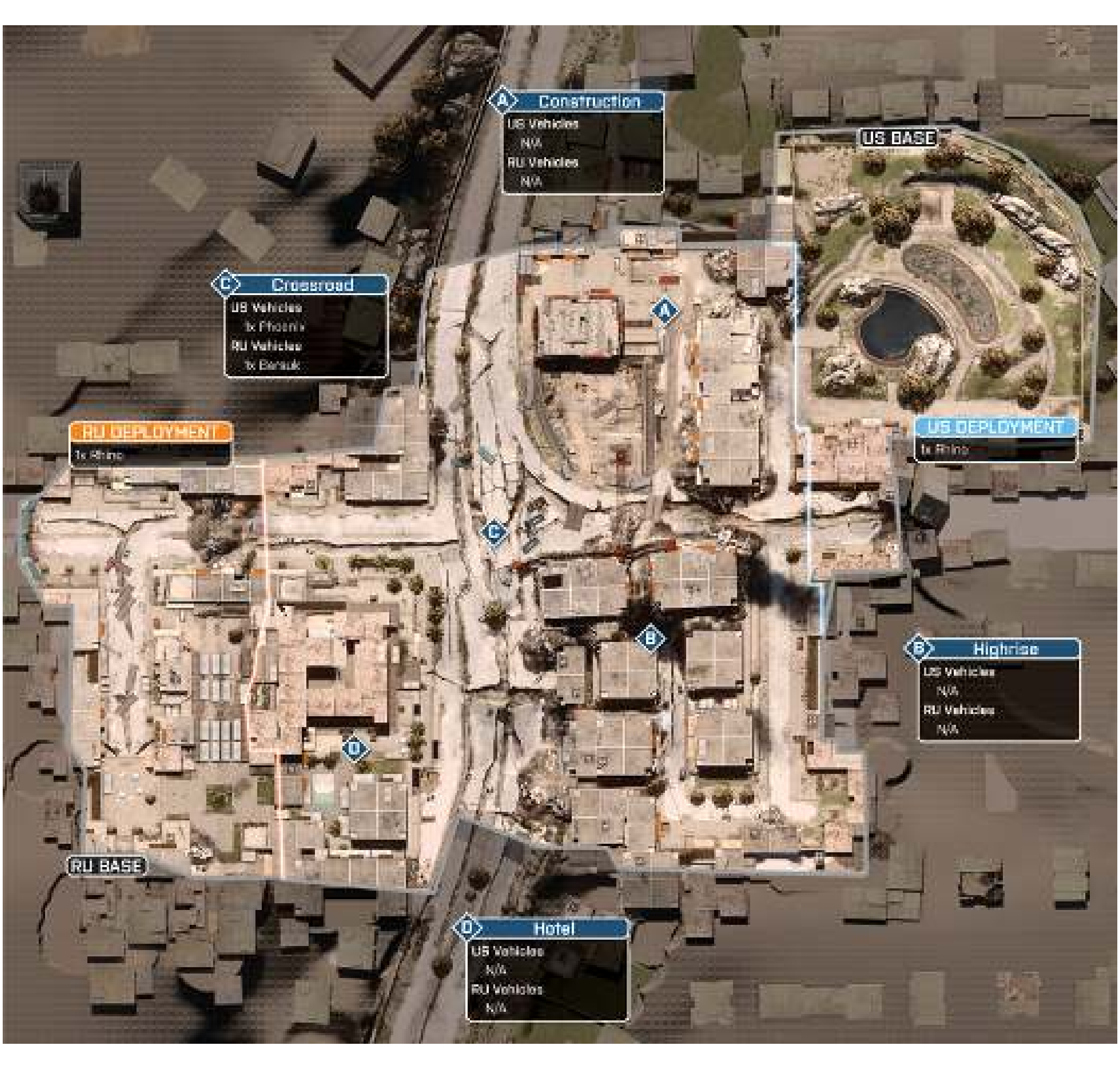
RU Base



Conquest

Epicenter

Conquest



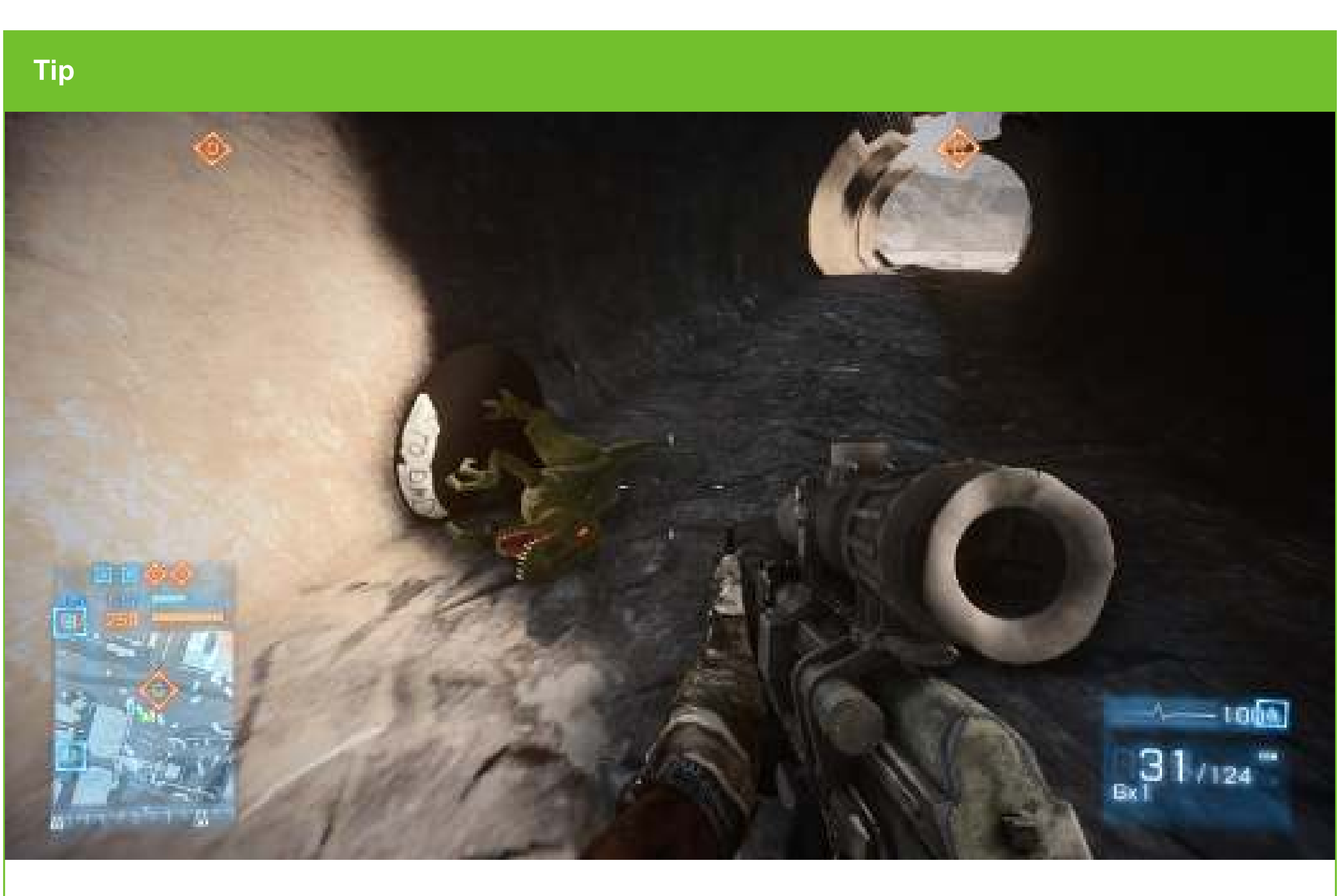
Click here for interactive maps

With only four flags up for grabs in this earthquake-devastated urban landscape, both teams need to move out fast to secure their respective sides of the battlefield. For the US team it means rushing troops to the nearby Construction (A) control point while using the Rhino to secure the Highrise (B). On the opposite side of the map, the RU team needs to rush infantry to the Hotel (D) while their own Rhino transports troops to the Crossroad (C). With each team controlling two flags, the battle becomes a stalemate, resulting in the draining of no tickets. So to bleed the opposing team's ticket count, both teams must look for opportunities to secure at least a third flag. The Construction (A) and Hotel (D) control points are usually out of play, given their close proximity to each team's base. So that often leads to heavy fighting over the Highrise (B) and Crossroad (C) control points. If your squad simply shuttles between these two points, you can greatly increase your team's chance of securing a victory.

Note

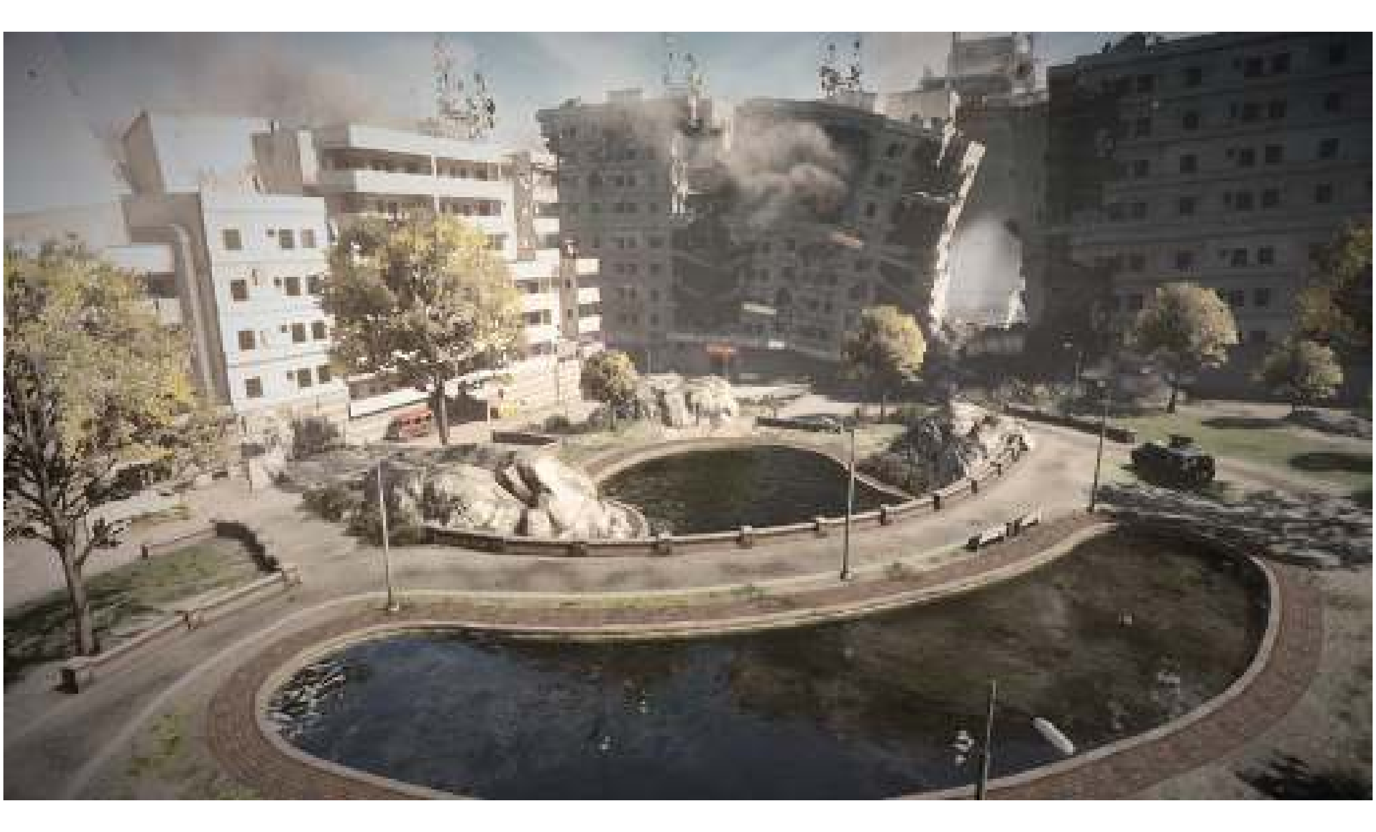
The Epicenter map is occasionally rocked by randomly generated aftershocks in all game modes. During the aftershock, your weapon sways uncontrollably for a few seconds. Unless engaging opponents at close range, consider holding your fire until the earth stops shaking—accuracy is reduced significantly during an aftershock.

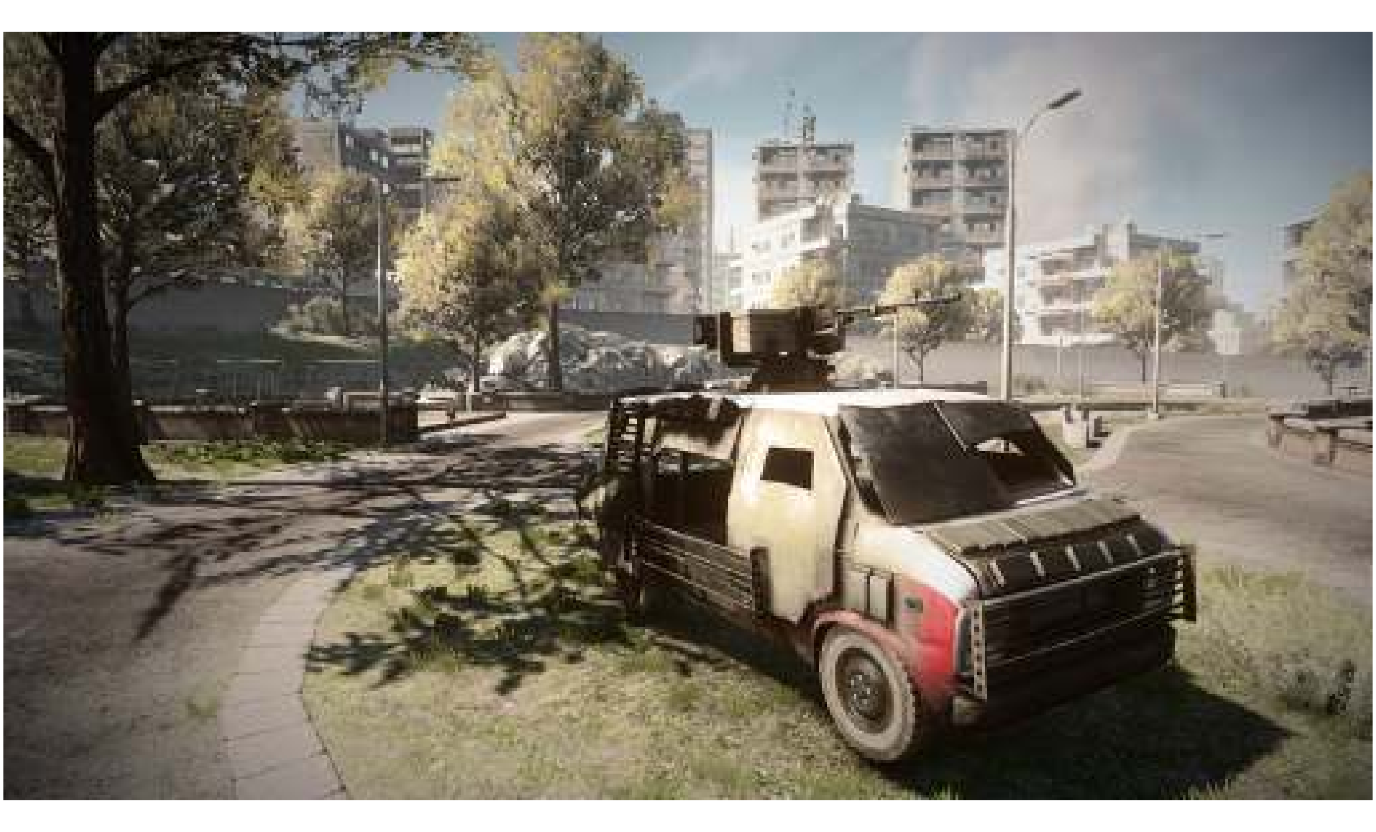
Tip

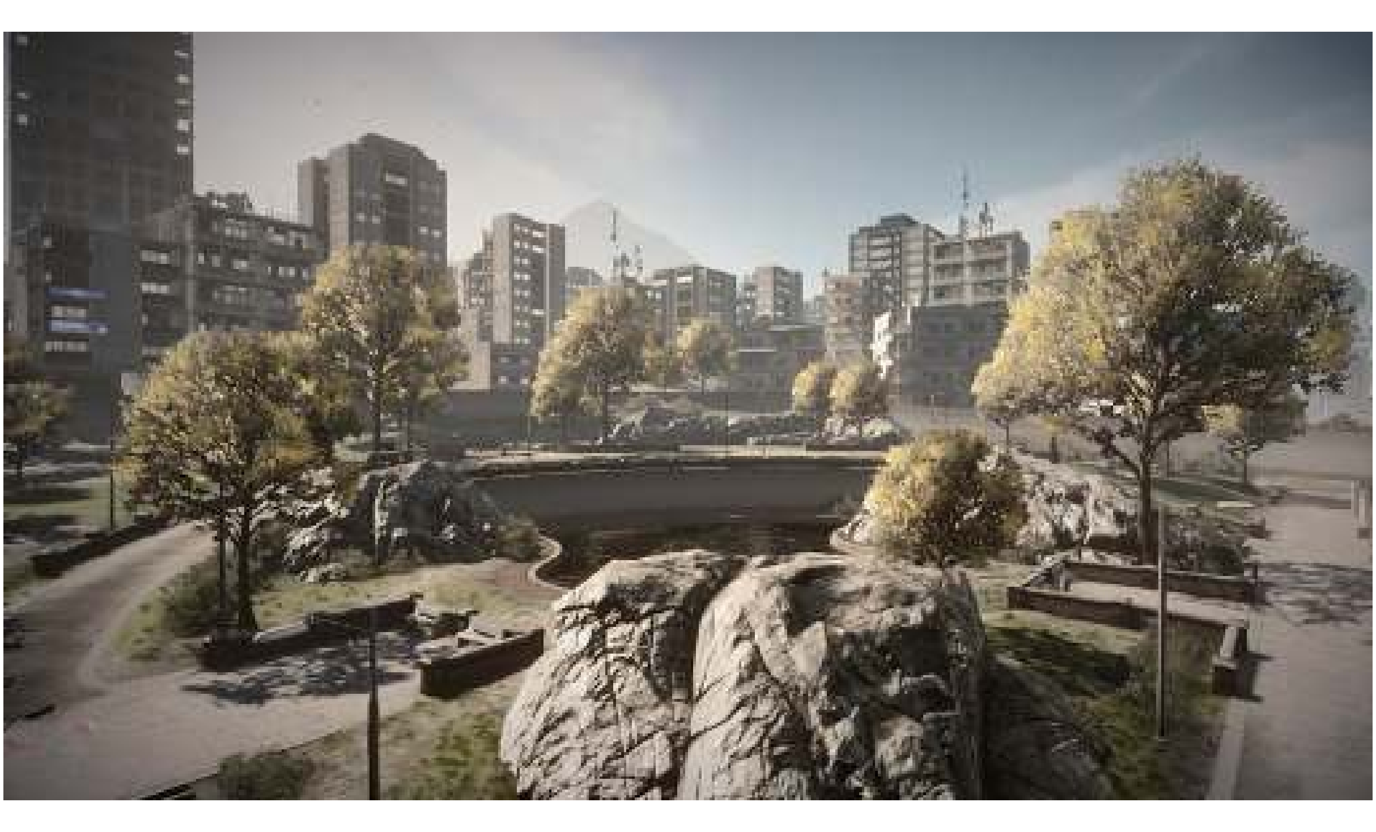


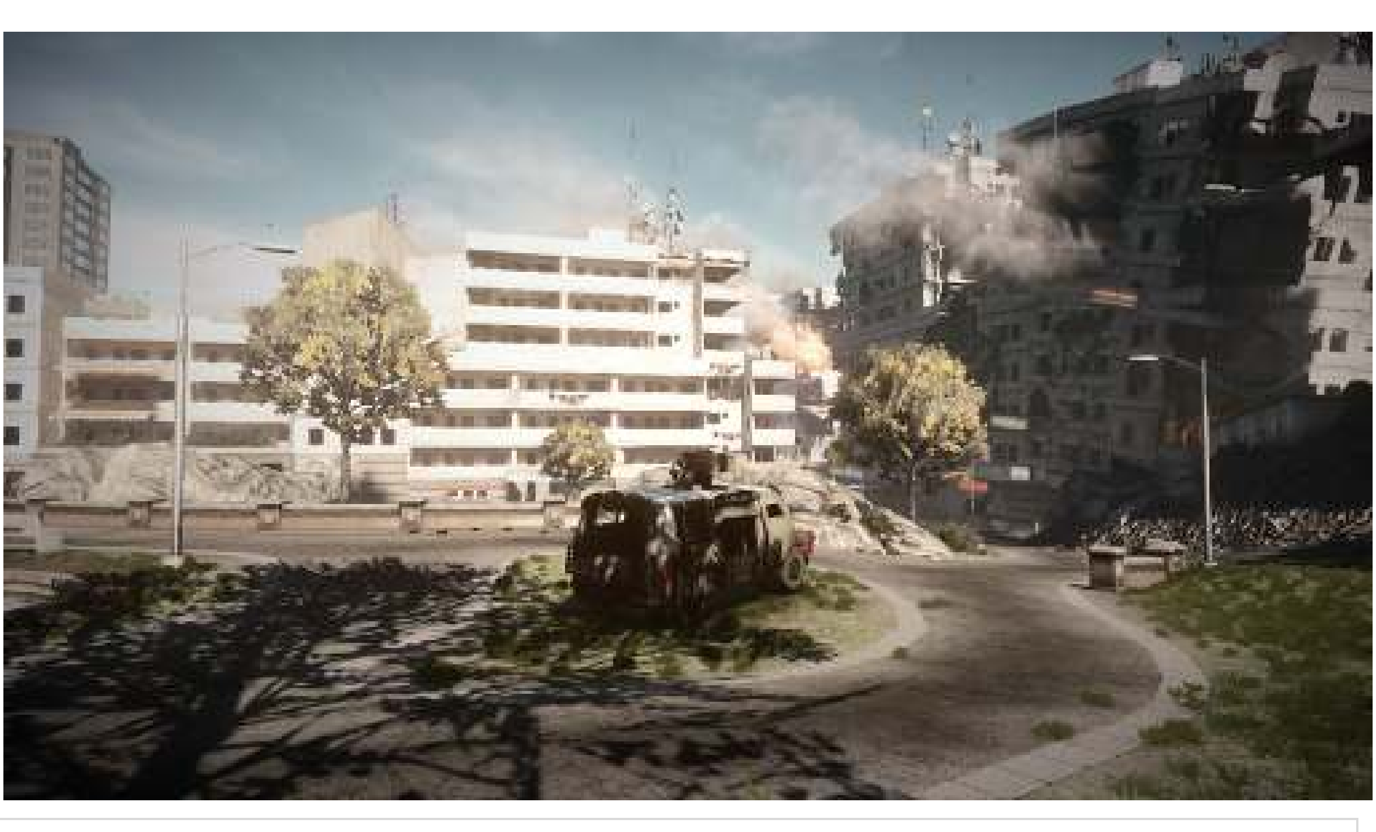
Looking for the secret reptile to complete Charlie Will Bite Your Finger? Search the drain pipe east of the Crossroad control point on Epicenter. You must drop prone and crawl through this narrow pipe to find the small dinosaur figurine featured in the Thunder Run mission from the campaign.

US Base









Base Assets

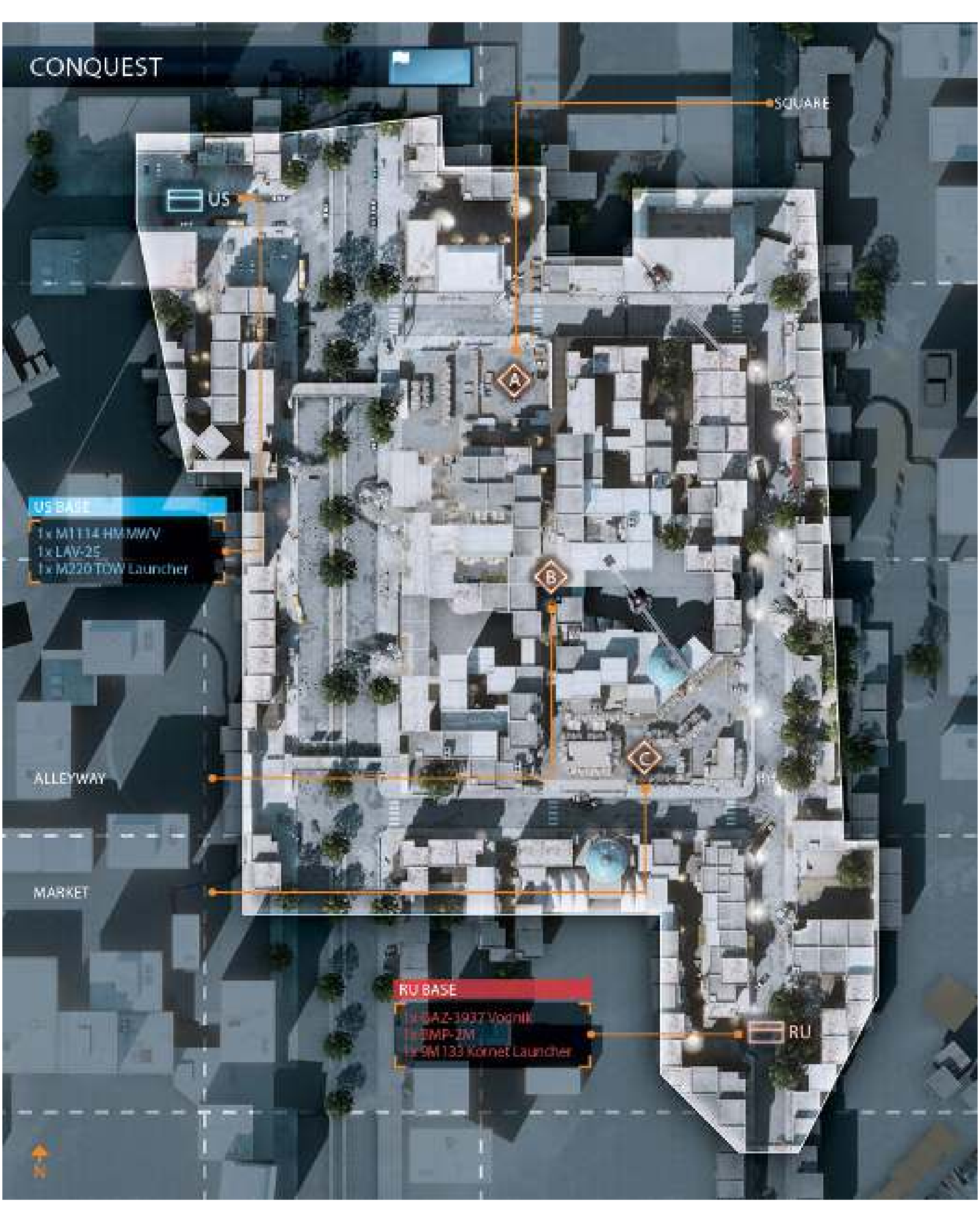
Name	Quantity	Respawn Time
Rhino	1	30 sec.

The US team deploys from the park on the northeast edge of the map, not far from the nearby Construction (A) control point. The serene ponds and quaint playground stand in stark contrast to the surrounding destruction. But don't spend much time enjoying the scenery here—there's a battle to win! While the team has one Rhino at their disposal, most of the team will be stuck hoofing it through the heavily damaged city. If you find yourself in the driver seat of the Rhino, make the most of this vehicle by racing to a distant control point like the Crossroad (C)—just watch your speed because the debris-littered streets are filled with obstacles that could potentially flip the van. Securing this central flag early on during a match can help give your team the upper hand, as well as an extra vehicle. While the Rhino and its crew head for the Crossroad (C), the rest of the team should sprint to the Construction (A) and Highrise (B) control points. If your team acts fast in a coordinated fashion, you stand a good chance of securing three out of the four control points on the map, thereby forcing the RU team to incur a drain on their ticket count.

RU Base

Conquest

Grand Bazaar

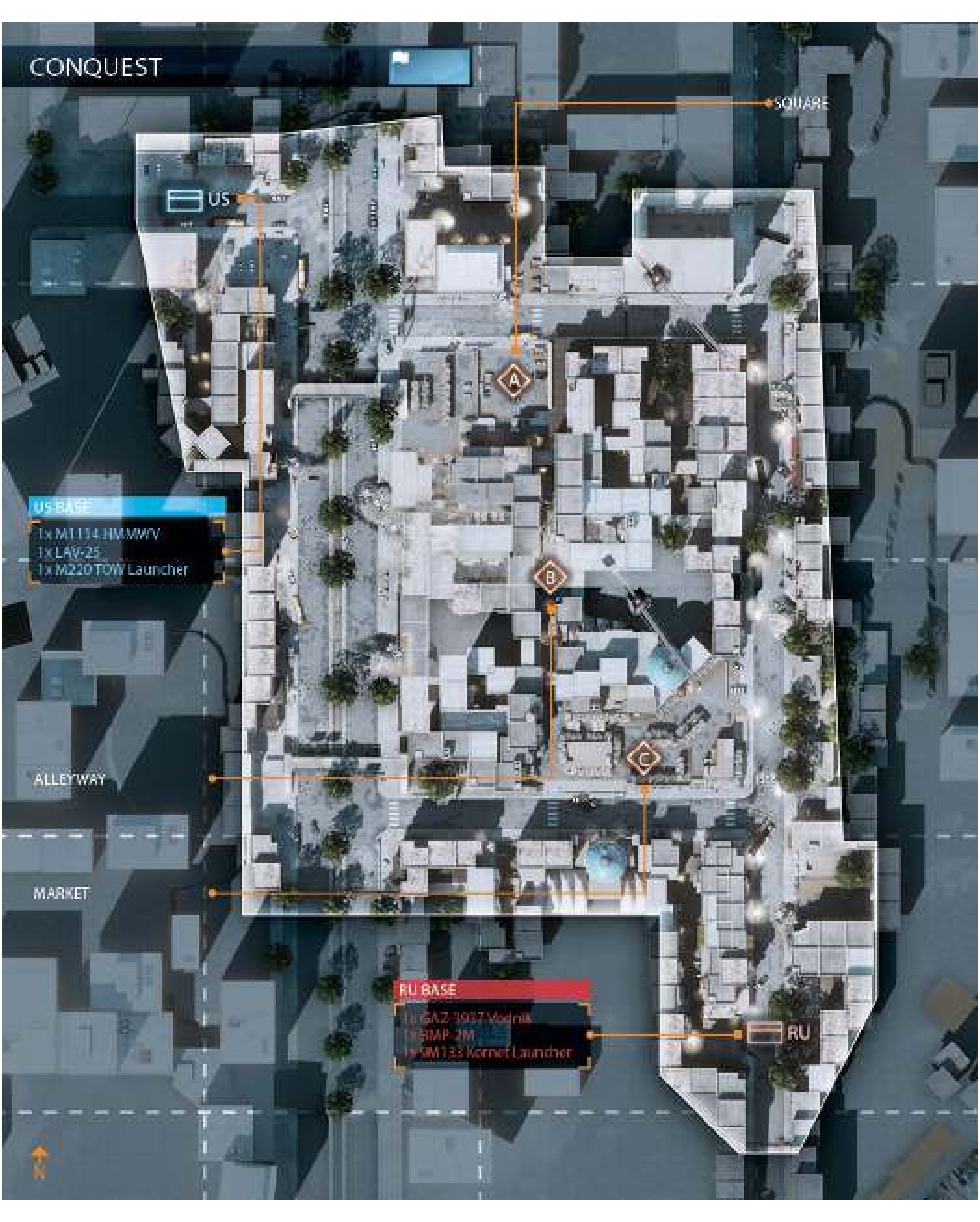


The battle for central Tehran has reached its second week; what was expected to be over within days continues as Russian and US forces clash for the control over this ancient city.

No one knows how this will end, but military experts claims that risks are high as the soldiers fight, street by street, in the now deserted city.

US infantry supported by armored vehicles is trying to find a way out of downtown Tehran. A collapsed building is blocking the closest route, so they have to go through the central districts, securing each sector as they advance.

Russian infantry is hiding everywhere in the alleys and buildings. The American contingent is attempting to secure the two main squares and the surrounding area.



Ready for some urban combat? This head-on Conquest match is an intense conflict centered around a hotly contested city block in the center of the map.

Only three control points are up for grabs, which means each team must hold at least two to initiate a drain on the opposing team's tickets.

For the US team, it makes the most sense to capture and lock down the Square (A) and Alleyway (B) while the RU team strives to hold the Market (C) and Alleyway (B).

The fight for the central Alleyway (B) can be costly, and may ultimately not be worth the large number of tickets it takes to capture and hold.

Therefore both team's should consider possible flanking maneuvers in an attempt to hold the nonadjacent Square (A) and Market (C) instead of grinding against the Alleyway (B).

In any case, holding the control points to the north and south makes it much easier to apply pressure on the Alleyway.

US BASE

Base Assets

Name	Quantity	Respawn Time
M1114 HMMWV	1	30 sec.
LAV-25	1	60 sec.
M220 TOW Launcher	1	30 sec.

The US Base is located in the northwest corner of the map. This dead-end street is more of a deployment area than a base, as it spawns only a HMMWV and an LAV-25.

The lack of vehicles at this base should prepare you for what is mostly a infantry battle in this urban center. Early on, US troops should make a push for the nearby Square (A) control point while the HMMWV and LAV-25 assault the Market (C) far to the south.

While the adjacent streets are safe to cross at the beginning of a match, it's best to deploy from one of the central control points later on.

The streets offer long sight lines for enemy snipers and they may be waiting for you to enter the intersection just east of the base. So unless there are vehicles available, avoid spawning at the US Base once a match gets underway.

RU BASE

Base Assets

Name	Quantity	Respawn Time
GAZ-3937 Vodnik	1	30 sec.
BMP-2M	1	60 sec.
9M133 Kornet Launcher	1	30 sec.

The RU team starts in the southeast corner of the map. Like the US Base, the RU Base spawns only a couple of vehicles. Both the Vodnik and BMP-2M should be used early on to rush the Square (A) control point to the north while the RU infantry secure the nearby Market (C).

The eastern street, running north and south, provides a clear sight line into the RU Base. So infantry spawning here should be prepared for taking fire from long range while exiting the base.

It's much safer to utilize the alleyway to the west of the base when attempting to reach the Market (C) control point on foot. However, once a control point is held by the RU team, it's best to spawn away from the base.

This will put you (and your squad) closer to the action while keeping you safe from enemy snipers scanning for prey on the city streets.

A: SQUARE

The Square is the northernmost control point located only a few meters from the US Base. As a result, the US team has a good chance of capturing this control point early on.

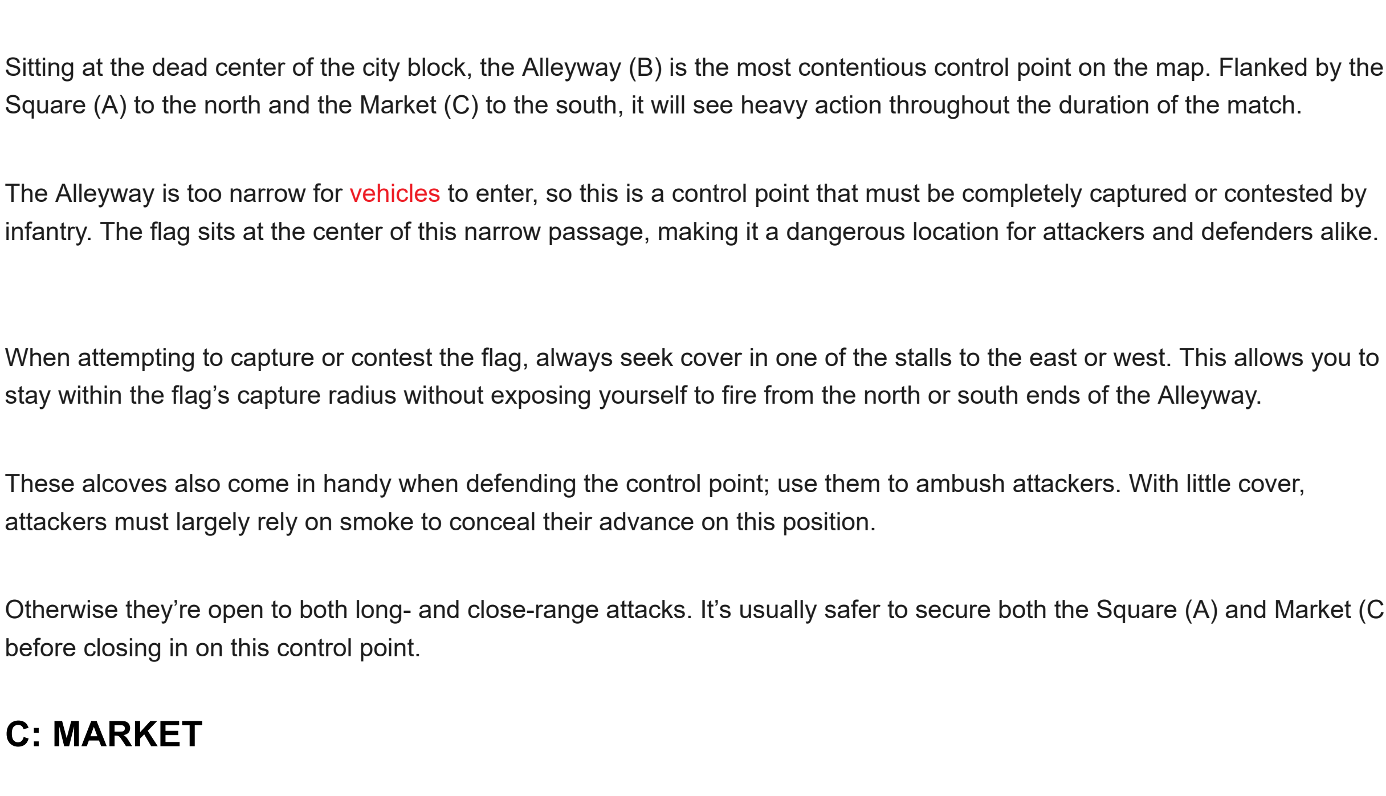
However, the Square is closely linked to the other two control points in the center of the map, giving the RU team a good chance of wresting it away from US control, especially if they hold the Alleyway (B) and Market (C) to the south.

So if the US team holds this position, they should expect RU attackers approaching from the Alleyway (B) to the south. But if the RU team holds the Square, they can most likely expect attacks to originate from the US Base to the northeast.

The flag here is positioned in the center of a parking lot. Instead of taking cover near the explosive vehicles, consider hiding near one of the yellow dumpsters while capturing or contesting the flag.

If you're attacking this point from the west, the concrete wall on the western edge of the square can be destroyed, which allows you to create new entry points.

B: ALLEYWAY



Sitting at the dead center of the city block, the Alleyway (B) is the most contentious control point on the map. Flanked by the Square (A) to the north and the Market (C) to the south, it will see heavy action throughout the duration of the match.

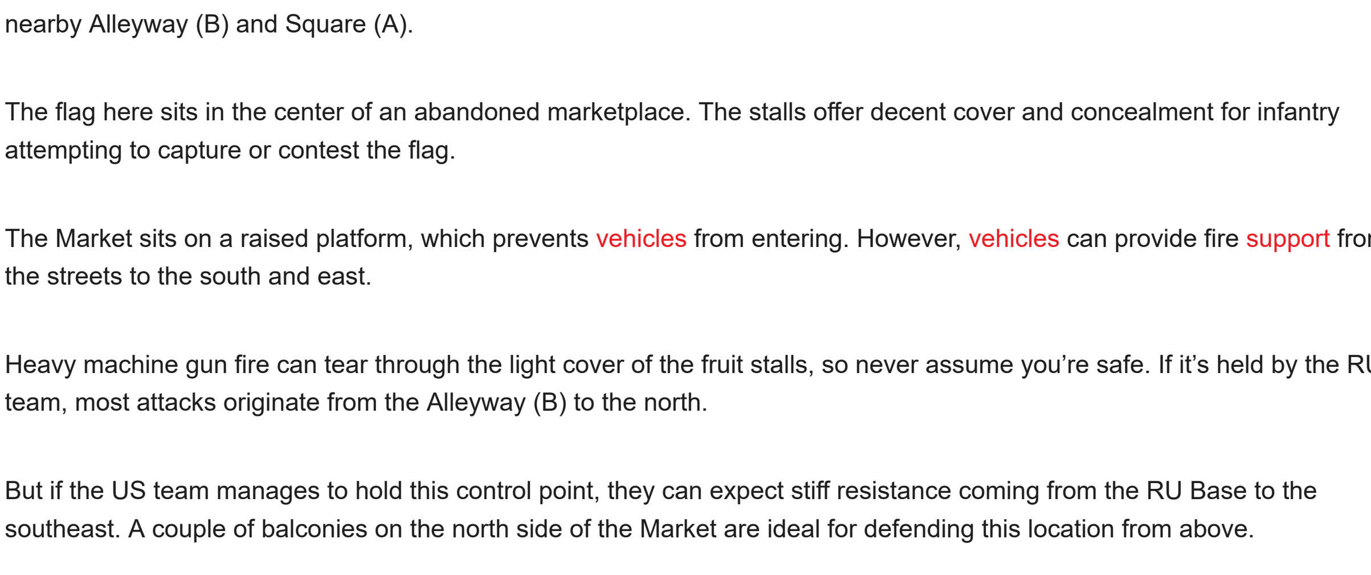
The Alleyway is too narrow for vehicles to enter, so this is a control point that must be completely captured or contested by infantry. The flag sits at the center of this narrow passage, making it a dangerous location for attackers and defenders alike.

When attempting to capture or contest the flag, always seek cover in one of the stalls to the east or west. This allows you to stay within the flag's capture radius without exposing yourself to fire from the north or south ends of the Alleyway.

These alcoves also come in handy when defending the control point; use them to ambush attackers. With little cover, attackers must largely rely on smoke to conceal their advance on this position.

Otherwise they're open to both long- and close-range attacks. It's usually safer to secure both the Square (A) and Market (C) before closing in on this control point.

C: MARKET



The Market (C) is the southernmost control point, and is therefore within the RU team's sphere of influence. Although the Market spawns no vehicles, it gives the RU team a foothold on the central city block, allowing them to stage attacks on the nearby Alleyway (B) and Square (A).

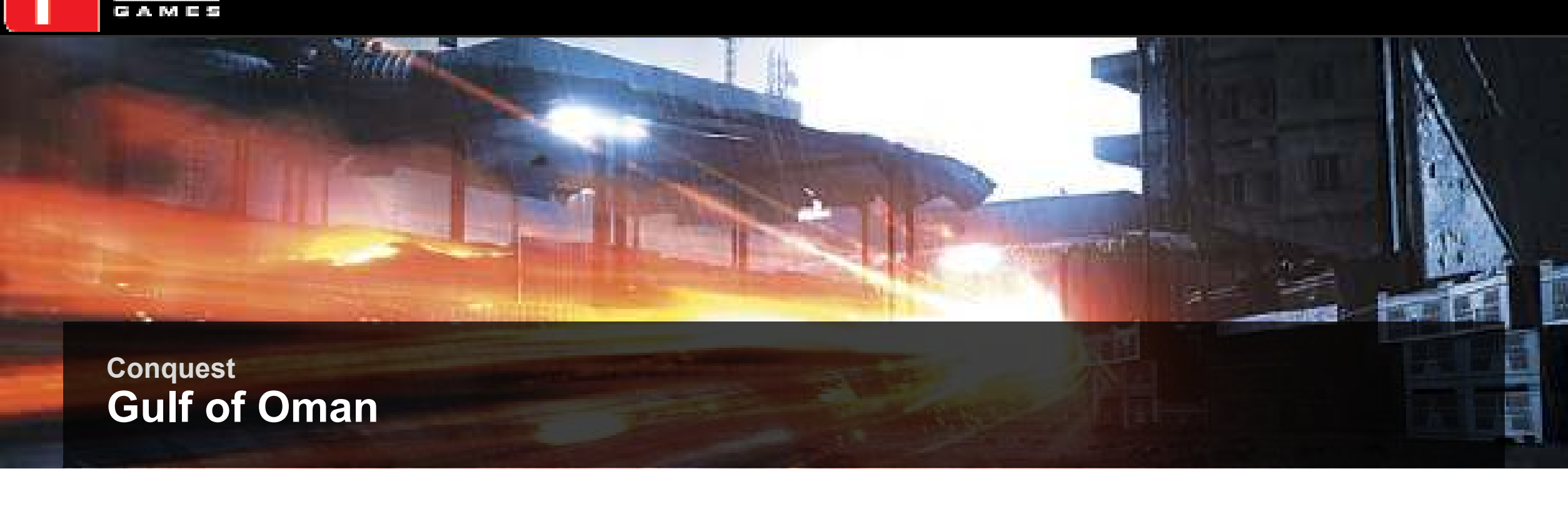
The flag here sits in the center of an abandoned marketplace. The stalls offer decent cover and concealment for infantry attempting to capture or contest the flag.

The Market sits on a raised platform, which prevents vehicles from entering. However, vehicles can provide fire support from the streets to the south and east.

Heavy machine gun fire can tear through the light cover of the fruit stalls, so never assume you're safe. If it's held by the RU team, most attacks originate from the Alleyway (B) to the north.

But if the US team manages to hold this control point, they can expect stiff resistance coming from the RU Base to the southeast. A couple of balconies on the north side of the Market are ideal for defending this location from above.

However, attackers that manage to sneak in and take cover among the fruit stands may be hard to spot from a distance, which requires a more close-quarters approach to defense—use a shotgun!



Conquest

Gulf of Oman

A USMC Marine Expeditionary Unit (MEU) has landed on this Persian Gulf beach during the night in the hopes of quickly seizing the nearby Russian airbase.

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The stakes are high for both sides. The Marines face possibly being driven into the sea and destroyed.

The Russian forces could lose a key airbase and open the door for US forces to take strategic oilfields. Both sides have been using the morning to prepare for the final assault.

Conquest Assault (3 Flags)

With only three flags up for grabs, the intensity of this battle rarely subsides, regardless of where you are.

US Deployment

Base Assets

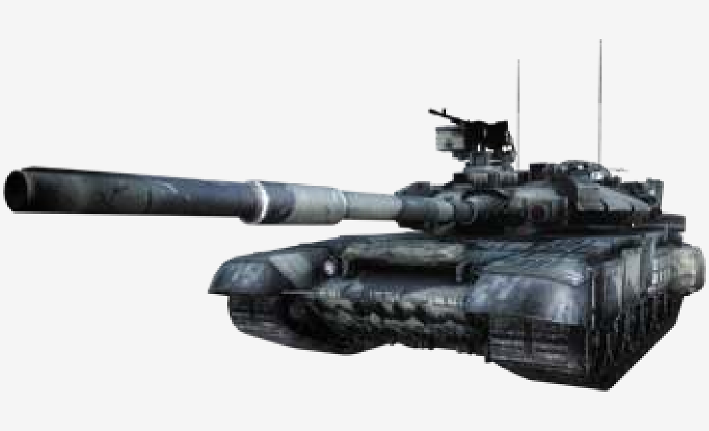
Vehicle	Image	Quantity	Respawn Time
DPV		2	20 sec.
M1 Abrams		1	60 sec.

The RU team begins the match with control of all three flags, draining the US team's ticket count. So the US must act quickly and wrestle at least two flags away from the RU team.

While the RU team should expect a heated fight at the Veteran's Retreat (A) control point, consider staging quick attacks on the City (B) and Construction Site (C) control points at the start of the match using the speedy DPVs provided at the US deployment area.

C: Construction Site

Control Point Assets

US Control	RU Control
 DPV (1)	 DPV (1)
	

This is a great way to catch the defenders off guard, forcing them to go on the offensive. When playing as the RU defenders, never take a flag for granted.

Post at least one squad at each control point. The longer the RU team can maintain control of at least two flags, the more likely they are to hold out for a win.

But the US team can bring the match to a quick end by securing all three flags and denying the RU team a spawn point.

Conquest (24 Flags)

At the start of this battle both sides hold two flags, with the US occupying the coastal area to the south while the RU team occupies the city to the north.

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US Deployment

Base Assets

Vehicle	Image	Quantity	Respawn Time
AH-1Z Viper		1	40 sec.
UH-1Y Venom		1	30 sec.
F-35B Joint Strike Fighter		2	40 sec.
RHIB		2	5 sec.
Centurion		1	N/A

To initiate a drain on the opposing team's ticket count, both teams must try to hold at least three flags.

RU Deployment

Base Assets

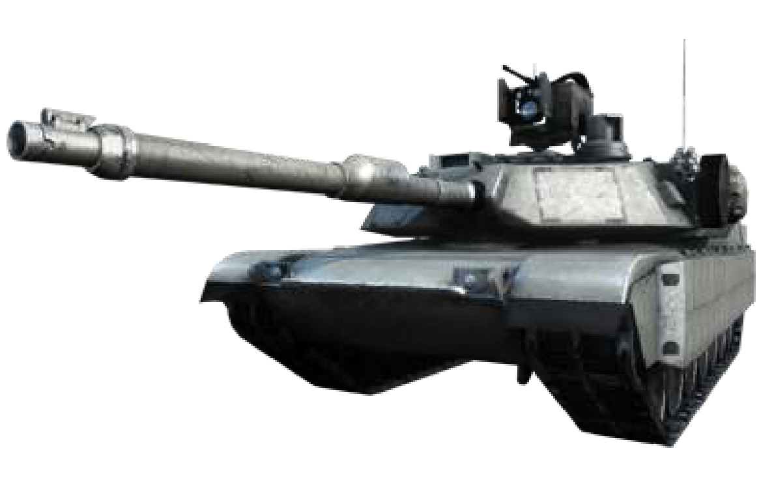
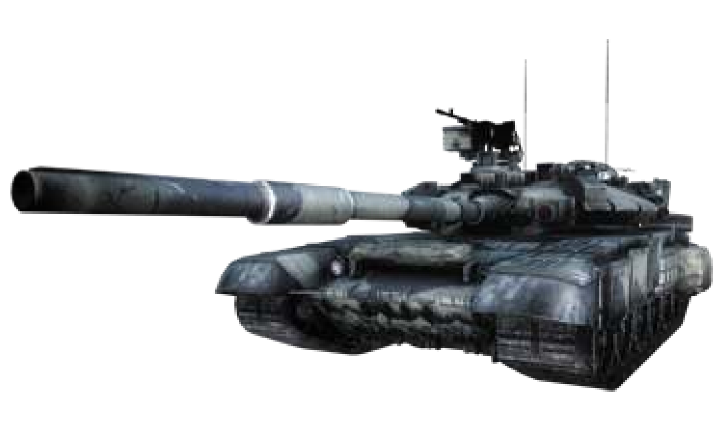
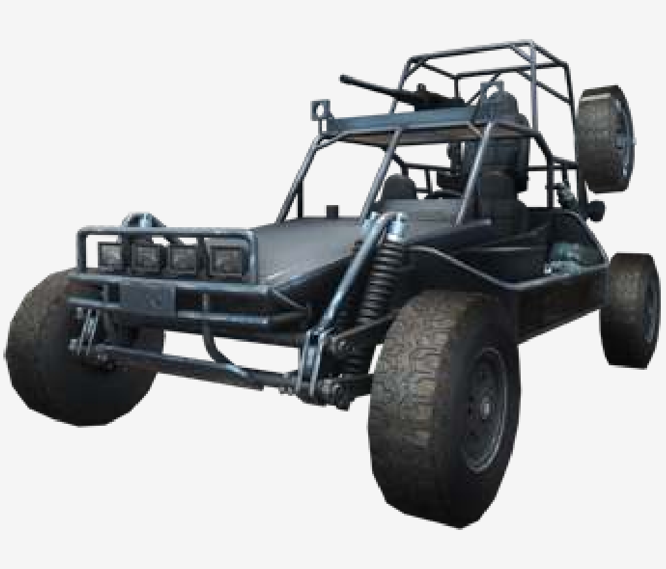
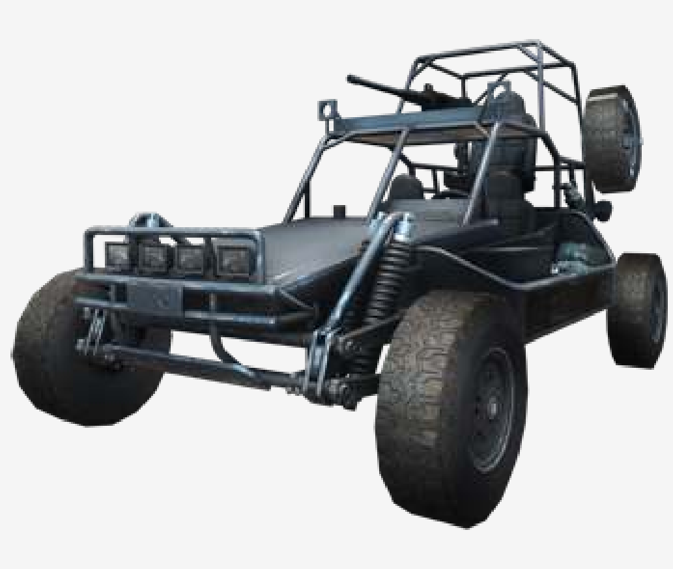
Vehicle	Image	Quantity	Res Tim
VDV Buggy		1	5 sec
BTR-90		1	30 se
T-90A		1	30 se
Mi-28 Havoc		1	40 se
SU-35BM Flanker-E		2	40 se
Pantsir S-1		1	N/A

In addition to defending the Olive Fort (A) and Veteran's Retreat (B), the US should try to take the Construction Site (D) to gain access to an LAV-25.

If manpower allows, it's possible to take and hold all the flags, forcing the opposing team to spawn from their base. This strategy is very effective when playing as the RU team.

A: Olive Fort

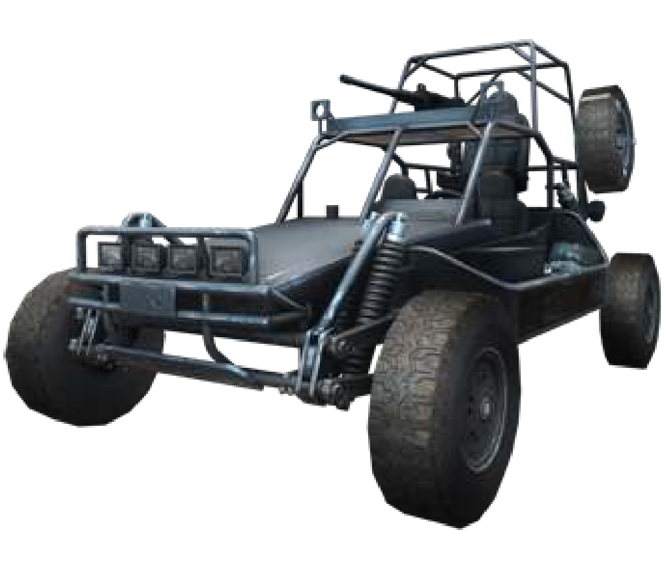
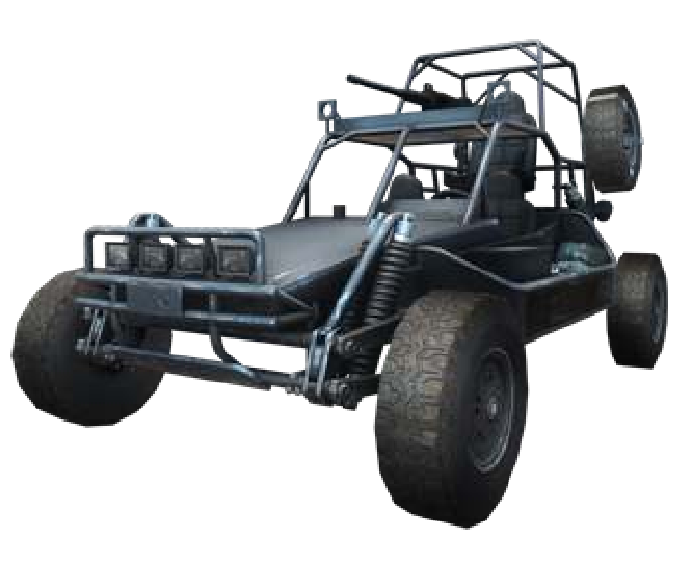
Control Point Assets

US Control	RU Control
	
	

By capturing all the flags, the RU team forces the US team to spawn on the aircraft carrier, which makes it much tougher for them to establish a beachhead.

B: Veteran's Retreat

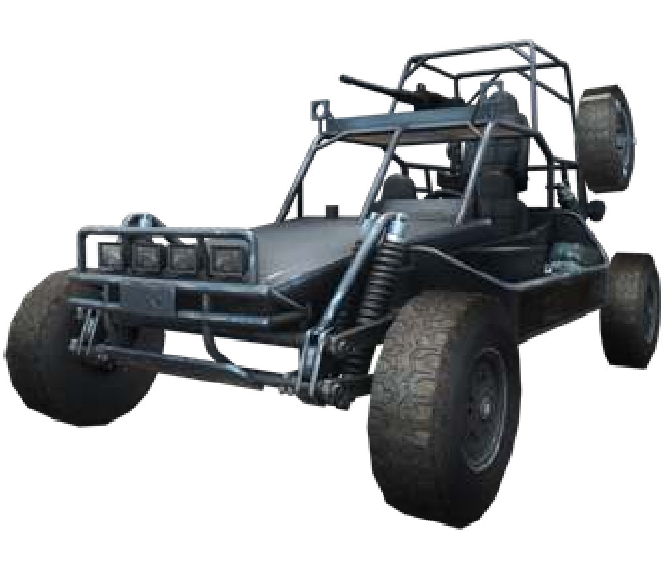
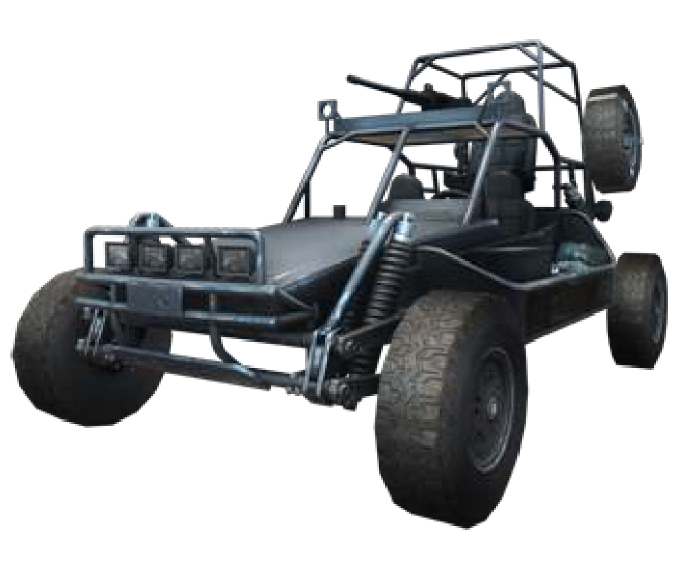
Control Point Assets

US Control	RU Control
	

At that point they can simply defend the coast and shoot down the incoming aircraft while peppering the approaching RHIBs with machine gun and cannon fire.

C: City

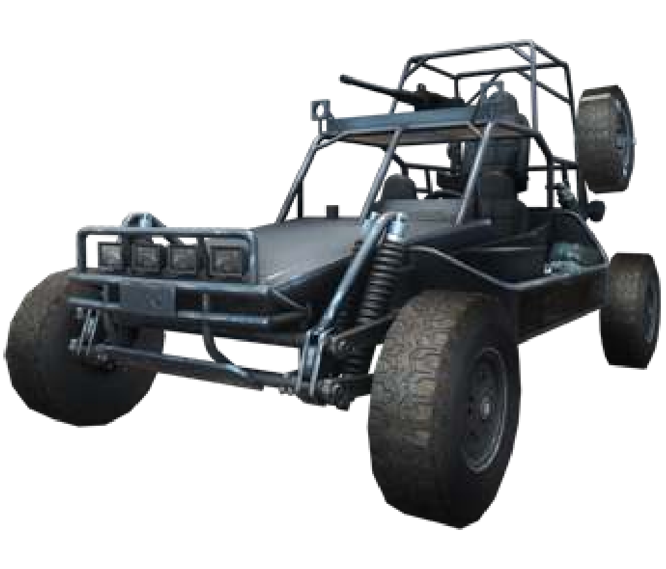
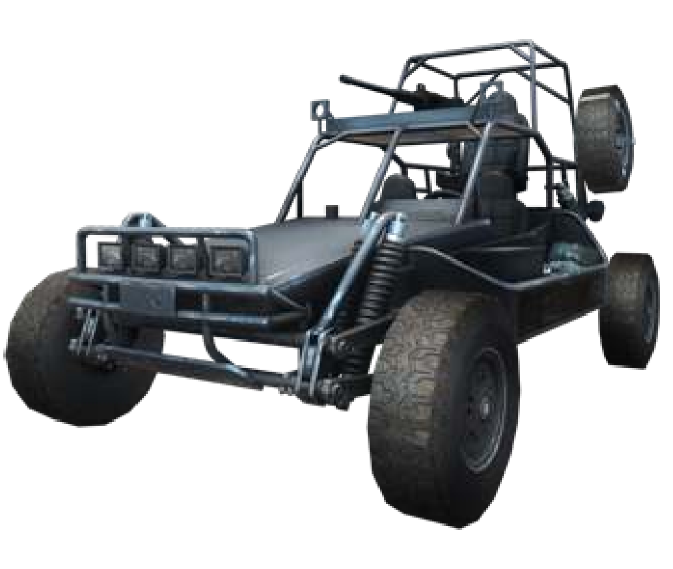
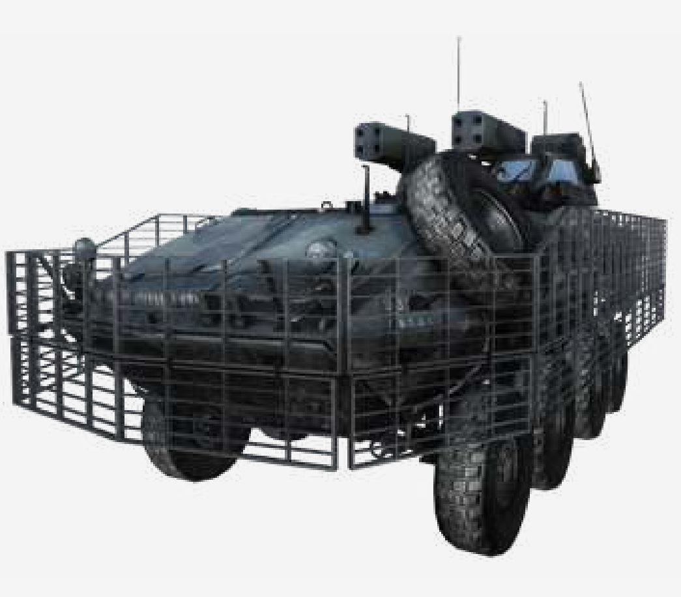
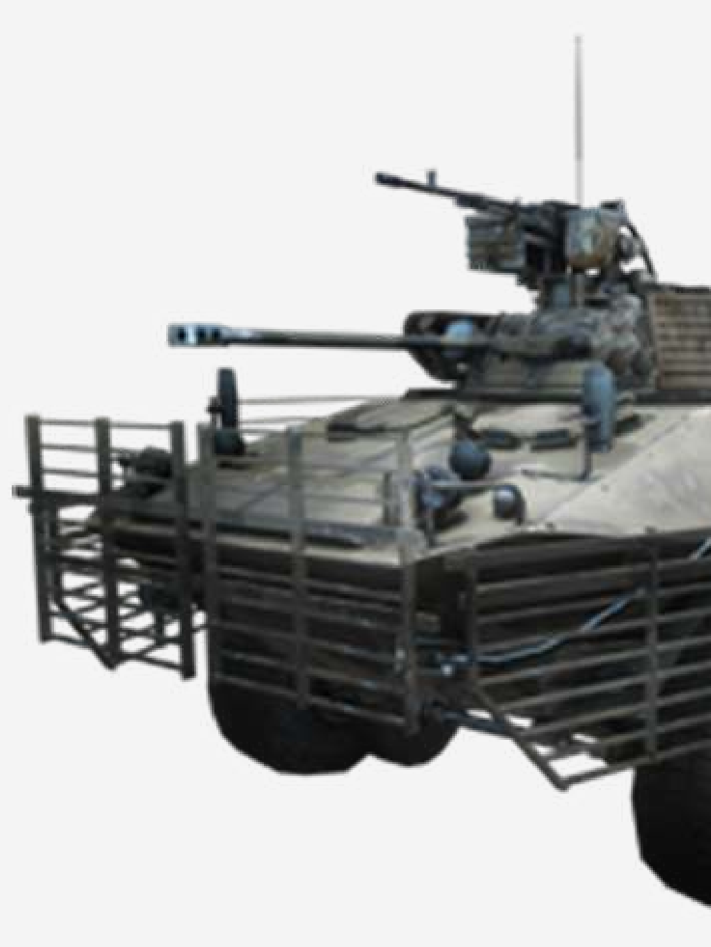
Control Point Assets

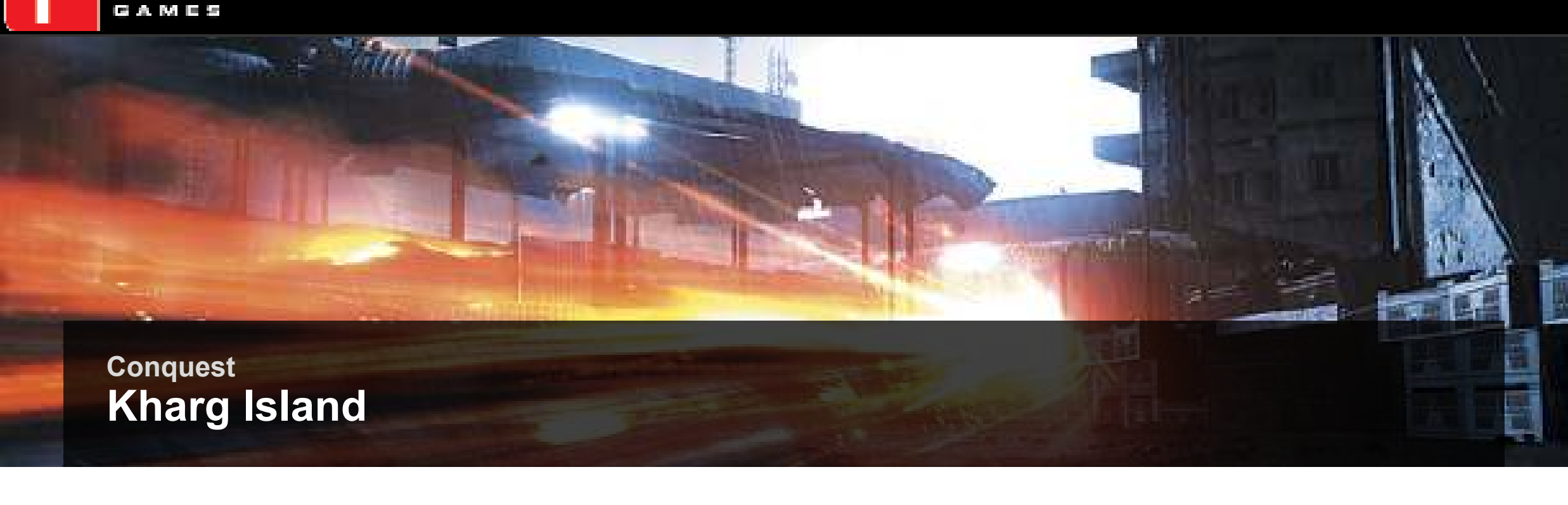
US Control	RU Control
	

To avoid such domination, the US must actively defend the Olive Fort (A) and Veteran's Retreat (B) control points from the very beginning.

D: Construction Site

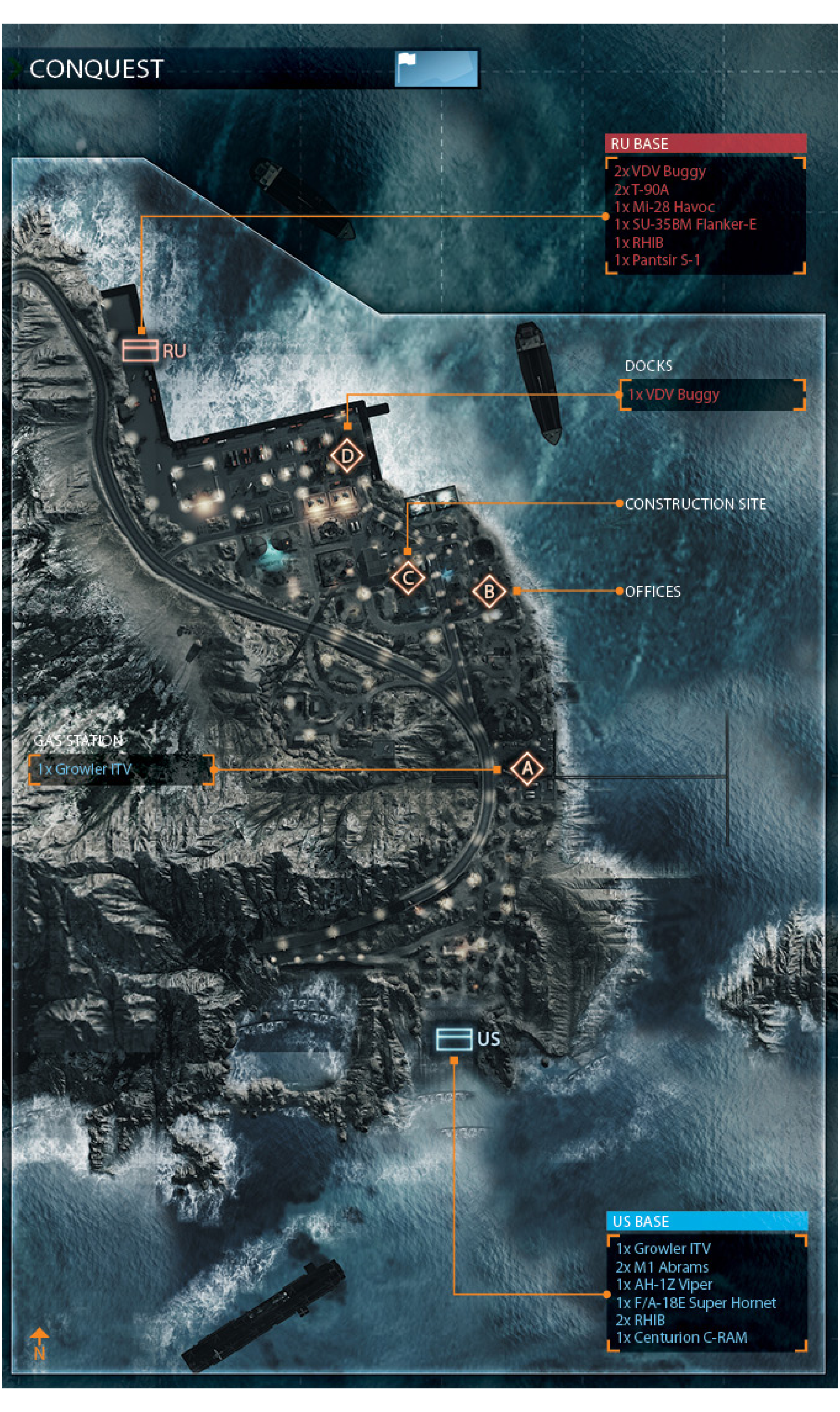
Control Point Assets

US Control	RU Control
	
	



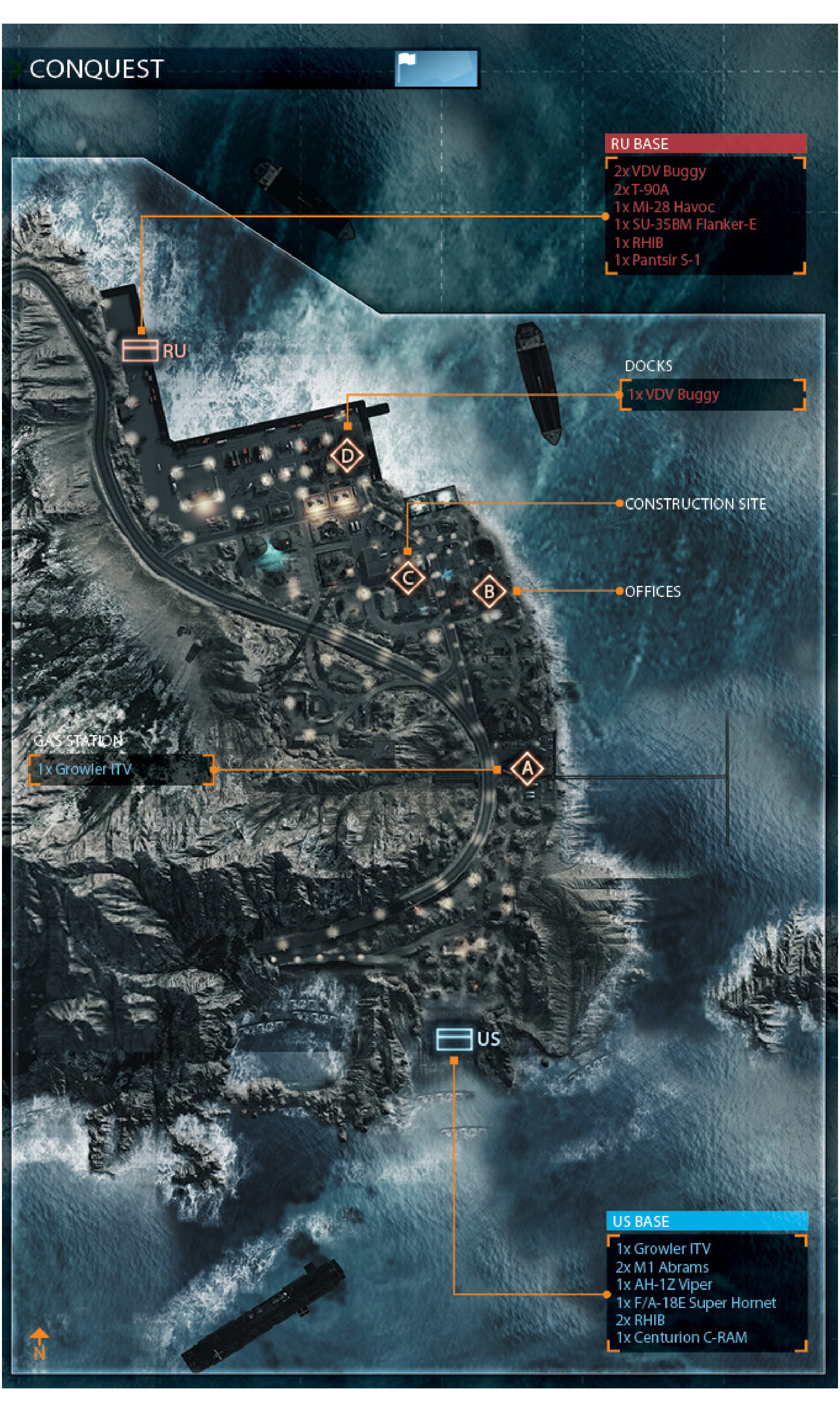
Conquest

Kharg Island



Kharg Island is Iran's biggest oil export terminal. If the US can stake control over this island, it will deny the Russians critical access to Iranian oil reserves.

A Marine Expeditionary Force is on the way to the island as part of a major push by US Forces to secure local resources for operations in the region.



Reports also refer to recent shipments of arms and equipment to the Kharg harbor.

A preemptive assault has been initiated to stop the Russians from further mobilizing the weaponry. Locking down the harbor is the overall goal of the mission, but establishing a beachhead will be the primary objective if the operation is to succeed.

All modes of transportation are represented in this battle: Air, land, and sea vehicles are provided for both teams. While vehicles play in significant role in this fight, it's important not to lose sight of the victory conditions.

There are four control points on this map; your team needs to hold at least three to begin draining the opposing team's ticket count. While any three control points will work, it's best to hold the three flags closest to your base.

For instance, the US team should hold the Gas Station (A), Offices (B), and Construction Site (C). Meanwhile the RU team should forces on the Docks (D), Construction Site (C), and Offices (B).

This is a very large map so it's important not to spread your forces too thin. The division of labor works best when assigning each squad a specific control point to attack and defend throughout the match.

This allows squads to remain focused on one area (preferably with the use of Radio Beacons) instead of constantly racing all over the map.

US BASE

Base Assets

Name	Quantity	Respawn Time
Growler ITV	1	10 sec.
M1 Abrams	2	20 sec.
AH-1Z Viper	1	90 sec.
F/A-18E Super Hornet	1	40 sec.
RHIB	2	10 sec.
Centurion C-RAM	1	—

The US Base is spread across two locations, so be careful where you choose to spawn. All of the ground vehicles spawn on the beach, which is located on the southern shoreline of the island.

The US team also gets an RHIB at the beach and it allows for sneaky ocean attacks on the coastal control points to the north. All the air assets, an RHIB and the Centurion C-RAM, spawn on the aircraft carrier south of the beach.

If you want to fly, spawn directly into the Super Hornet or Viper. Otherwise, you'll appear belowdecks and have to take the second RHIB to shore. At the start of a round, make a quick move to capture the Gas Station (A) with the ground vehicles.

Pilots may want to ditch their aircraft to capture the Offices (B) or Construction Site (C), too. Capturing three control points early on can pay off in the long run.

RU BASE

Base Assets

Name	Quantity	Respawn Time
VDV Buggy	2	10 sec.
T-90A	2	20 sec.
Mi-28 Havoc	1	90 sec.
SU-35BM Flanker-E	1	40 sec.
RHIB	1	10 sec.
Pantsir S-1	1	—

Like the US Base, there are two different spawn locations for the RU team. The bulk of their ground vehicles (and one RHIB) are located on a dock on the northeastern coast of the island.

Even infantry spawning here will have no problem reaching the nearby Docks (D) control point. The RU team's air assets (and one VDV Buggy) spawn along the main coastal highway to the northeast. Spawn directly into the Havoc or Flanker-E for guaranteed access.

If you don't get in the chopper or jet, you can always take the VDV Buggy to the front lines. The RU team is well-positioned to take at least three control points early on.

But speed is essential, so communicate with teammates to ensure that the vehicles are utilized to their full potential to reach the Docks (D), Construction Site (C) and Offices (B) control points early on.

A: GAS STATION

Control Point Assets

US Control	RU Control	Respawn Time
Growler ITV (1)	—	10 sec.

Located only a few hundred meters north of the US Base, the Gas Station (A) is likely to stay under US control for the duration of the match.

While the control point supplies the US only an extra Growler ITV, simply having a spawn point within striking distance of the nearby Offices (B) and Construction Site (C) is well worth the effort it takes to hold on to this flag.

However, all the explosive gas pumps, fuel tanks, and vehicles make it a relatively dangerous place to loiter. When capturing or contesting the flag, always seek cover in the concrete building just east of the flagpole.

This will keep you relatively safe from strafing runs by enemy aircraft as well as any secondary explosions. While the road to the west is the most obvious route to this control point, it can also be accessed from the sea to the east.

Use a RHIB to sneak in from the coast and establish a foothold on the east side of the Gas Station.

B: OFFICES

Although the Offices (B) spawn no vehicles for either team, they are, as a central control point, likely to see plenty of action throughout the course of the battle.

Given its location near the center of the map, this control point is really up for grabs at the start of a round. Both teams should consider rushing this location early on with their fastest vehicles.

Capturing it first may mean ditching a jet or chopper. The flag sits out in the open, not far from the road to the west. While capturing or contesting this point, scatter around the flag's capture radius, preferably taking cover in the nearby buildings.

Like the Gas Station (A), this control point sits on the coast, which makes it a good candidate for amphibious assaults. The road access also makes it easy to capture in any ground vehicle.

Defenders here have a relatively easy time watching the flag from a distance. The partially constructed three-story buildings across the street to the west offer excellent views of the flag.

But defenders posted here might not be able to spot infantry hiding in the nearby buildings. So regular sweeps of the buildings are necessary to prevent covert captures.

Or simply level the buildings and surrounding concrete walls to deny attackers any hiding spot within the flag's capture radius.

C: CONSTRUCTION SITE

Like the Offices (B), the Construction Site (C) is another central control point that's likely to see heavy action. If captured and properly defended, this flag can be a tough one to wrestle away from a determined team.

Surrounded by tall buildings and other structures, defenders here have an easy time watching the flag from a distance. Therefore, always approach this flag with caution and be ready to take cover.

Tanks have a relatively easy time rushing the flag's capture radius and converting the flag. However, tanks (and any other vehicles) should be prepared for the presence of mines and C4 placed near the flagpole.

Defenders determined to hold on to this position should place a Radio Beacon in or near the large warehouse to the west. Therefore, even if the opposing team converts the flag, your squad will still have a spawn point at the Construction Site, which allows for a quick counteroffensive.

The Construction Site spawns no vehicles for either team. So be sure to reinforce it with ground assets brought up from your team's base. This is often a front line control point, so the more firepower you can bring here, the more likely your team is to hold this flag.

D: DOCKS

Control Point Assets

US Control	RU Control	Respawn Time
—	VDV Buggy (1)	10 sec.

The Docks (D) are a short distance from the RU Base, which gives the RU team the best chance of capturing this control point and holding it for the duration of the match.

The Docks spawn one VDV Buggy for the RU team; it's ideal for launching high-speed raids on the nearby Construction Site (C) and Offices (B) control points.

The flag is located on the west side of a large warehouse. Vehicles parked near the flag or infantry hiding in the warehouse can capture or contest this point.

So instead of simply watching the flag from one angle, defenders must rely on regular patrols to counter potential sneak attacks. One popular avenue of attack is from the ocean to the east.

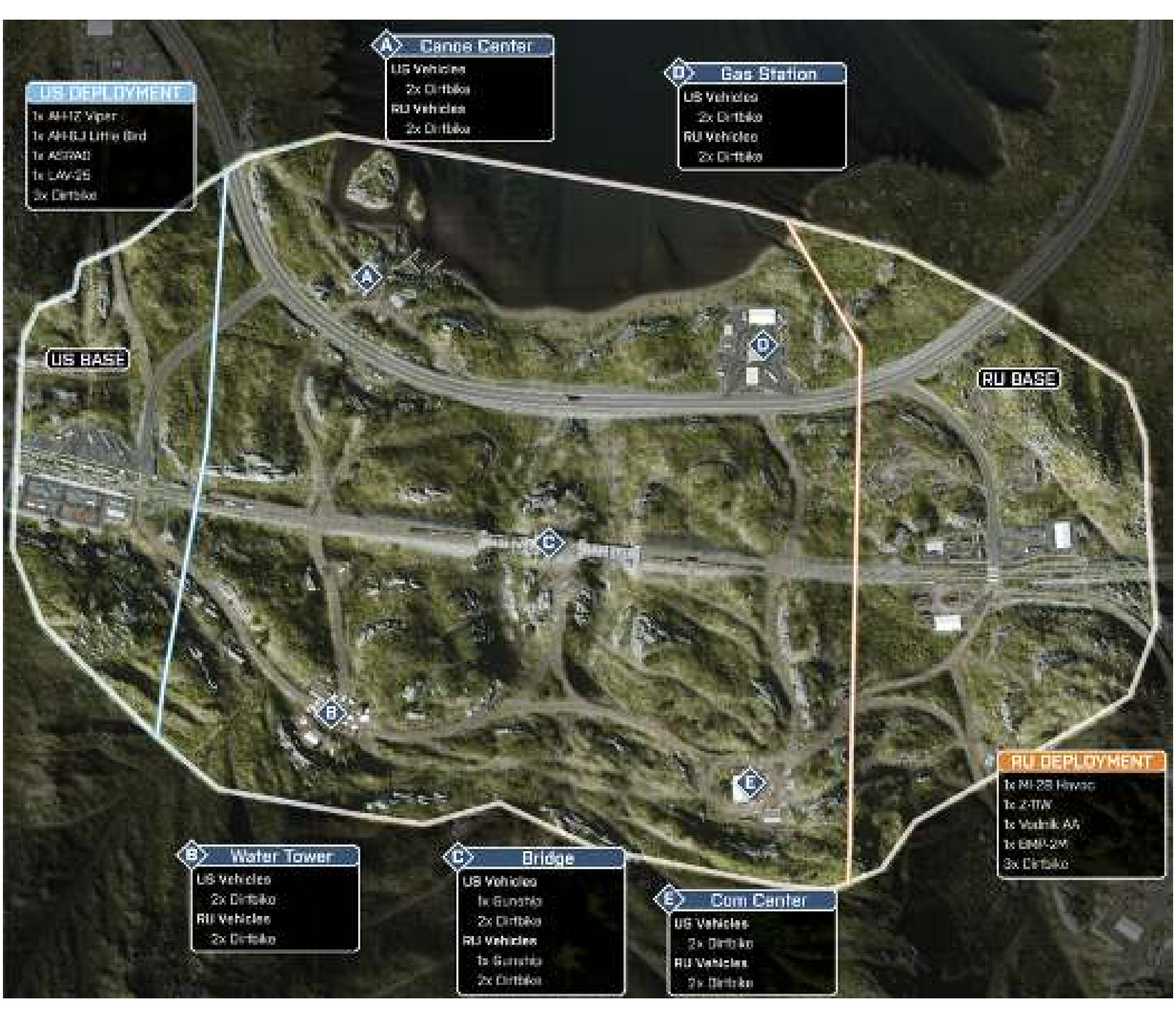
Attackers can dock RHIBs near one of the ladders to the north or east and rush into the warehouse to covertly convert the flag. Defenders posted on the warehouse roof have a good view of the surrounding area, so they can spot attacks coming from the sea.

However, the large collection of shipping containers to the west offers plenty of hiding spots. This is a good place for both attackers and defenders to place Radio Beacons, which help guarantee a spawn point at this location regardless of which team holds the flag.

Conquest

Kiasar Railroad

Conquest


US DEPLOYMENT
1x AH-1Z Viper
1x AH-6J Little Bird
1x ASRAD
1x LAV-25
3x Dirtbike
A Canoe Center
US Vehicles
2x Dirtbike
RU Vehicles
2x Dirtbike
D Gas Station
US Vehicles
2x Dirtbike
RU Vehicles
2x Dirtbike
US BASE
RU BASE
A
D
C
B
E
RU DEPLOYMENT
1x MI-28 Havoc
1x Z-11W
1x Vodnik AA
1x BMP-2M
3x Dirtbike
B Water Tower
US Vehicles
2x Dirtbike
RU Vehicles
2x Dirtbike
C Bridge
US Vehicles
1x Gunship
2x Dirtbike
RU Vehicles
1x Gunship
2x Dirtbike
E Com Center
US Vehicles
2x Dirtbike
RU Vehicles
2x Dirtbike

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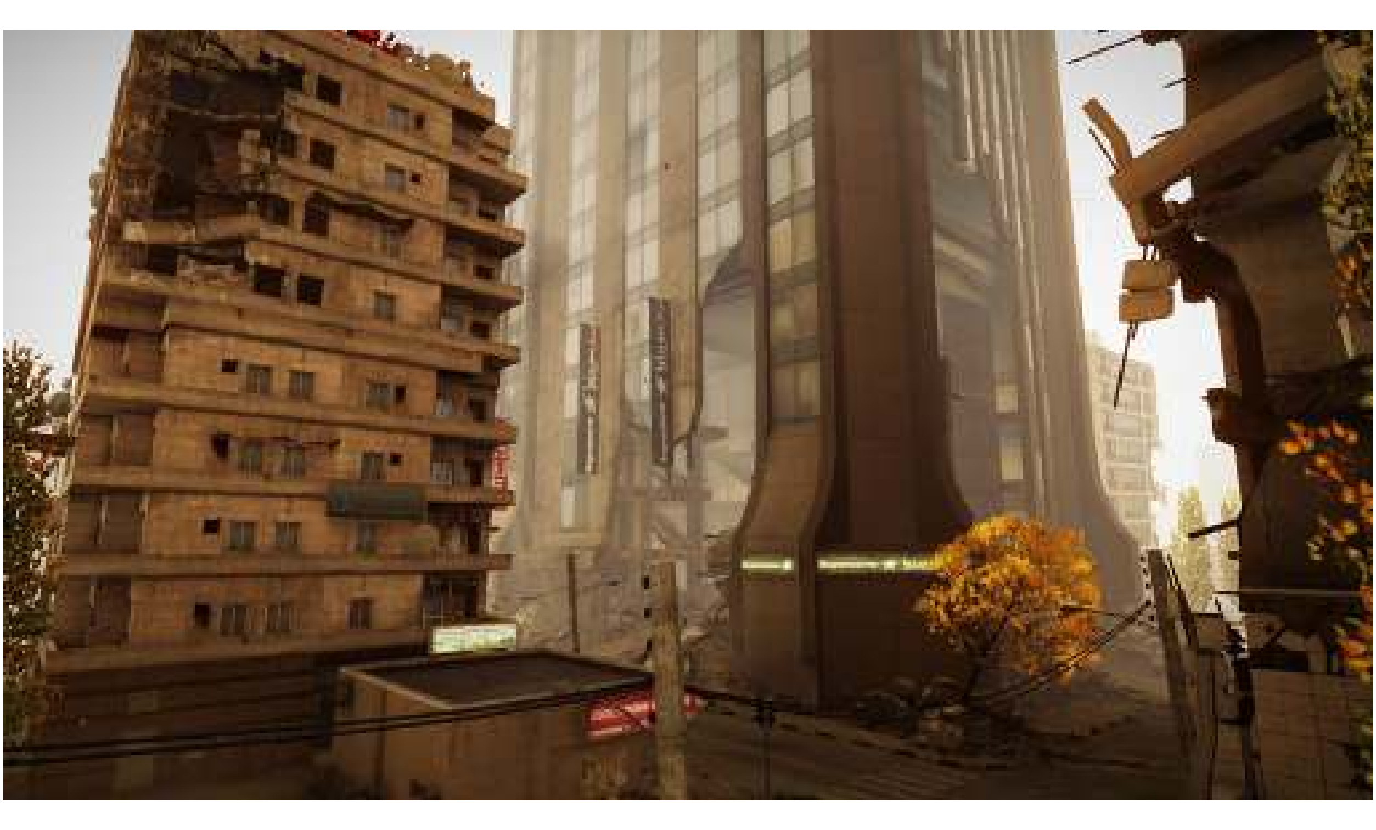
The stage for the battle at Kiasar Railroad is a majestic alpine setting. This land is also home to a large logging operation that makes use of this railway to maintain its supply line, with shipments of timber and other supplies coming to and fro several times a day. Aside from being the lifeblood for the timber industry in these mountains, the rail lines also serve a major strategic purpose for the two forces engaged in combat here. This battle is for the five control points. Deploying from the Train Station on the map's western edge, the US team is poised to capture and control the Canoe Center (A) and the Water Tower (B) as they make their way east. Launching their assault from the Lumber Yard to the east, the RU team will capture both the Gas Station (D) and the Com Center (E) as they advance west. This will leave the Bridge (C), which is central on the map, as a highly contested point. None of the points except the Bridge (C) affords the capturing team with more than two dirtbikes, further cementing the strategic value of the Bridge (C) and the Dropship it provides. Given the positions of the control points on the map, though, teams should expect the focus of the battle to migrate frequently. Given the distance between points and the uneven terrain, teams are prone to focus their attention on either the southern control points in the mountains or the lakeside northern control points. The advantage to following this attack order is that one control point can be used to push back the opposing team's reinforcements as they deploy from their base.

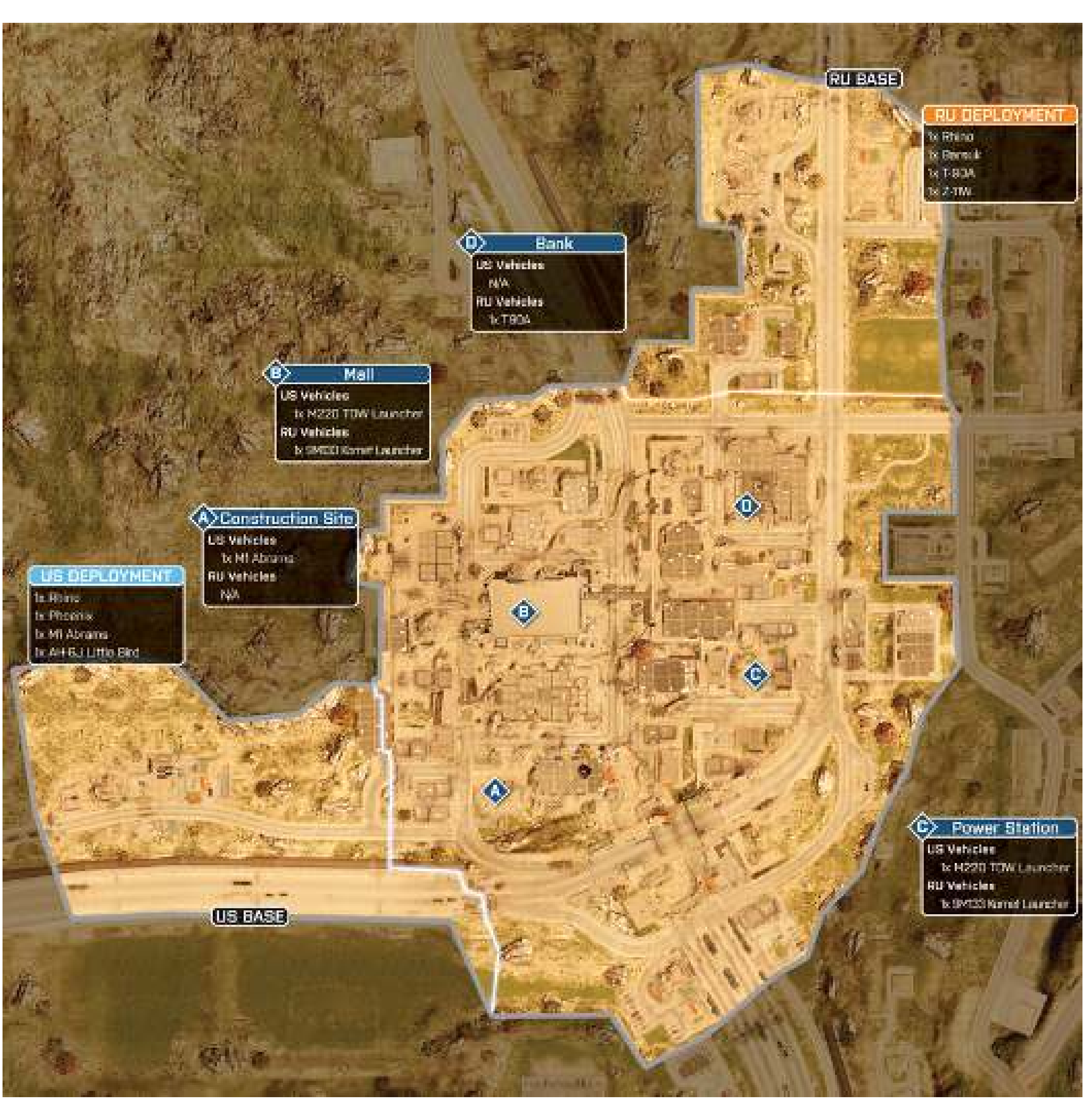
US Base

Conquest

Markaz Monolith



Conquest


RU BASE
RU DEPLOYMENT
1x Rhino
1x Barsuk
1x T-90A
1x Z-11W
D Bank
US Vehicles
N/A
RU Vehicles
1x T90A
B Mall
US Vehicles
1x M220 TOW Launcher
RU Vehicles
1x 9M133 Kornet Launcher
A Construction Site
US Vehicles
1x M1 Abrams
RU Vehicles
N/A
US DEPLOYMENT
1x Rhino
1x Phoenix
1x M1 Abrams
1x AH-6J Little Bird
D
B
C
A
C Power Station
US Vehicles
1x M220 TOW Launcher
RU Vehicles
1x 9M133 Kornet Launcher
US BASE

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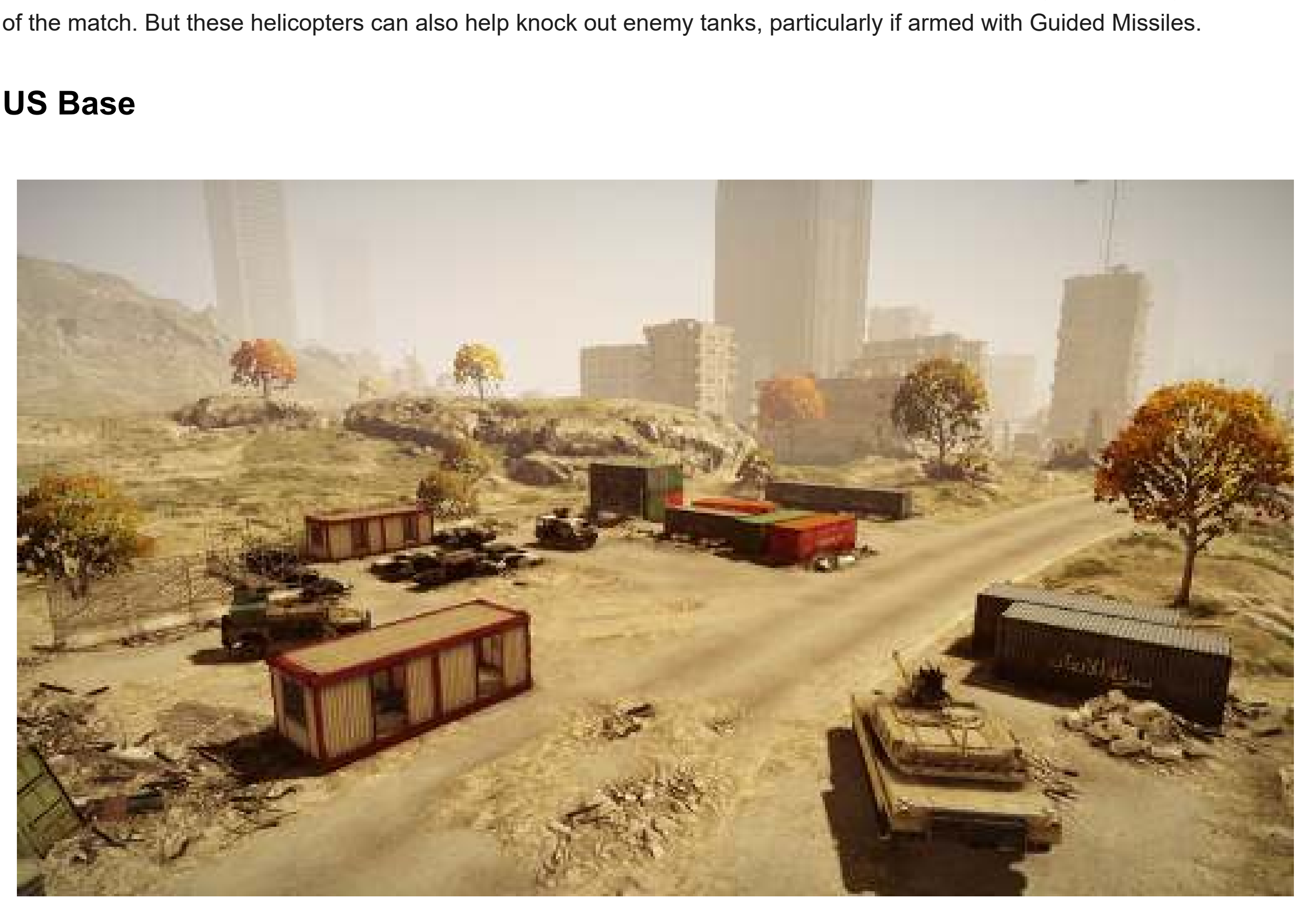
This once-bustling commercial district is now the site of an intense conflict, with the US team pushing in from the southwest while the RU team advances from the northeast. With only four flags up for grabs, the battle can sometimes result in a stalemate, with the US controlling the Construction Site (A) and Mall (B) on the west side and the RU team holding the Power Station (C) and Bank (D) on the east side. To avoid a grinding battle of attrition, both sides should attempt to capture and hold a minimum of three flags to initiate a drain on the opposing team's ticket count. While there are plenty vehicles available on this map, the heavy lifting is usually accomplished by infantry given the flag placement and difficult, urban terrain. At any given time there can be up to four tanks roaming these city streets, so squads from both sides should field a few engineers to counter these threats. The scout helicopters are most effective as troop transports, particularly during the opening moments of the match. But these helicopters can also help knock out enemy tanks, particularly if armed with Guided Missiles.

US Base

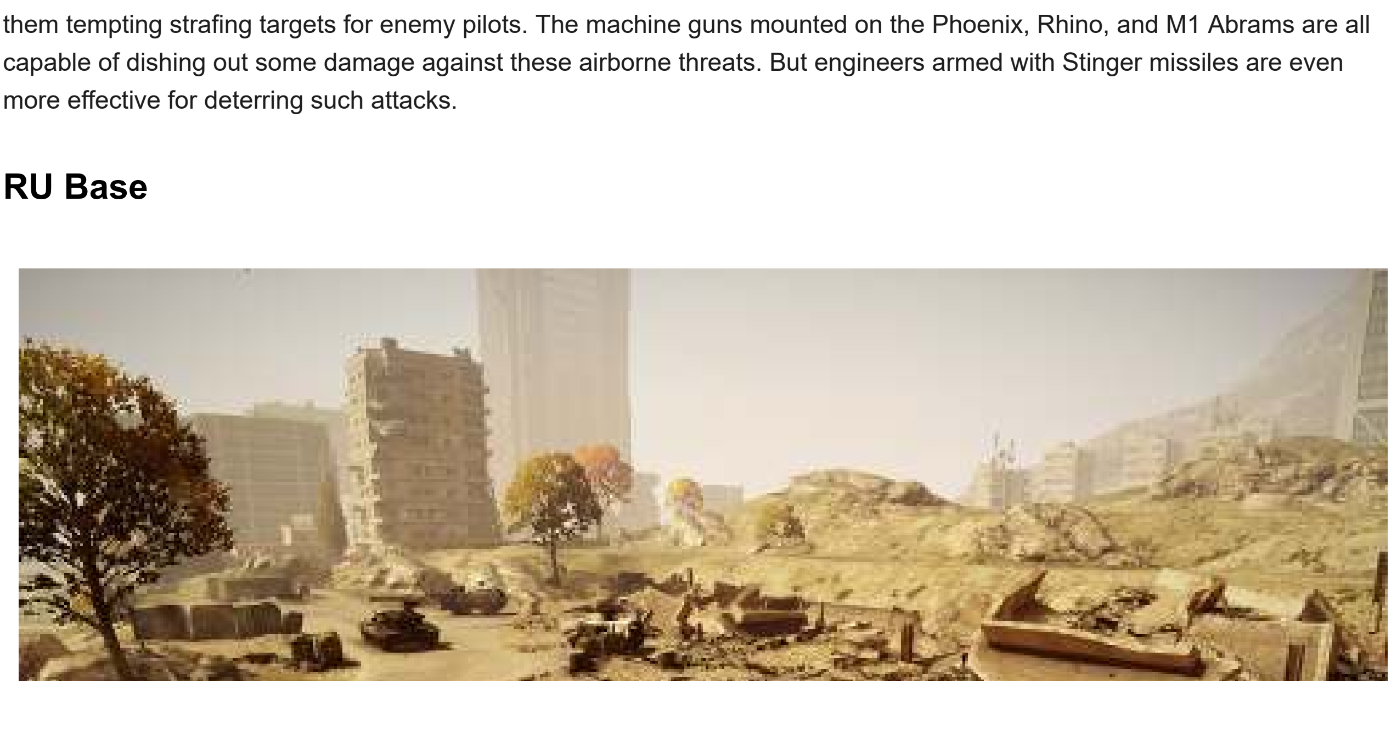


Base Assets

Name	Quantity	Respawn Time
Rhino	1	20 sec.
Phoenix	1	20 sec.
M1 Abrams	1	40 sec.
AH-6J Little Bird	1	50 sec.

The US team deploys from the southwest corner of the map, on the city's outskirts. When starting the match here, utilize every passenger seat in the four vehicles to transport troops into the city's center. Use the Rhino and Phoenix to rush the Construction Site (A) and Mall (B) while the AH-6J flies troops to the distant Power Station (C). If your team can lock down three control points at the start of the battle, you can assume a defensive posture and simply guard those flags for the remainder of the match while bleeding the RU team's ticket count. While the US Base is off limits to the RU team's ground forces, watch for attacks by their Z-11W scout helicopter. This location spawns the bulk of the US team's vehicles making them tempting strafing targets for enemy pilots. The machine guns mounted on the Phoenix, Rhino, and M1 Abrams are all capable of dishing out some damage against these airborne threats. But engineers armed with Stinger missiles are even more effective for deterring such attacks.

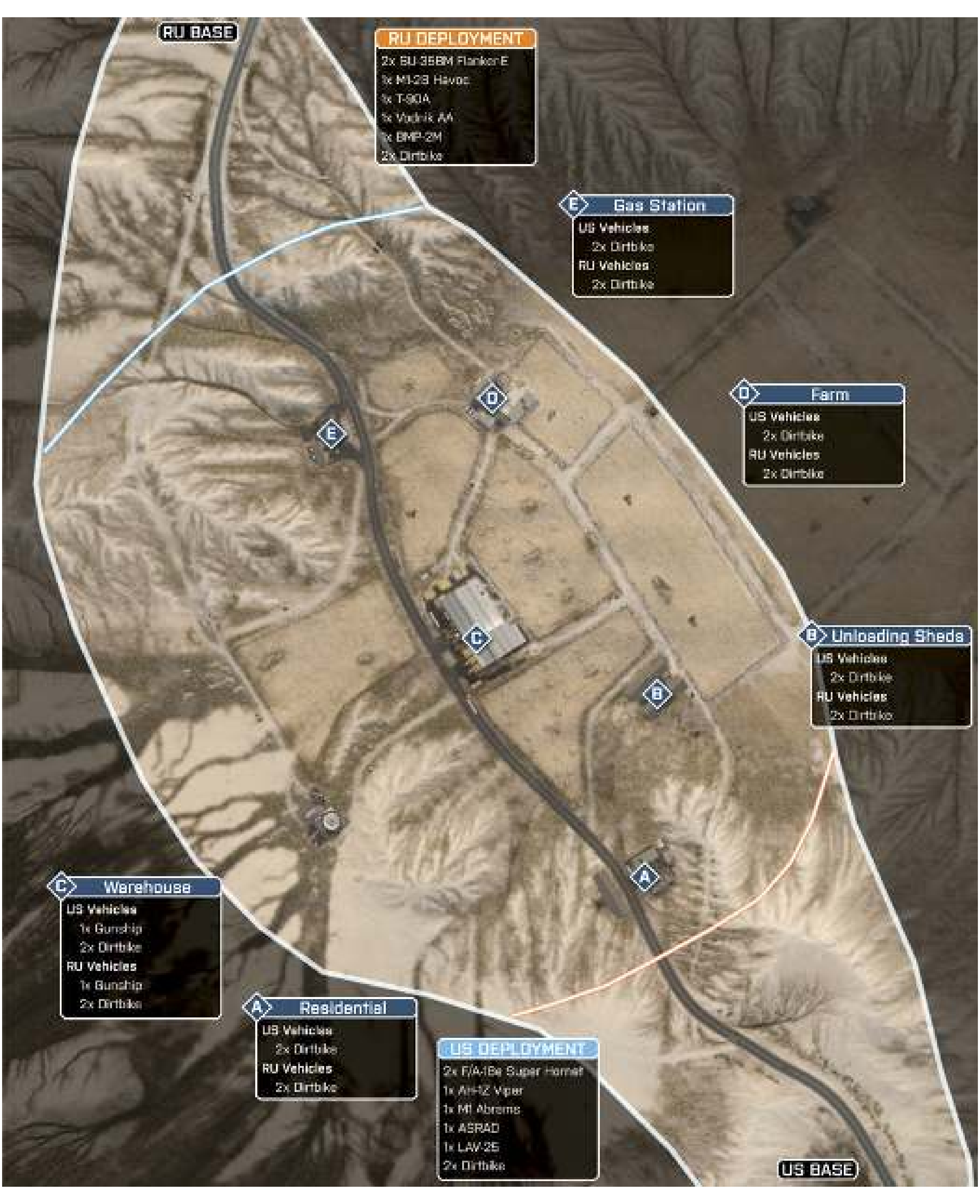
RU Base



Conquest

Nebandan Flats

Conquest


RU BASE
RU DEPLOYMENT
2x SU-35BM Flanker E
1x Mi-28 Havoc
1x T-90A
1x Vodnik AA
1x BMP-2M
2x Dirtbike
E Gas Station
US Vehicles
2x Dirtbike
RU Vehicles
2x Dirtbike
D Farm
US Vehicles
2x Dirtbike
RU Vehicles
2x Dirtbike
E
D
C
B
A
B Unloading Sheds
US Vehicles
2x Dirtbike
RU Vehicles
2x Dirtbike
C Warehouse
US Vehicles
1x Gunship
2x Dirtbike
RU Vehicles
1x Gunship
2x Dirtbike
A Residential
US Vehicles
2x Dirtbike
RU Vehicles
2x Dirtbike
US DEPLOYMENT
2x F/A-18e Super Hornet
1x AH-1Z Viper
1x M1 Abrams
1x ASRAD
1x LAV-25
2x Dirtbike
US BASE

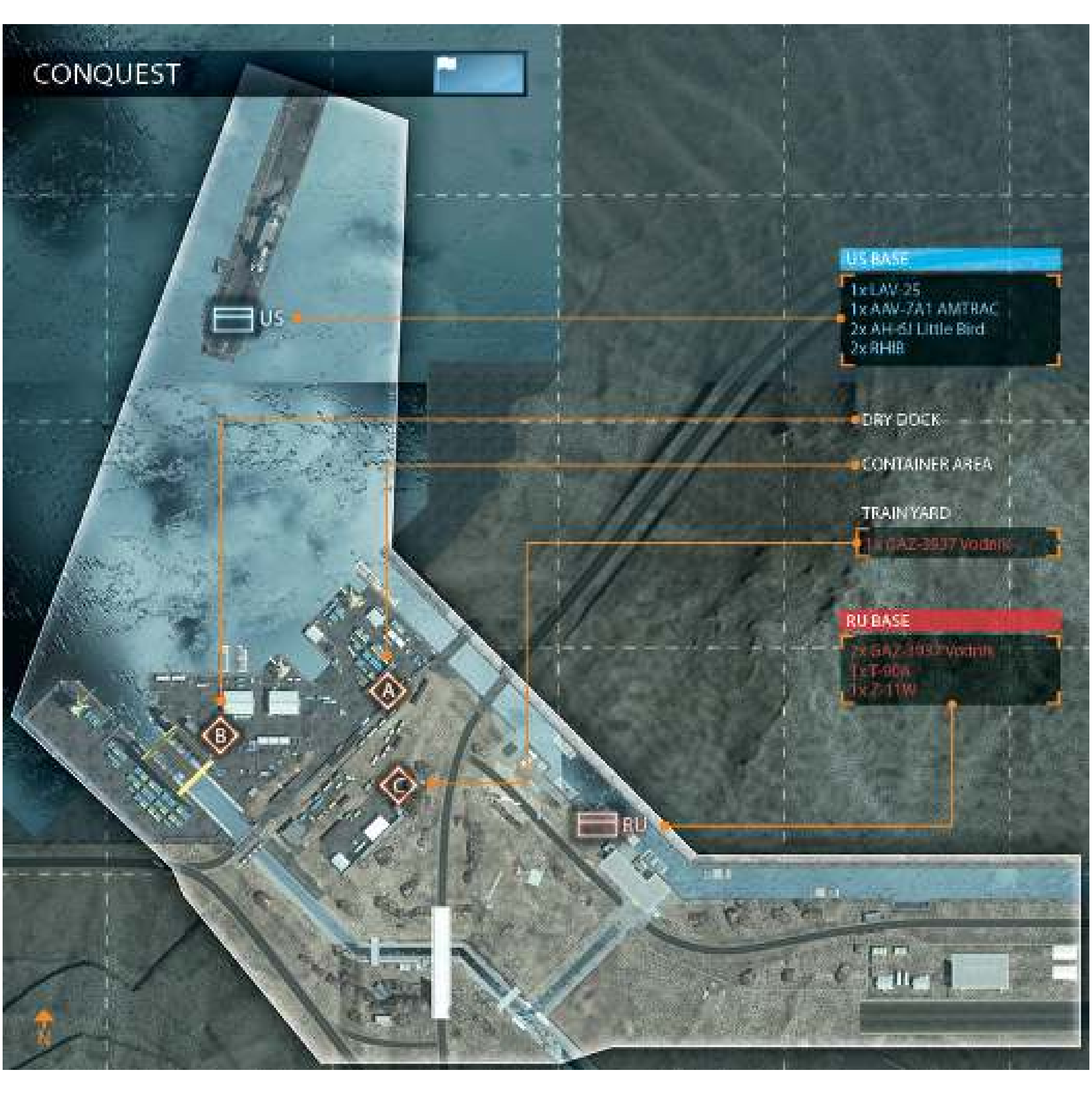
Click here for interactive maps

The Nebandan Flats are dusty windswept plains that have recently peaked the interest of a large agricultural firm. With methods of desert farming proving successful in other dry climates such as those present in Australia, Israel, and California's Imperial Valley, desert farming can be a lucrative investment for regions that lack exportable goods. Of course, this is only a cover story to conceal the much more lucrative business of the supply and storage of weapons within the warehouse located on the plot of land where the farming operation is taking place. Two opposing forces will engage each other on this desolate landscape—with the victor reaping the spoils. Five control points are contested during this game mode. The US team makes their approach from the southeast, and they will quickly have control of the Residential (A) control point and the Unloading Sheds (B) to the northeast. The RU team enters the fray from the northwest, and therefore the Gas Station (E) and the Farm (D) east of it will quickly be under the control of the RU team. At this point, the battle will turn to the Warehouse (C) which is central on the map. The flag is positioned inside of the Warehouse (C), and combination of the building's multitiered interior and the multitude of shipping containers stored within result in vicious close-quarters combat when engaging the enemy. Because the interior is as confined as it is, teams should focus on entering from multiple sides of the Warehouse (C) to overpower and flush out any hostiles that may be within.

US Base

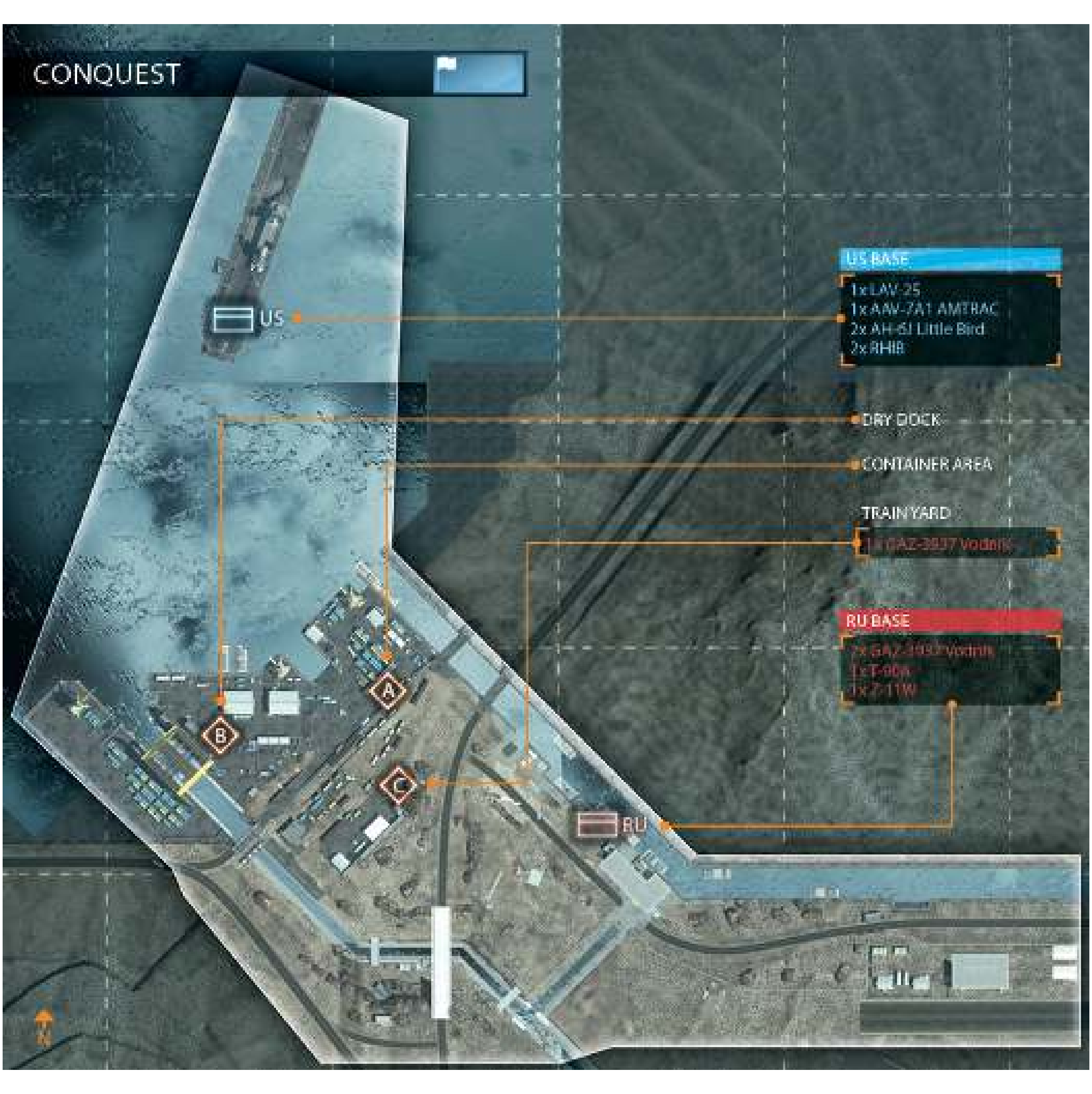
Conquest

Noshahr Canals



US Marines are launching a strike upon a major harbor by the Noshahr Canals on the Iranian coast. The strategically important port allows for deep-water vessels to off-load cargo and essential materials.

The key objective for the Americans will be capturing an inland airfield currently occupied by Russian forces. However, the success of the mission will depend entirely on how quickly Marines can establish a foothold on the harbor itself.



On this map, US forces launch an amphibious assault on an industrial dock facility. Initially, simply gaining a foothold on shore is the US team's primary goal. But if the RU team can make a strong showing, they can push the US back into the ocean.

At the start of the round, the US team should make an effort to capture the Dry Dock (B) and Container Area (A). By using the speed and passenger capacity of the Little Birds, the US can drop troops at each location within the first minute of the match.

Since there are only three control points on the map, each team only needs to hold at least two flags to drain the opposing team's ticket count. For the US, holding the Dry Dock (B) and Container Area (A) make the most sense.

As for the RU team, they're better off controlling all three flags, thereby denying the US team a solid spawn point on land.

If the RU team can push the US back to their carrier, then they must establish a line of defense on the northern coast to prevent US amphibious and air assets from regaining a foothold.

RU vehicles and engineers armed with anti-tank and SA-18 IGLA missile launchers all play a big role in confining the US team to their carrier.

US BASE

Base Assets

Name	Quantity	Respawn Time
LAV-25	1	30 sec.
AAV-7A1 AMTRAC	1	60 sec.
AH-6J Little Bird	2	90 sec.
RHIB	2	15 sec.

The US team begins the match on an aircraft carrier on the north side of the map. With no presence on shore, the early moments of the match are critical as US troops attempt to secure a foothold to the south.

The AH-6J Little Birds offer the quickest way to get troops on land. So if you're piloting one of these helicopters, don't take off until it's fully loaded—your passengers can jump out of the chopper and secure control points by parachuting down to the ground.

But the RU team is likely to use similar tactics with their Z-11W helicopter, so speed is essential. US troops spawning belowdecks in the carrier can utilize the slower LAV-25, AMTRAC, and RHIBs to make amphibious landing near the Dry Dock (B).

In this match, the carrier is the US team's only source of vehicles. So even after your team has secured control points, don't forget to spawn back at the carrier to occasionally bring the LAV-25 and AMTRAC ashore.

RU BASE

Base Assets

Name	Quantity	Respawn Time
GAZ-3937 Vodnik	2	15 sec.
T-90A	1	30 sec.
Z-11W	1	90 sec.

The RU team deploys from their base near a warehouse along the northern canal on the south side of the map.

Given its distance from the nearest control points, it's nearly impossible to prevent the US team from taking at least one flag, especially if they use their speedy Little Bird helicopters to drop troops from the air.

The RU team's Z-11W can attempt similar tactics, but it requires speed. Spawn directly into the Z-11W at the start of the match, then have your squad mates spawn on you as you're flying toward the control points.

Drop one squad member at each flag in an attempt to capture all three points before the US team can. Capturing all three flags at the start of the match is a long shot, but it's always worth the effort.

Reinforce the captured flags with the T-90A and Vodniks spawned at the RU base. The US team has no tanks in this battle, so the T-90A can be a game changer if deployed wisely and serviced by engineers.

Even if the T-90A is destroyed, it respawns relatively fast back at the RU base. So don't forget to retrieve the tank and bring it up to the front lines, where it can make a big difference.

A: CONTAINER AREA

This flag (A) is positioned along a narrow roadway flanked by dozens of shipping containers to the north and elevated train tracks to the south. Both infantry and vehicles can capture this flag.

However, infantry have a slight advantage here since they can convert and contest the flag by hiding in the nearby shipping containers.

The elevated railway tracks provide an excellent overwatch position, allowing well-concealed defenders to pick off enemies approaching or gathering near the flag.

Mines and C4 are the best defense against vehicle attacks. Scatter mines along the road to the east and west of the flag to prevent captures by enemy vehicles.

Although this control point spawns no vehicles, it serves as a central spawn point that is ideal for staging attacks on the nearby Dry Dock (B) and Train Yard (C).

So race to capture this one early and don't forget to leave a few defenders behind to secure it.

B: DRY DOCK

Given the Dry Dock's (B) proximity to the US Base, it is likely to be the first flag captured by the US team. However, once the US team has gained a foothold here, they must defend it to prevent the RU team from taking it away.

The area surrounding the flag is extremely open with several long-range cover points surrounding it. As a result, armored vehicles are the safest option when attempting to capture or contest this flag.

Passive defenses like mines and Claymores are less effective here given the flag's multiple approaches and wide capture radius. So defenders should hide in the nearby buildings and fend off attackers from long range.

The warehouse to the north and the massive dry dock facility to the west provide excellent views of the flag. Helicopters are also very effective here due to the lack of cover around the flag.

Make frequent passes over this control point and strafe enemy units gathered around the flag.

C: TRAIN YARD

Control Point Assets

US Control	RU Control	Respawn Time
—	GAZ-3937 Vodnik (1)	15 sec.

Located a short distance from the RU Base, the RU team has the best chance of capturing this Train Yard (C) flag early during a match.

When playing as the RU team, rush this locations with a Vodnik or the Z-11W to take control of it before the US team can.

The Train Yard is unique because it's the only control point that produces a vehicle, awarding the RU team with an extra Vodnik—the US team gets nothing.

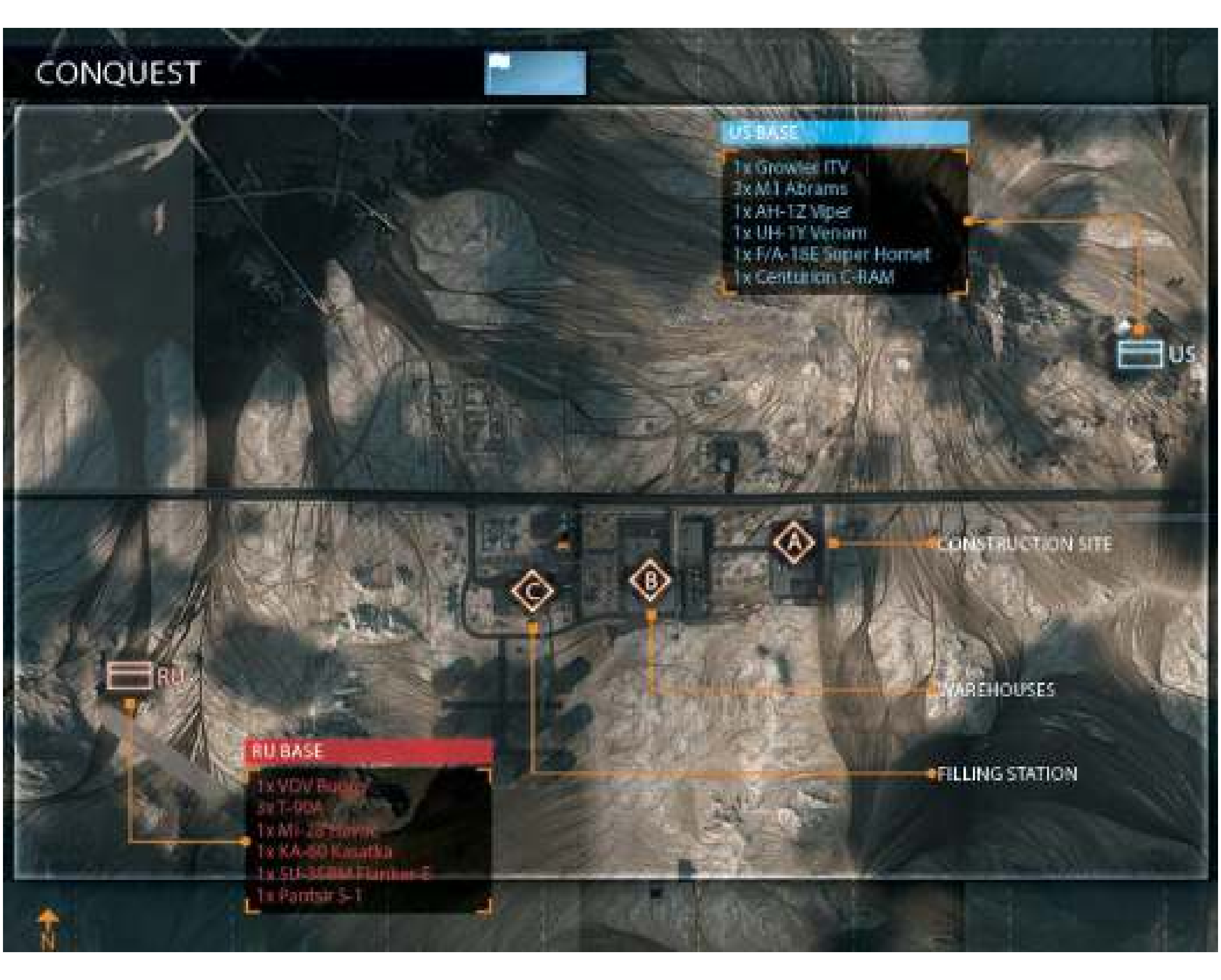
But instead of driving the Vodnik to another location, the RU team may want to keep it around for defense, using its powerful machine gun turret (with zoom functionality) to pepper attackers approaching from the control points to the north.

Infantry attacks originating from the Container Area (A) are very common, and so the Vodnik is a valuable defensive asset. But even without vehicle support, defenders have plenty of hiding spots from which to contest flag captures.

So attackers should carefully sweep the nearby sheds and shipping containers before approaching the flag. Close-quarters encounters are likely, so begin any assault by tossing grenades into potential hiding spots.

Conquest

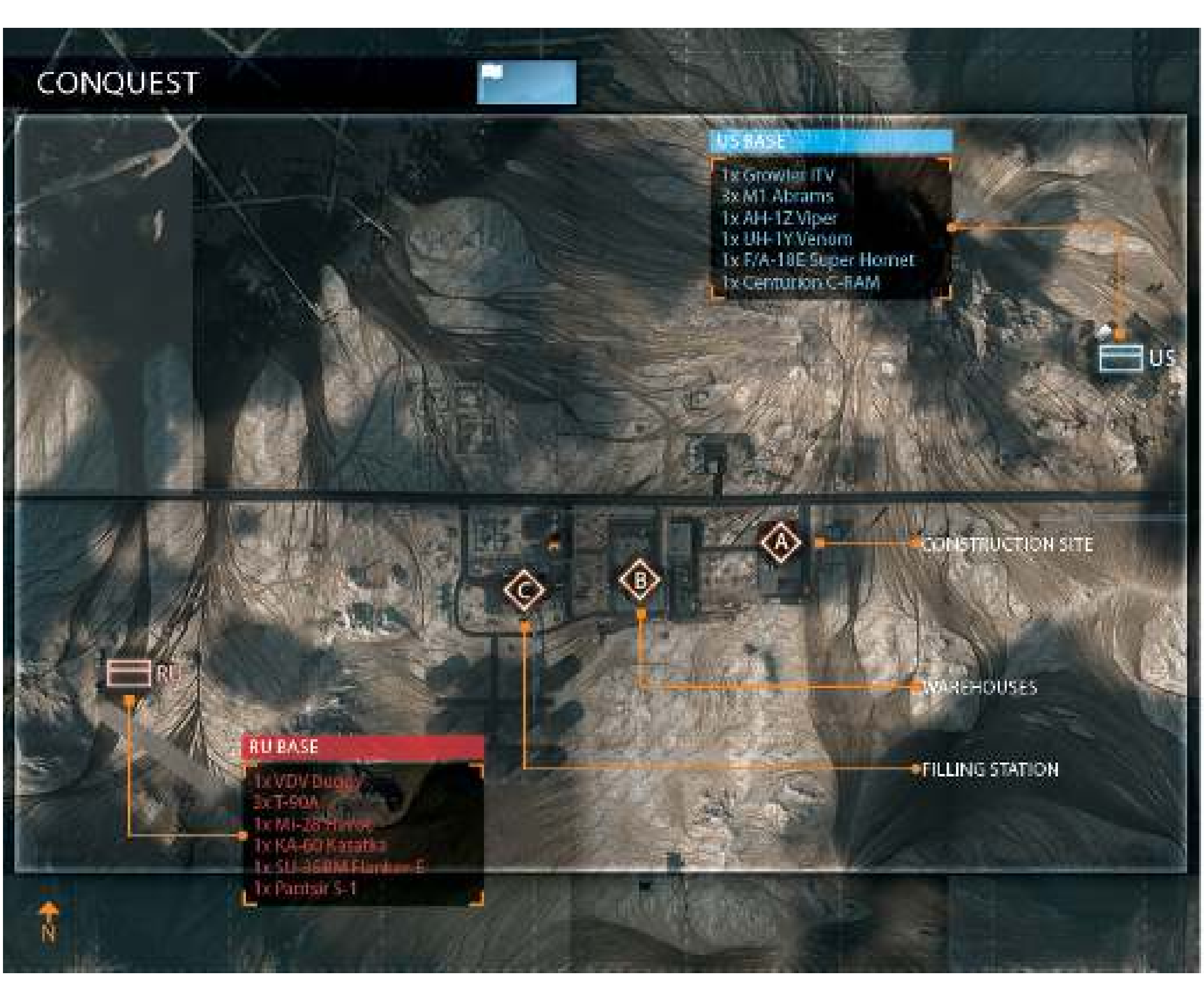
Operation Firestorm



The oil fields outside of Tehran are poised to be the scene of what some experts are calling the biggest engagement of the war. Both the American and Russian armies are trying to exert control over Iran's biggest source of oil in the Northern provinces.

Securing the outskirts of this area will offer full control of the sector and its key facilities.

However, crossing the open ground and main road may prove more difficult than expected, as Russian troops will undoubtedly attempt to hold the refinery as the first line of defence against any large-scale assault.



This is a very linear, head-on Conquest map with all three control points situated along the central highway slicing through the center of the map from east to west.

While it's possible to capture and defend all three control points, it's better to consolidate your team's forces around two flags.

Therefore, the US team should try to hold the Construction Site (A) and Warehouses (B) while the RU team focuses on the Filling Station (C) and Warehouses (B).

Your team must hold a minimum of two control points to initiate the drain on the opposing team's ticket count, so dig in and don't let the enemy wrestle a flag away from you.

Tanks are necessary for punching through enemy defenses and capturing flags. But tanks (and all other vehicles) are spawned only at the bases.

So it's critical to constantly transport these assets to the center of the map, where they can make a big difference. Even if you draw a line in the sand at Warehouses, flanking attacks are common.

The transport helicopters make it possible to drop troops at any point on the map, so make sure every flag your team holds is well defended against both ground and airborne assaults.

US BASE

Base Assets

Name	Quantity	Respawn Time
Growler ITV	1	5 sec.
M1 Abrams	3	20 sec.
AH-1Z Viper	1	60 sec.
UH-1Y Venom	1	90 sec.
F/A-18E Super Hornet	1	40 sec.
Centurion C-RAM	1	—

The US team starts this battle at their base on the east side of the map, far from the nearest control point. Fortunately, there are plenty of vehicles available to transport the team to the map's center.

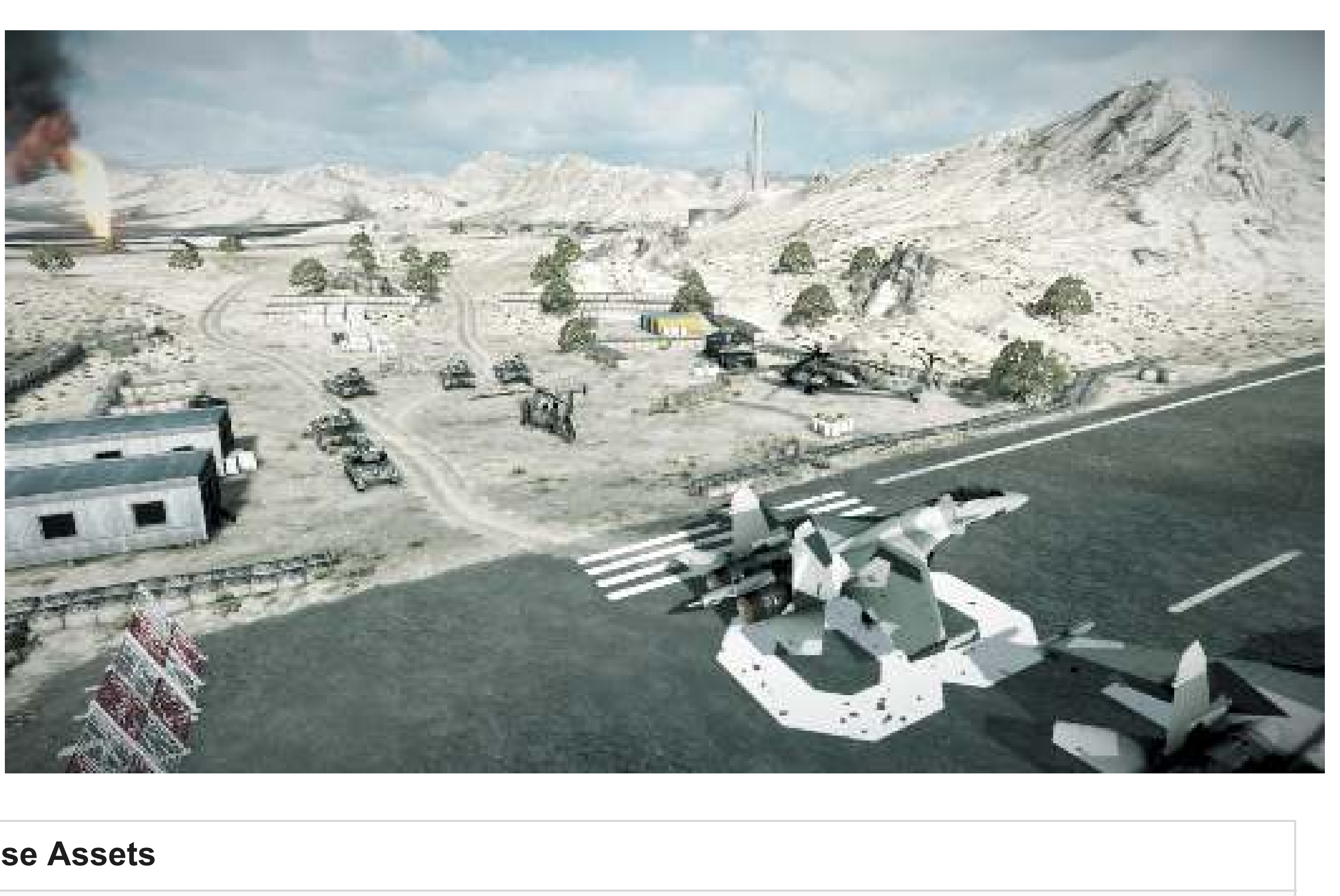
So if you're driving or flying, make sure your vehicle is filled to capacity before leaving the base—otherwise it's a long, dusty hike for any teammates left behind. The UH-1Y Venom is the best way to quickly move troops to the control points.

Fly it over the Construction Site (A) and Warehouses (B), dropping two troops at each location in an attempt to beat the RU team to these two critical flags.

Once captured, reinforce these control points (particularly the Warehouses) with the M1 Abrams tanks. Use the tanks and AH-1Z Viper to counter the RU team's T-90As while the F/A-18E provides air cover, attacking the enemy jet and helicopters with heat-seeking missiles.

In this match, no vehicles are spawned by the control points in the center of the map. So as the round commences, don't forget to spawn back at the base to bring tanks and other vehicles to the front lines.

RU BASE



Base Assets

Name	Quantity	Respawn Time
VDV Buggy	1	5 sec.
T-90A	3	20 sec.
Mi-28 Havoc	1	60 sec.
KA-60 Kasatka	1	90 sec.
SU-35BM Flanker-E	1	40 sec.
Pantsir-S1	1	—

The RU Base is on the far west side of the map, several hundred meters from the nearest control point. So it's important to make the most out of the vehicles provided to transport the team to the control points.

If you find yourself without a vehicle, immediately ask teammates for a ride before they leave the base. The KA-60 Kasatka transport helicopter is the best way to move multiple troops to the map's center.

Use this helicopter to drop troops (by parachute) at the Filling Station (C) and Warehouses (B) control points.

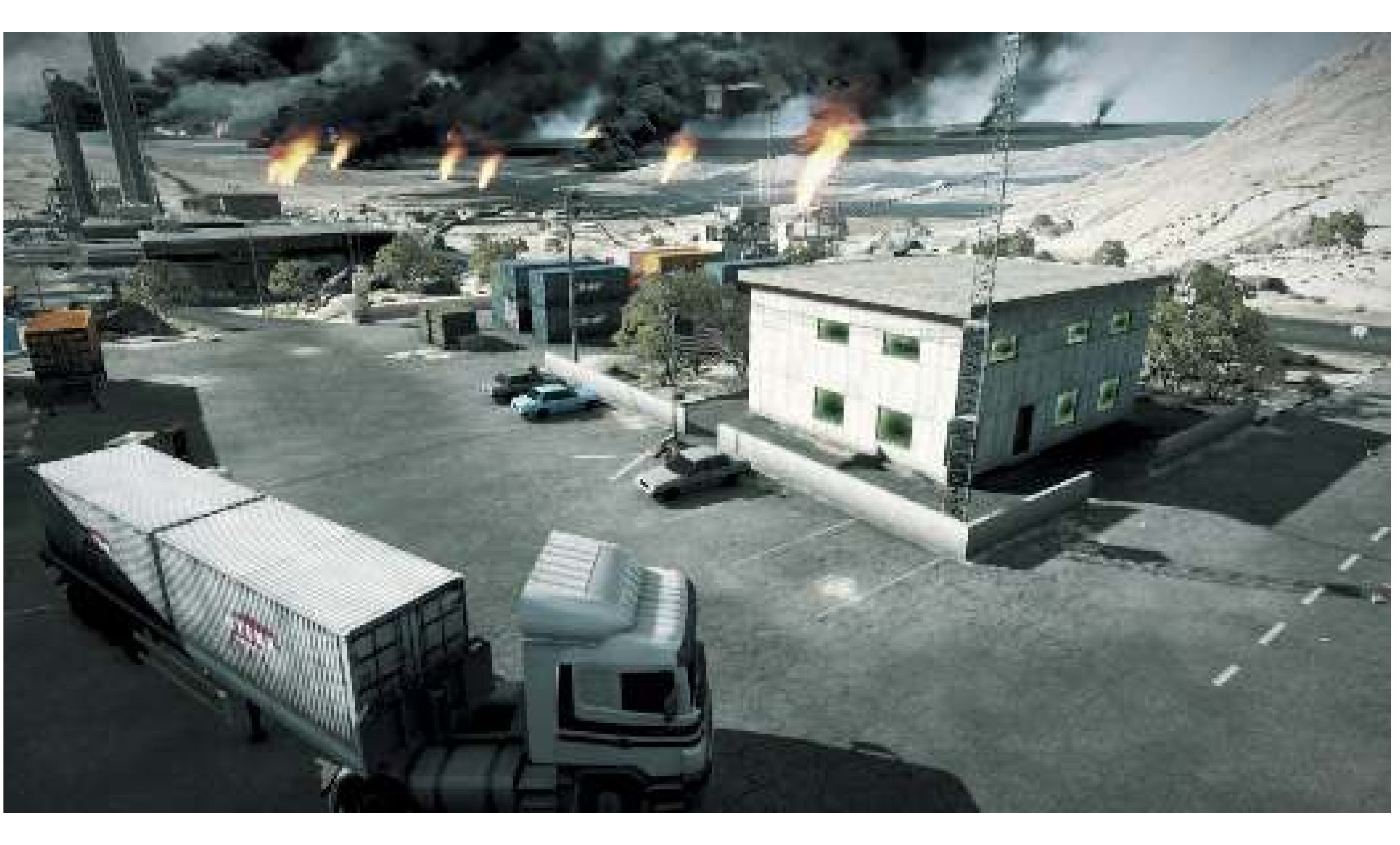
But a few infantry won't last long against the onslaught of US tanks, so act quickly to reinforce the control points with the T-90A tanks while the Mi-28 Havoc provides close air support.

The SU-35BM is best deployed as a fighter, so choose heat-seeking missiles for your loadout when piloting this jet and use them to shoot down the US team's air assets.

During the course of the battle, spawn back at the RU base periodically to bring ground vehicles forward to help attack and defend the central control points.

The control points provide no vehicles, so the team that masters of the logistics of moving tanks forward has the upper hand in this battle.

A: CONSTRUCTION SITE



The Construction Site (A) is the easternmost control point, well within easy striking distance of the US Base. As a result, the US team is likely to capture this flag first.

But after the early moments of the round, this control point is very much up for grabs. While it's the closest control point to the US Base, it's by no means adjacent.

So unless the US team is constantly defending this location and reinforcing it with vehicles, it's relatively easy for the RU team to steal it.

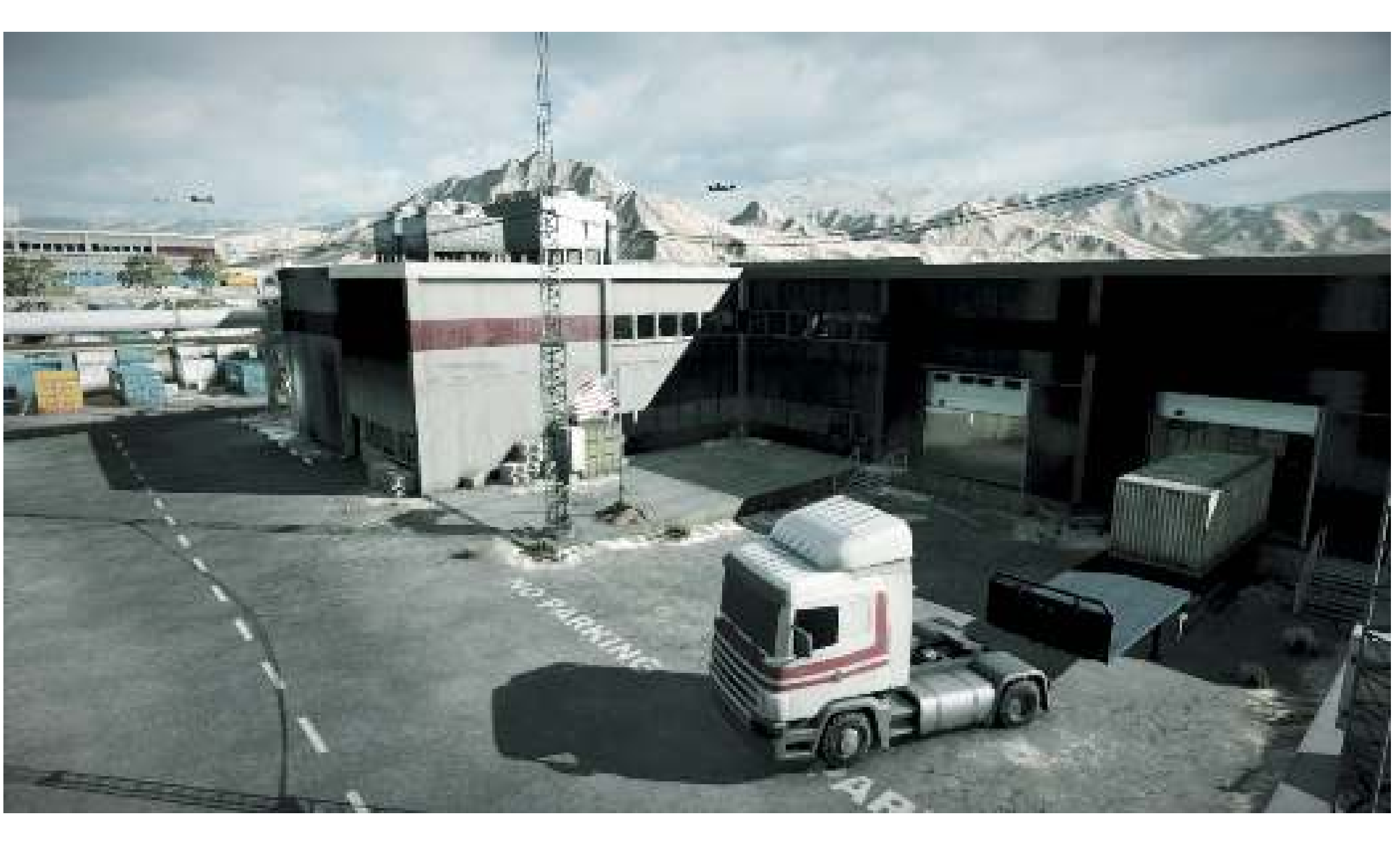
The flag is in a parking lot outside an office building. Once captured, the Construction Site is relatively easy to lock down by any squad willing to stay put.

Defenders can deter vehicle attacks by placing mines and C4 around the flagpole.

The nearby two-story office and partially constructed buildings across the road to the east provide excellent views of the flag and allow defenders to pick off attackers.

However, the office building can be destroyed, so you may want to seek better cover if you come under heavy bombardment. Although the Construction Site doesn't produce any vehicles, in a match with only three flags, defending this site is critical for either team.

B: WAREHOUSES



As the central control point, the Warehouses (B) are the most contentious site on the map. At the start of the round, both teams should attempt to capture this flag early.

The transport helicopters spawned at each base are the best way to take control of this site quickly. Load a chopper with troops, then fly low and fast, dropping troops on the rooftop of the large warehouse near the flag.

While infantry can capture this flag, it takes tanks and close air support provided by helicopters and jets to defend it. The flagpole is located outside the large warehouse; tanks and other ground vehicles can camp its capture radius.

So if you're attacking on foot, always approach from the warehouse interior. It's possible to capture and contest this flag from inside the warehouse.

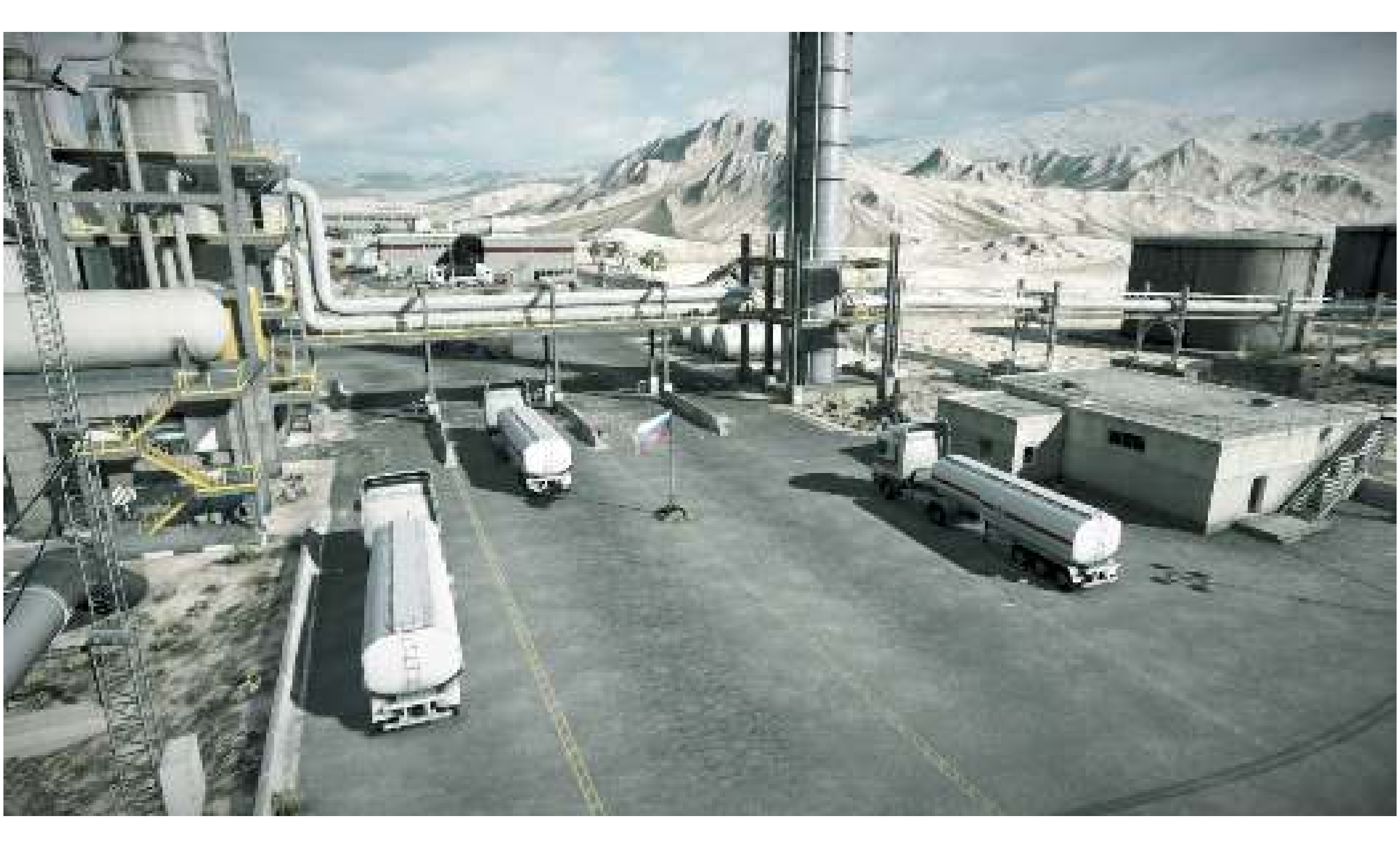
This beats lying prone next to the flagpole. With so many possible approaches, it takes a dedicated squad of defenders to patrol the warehouse and ferret out any opponents attempting to convert the flag from within.

A T-UGS motion sensor planted near the flag is a great way to monitor enemy traffic. Infantry are also effective outside; they utilize the surrounding rooftops and catwalks to spot incoming vehicles and troops.

Spotting enemies can be a full-time job here, so find a good elevated spot and simply call out the locations of hostile forces to help direct attacks by your team's air units.

Or better yet, use a SOFLAM to paint enemy vehicles for guided munitions fired by friendly tanks, helicopters, and jets.

C: FILLING STATION



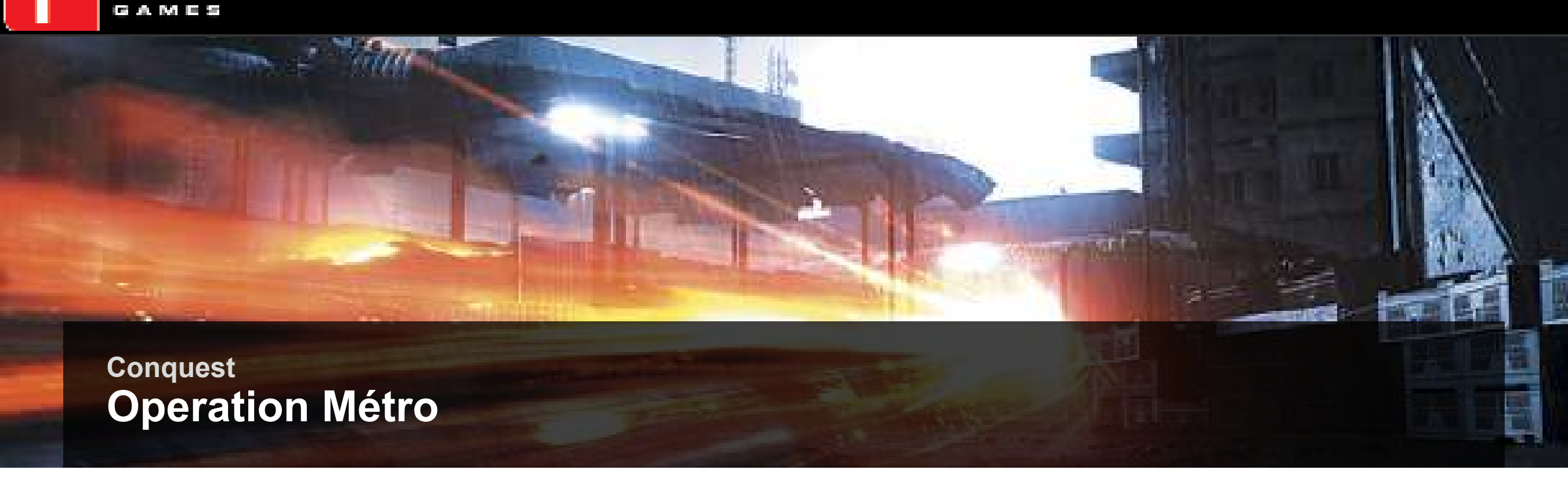
This sprawling industrial facility serves as the westernmost control point in this match, closest to the RU Base. While the RU team has the best chance of capturing the Filling Station (C) early, there's no guarantee they'll be able to hold onto it, especially if it's left undefended.

The flagpole here is located on an open piece of asphalt surrounded by three explosive tanker trucks. It's a good idea to destroy the tanker trucks upon arrival because you don't want them to explode while you're attempting to capture the flag, especially if you're on foot.

With minimal cover nearby, this is a control point best captured and contested by tanks. However, infantry can play a large role in defending this flag. Given the likelihood of heavy vehicle traffic around the flag, mines and C4 are very effective.

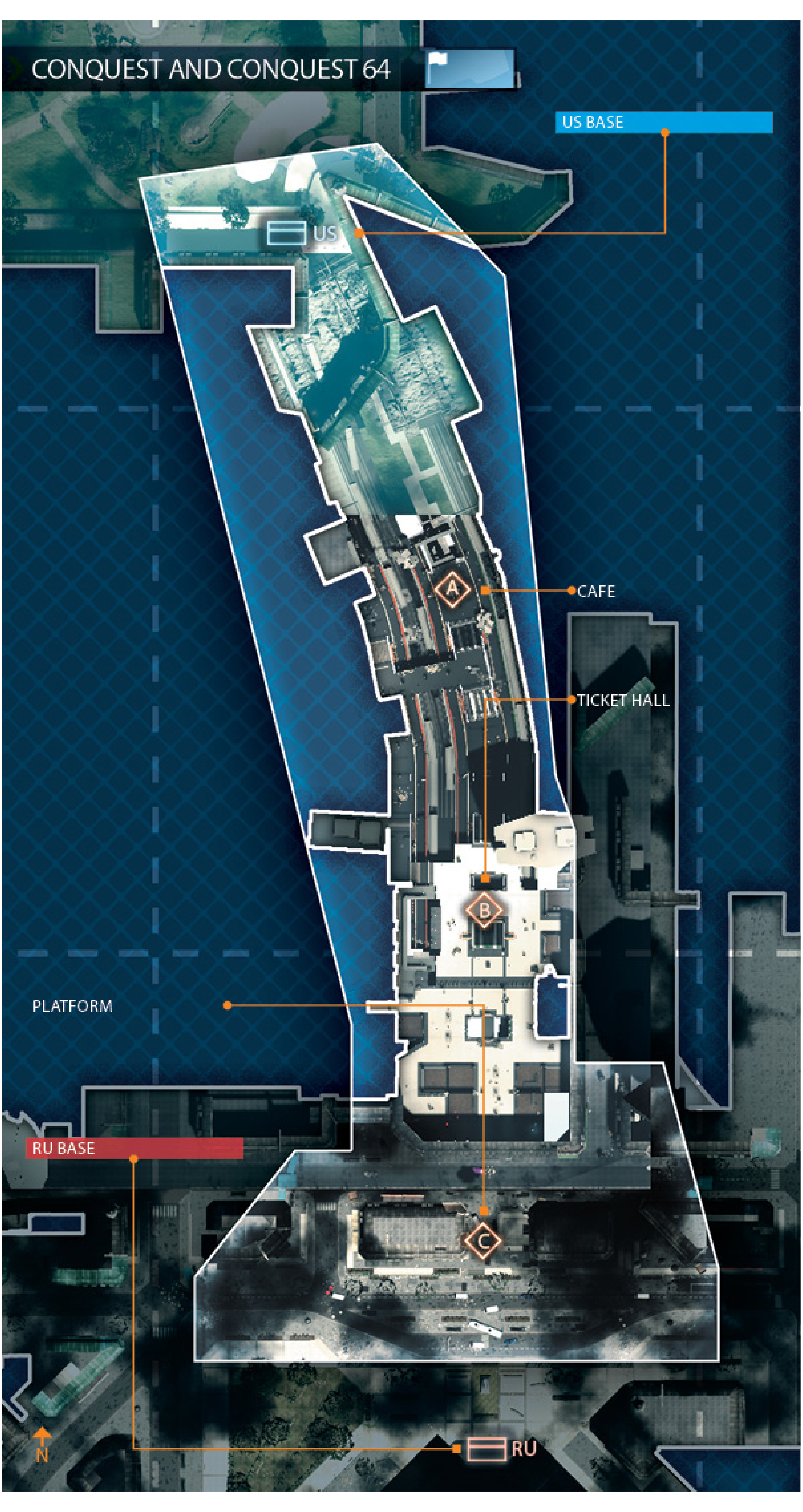
The surrounding structures and catwalks also offer great elevated vantage points of the flag that are ideal for scoring hits on attacking infantry and vehicles.

Regardless of which team you're playing on, make an effort to reinforce this control point with tanks spawned at your team's base.



Conquest

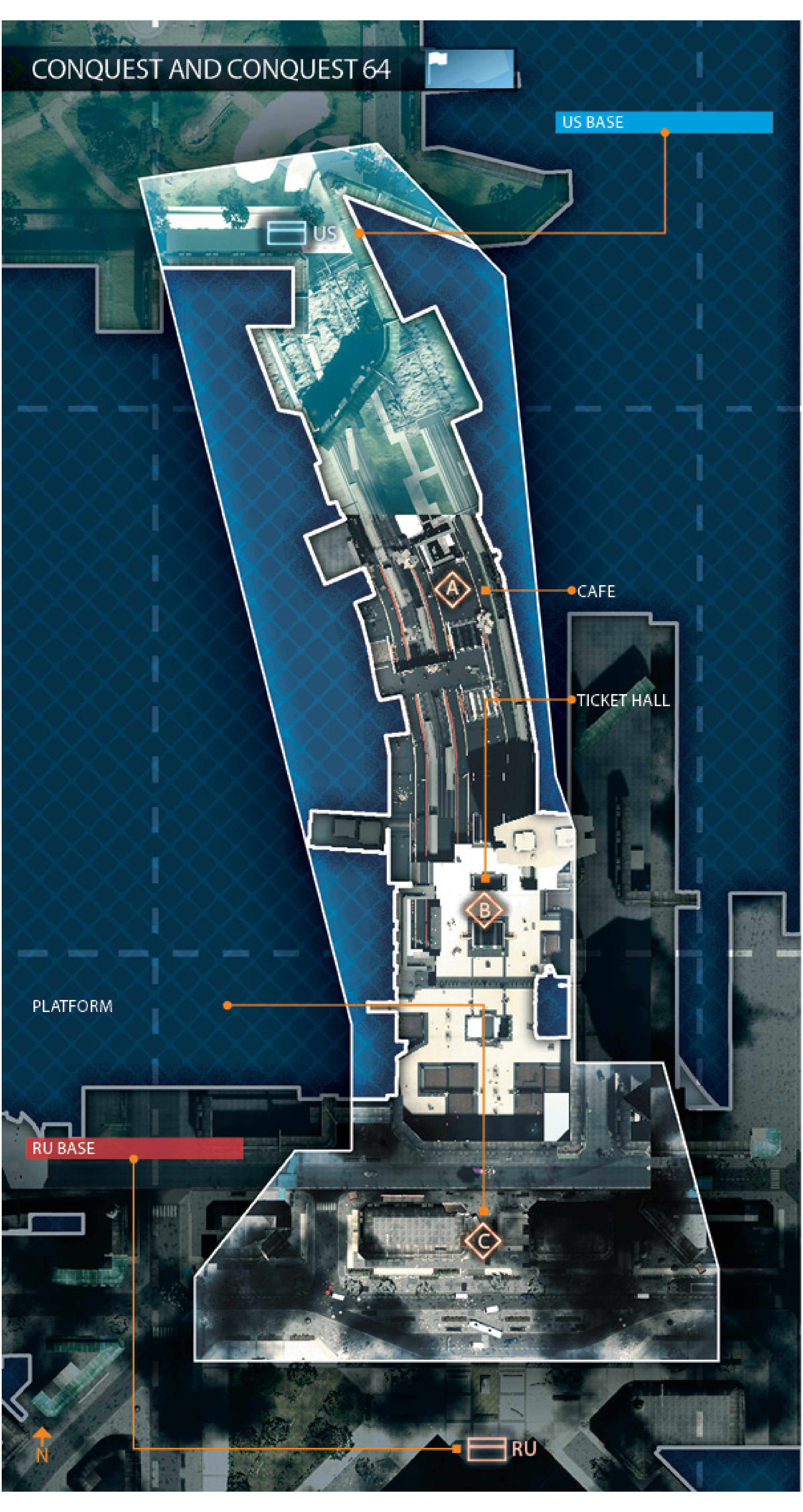
Operation Métro



As part of a bigger US invasion force, your mission is to help the French to retake Paris. Your attacking platoon is supporting a French paratrooper force that will try to surprise the Russians by air-dropping behind enemy lines.

Reports indicate the French Air Force is suffering heavy casualties due to a series of anti-air batteries around Chardonnay Park. With limited air support, the French are having a hard time mobilizing enough forces into the central districts of Paris.

Heavy fighting is expected as US forces push to secure the financial district in central Paris. Russian anti-air emplacements in the outskirts of the park are likely to be the first target as US Marines attempt to gain control of the airspace ahead of the main ground assault.



The Conquest and Conquest 64 maps are identical in Operation Métro, with the same control point layout. The only difference between these game modes is the number of players allowed on the map.

This is a linear tug-of-war style Conquest match, with three control points lined up from north to south. With only three flags up for grabs, your team must capture and hold at least two control points to drain the opposing team's ticket count.

The US team should try to hold the Platform (C) and Ticket Hall (B). By building up a line of defense at the Ticket Hall (B), the US team can lock down the entire métro station by covering the three entry points to the south, all while bleeding the RU team's tickets.

The RU team is best served by capturing all three control points, and forming their line of defense at the Platform (C). This allows them to ambush US troops in the dark tunnels north of the Platform (C).

But even if the Platform (C) falls to the US, the RU team can establish a solid defense at the Ticket Hall (B) to hold out for the win. Regardless of which team you're on, prepare for a mix of close-quarters and intermediate-range infantry combat.

So make sure your squad has a wide mix of weapons to engage opponents in a variety of environments. As in any Conquest match, your team's ticket count is crucial, and in a tight match, assault troops equipped with defibrillators can make all the difference.

US BASE

In both variants of Conquest, the US team starts the match in the tunnels near the park. There are two tunnels running parallel to each other, both leading toward the nearby Platform (C) control point.

The eastern tunnel is the widest, offering quick, direct access to the Platform (C). There are plywood barriers on the southern end of the eastern tunnel that can be destroyed.

However, it's best to keep these sheets of plywood in place to deny the RU team long sight lines down this tunnel. The western tunnel is a narrow maintenance shaft that drops down onto the western subway tracks.

This is offers a sneakier way to reach the Platform (C), but it can also be a popular spot for opponents looking for an easy ambush. So always proceed with caution when dropping down onto the tracks—smoke can help conceal your squad's descent from the maintenance shaft.

Within each tunnel are a variety of side passages that are useful for avoiding snipers and other opponents posted to the south. Despite the multiple paths, the US team should work hard to avoid spawning here.

If the RU team takes control of all three control points, they have an easy time locking down both tunnels, denying the US access to other spawn points.

Therefore it's extremely important that US team captures and holds the Platform (C) throughout the course of the match. Otherwise the advance through the tunnels can turn into a bloodbath favoring the RU team.

RU BASE

The RU team deploys from their base in the Finance Ministry building on the south end of the map. If you spawn inside the building, don't feel bad about shooting out the windows to escape.

With the Cafe (A) control point located directly across the street to the north, the RU team has no problem securing their first control point. But capturing one control point isn't enough.

The RU team must continue pushing north into the métro station to secure the Ticket Hall (B) before they can go on the defensive. If the Ticket Hall (B) falls to the US, they'll have an easy time locking down the entire station by covering the three entry points.

In addition to the Ticket Hall (B), the Cafe (A) should always be defended, too.

If the US manages to capture all three control points, the RU team will have a tough time simply getting out of the Finance Ministry building without getting gunned down by US troops positioned in the buildings to the north surrounding the Cafe (A).

If your team does find itself under siege by the US at the RU Base, instead of grinding against the Cafe (A), sneak around the streets to the east or west to try to secure a control point in the métro station.

Although the layout of this map is rather linear, there are always flanking paths available that are less likely to be covered by opponents.

A: CAFE

The Cafe (A) control point is sandwiched between the RU Base and the métro station's southern entrance. This becomes a high-traffic area whenever the US team holds the Ticket Hall (B) and the RU team holds the Cafe (A).

Given the close proximity to their base, the RU team stands the best chance of holding onto this control point throughout the battle. But the chance to lay siege to the RU Base may prove tempting to the US team, so the RU team should never take this control point for granted.

The flagpole is relatively unprotected, standing as it does between two large buildings to the east and west. But the flag's capture radius is very large, so it can be captured and contested from within the surrounding buildings.

As a result, the buildings are a great place for attackers and defenders to hide. Consider deploying a Radio Beacon in one of these buildings to give your squad a spawn point near the flag, regardless of which team controls the Cafe (A).

Both buildings offer access to multiple floors. So use the upper floor windows to keep an eye on the flag as well as the approaches from the RU Base and métro station.

B: TICKET HALL

In the center of the map, the Ticket Hall (B) is the most hotly contested control point in this battle, requiring constant attention by both teams. In the footrace to reach the flag at the start of the match, the RU team has a slight advantage.

But players on both teams should perform a continuous sprint to reach this location before the opposing team takes control.

Even if you reach this spot first, your opponents won't be far behind, so drop prone and find a good cover position within the flag's wide capture radius.

Regardless of which team captures the flag first, it's likely to change hands several times. When defending here, seek cover along the perimeter, preferably on the eastern and western sides of the flag.

If the opposing team is advancing from the north, it's strongly advised to defend all the escalators and the stairway to the northwest—these are the only access points to the station's upper level and serve as great choke points.

When defending attacks from the south, utilize the métro station entry points. There are three entrances into the station to the south, east, and west.

By locking down each of these entrances, you can prevent the opposing team from even gaining a foothold within the station, effectively blocking access to the Ticket Hall (B) and Platform (C).

C: PLATFORM

Although the Platform (C) is relatively close to the US Base, it's not necessarily safe from capture by the RU team.

By holding this flag, the RU team not only blocks access to the other control points, but they can also lay siege to the US Base and ambush advancing troops as they move through the dark tunnels to the north.

For this reason alone, the US team must work to capture and secure this control point throughout the match. The flag here is positioned in the middle of the station platform.

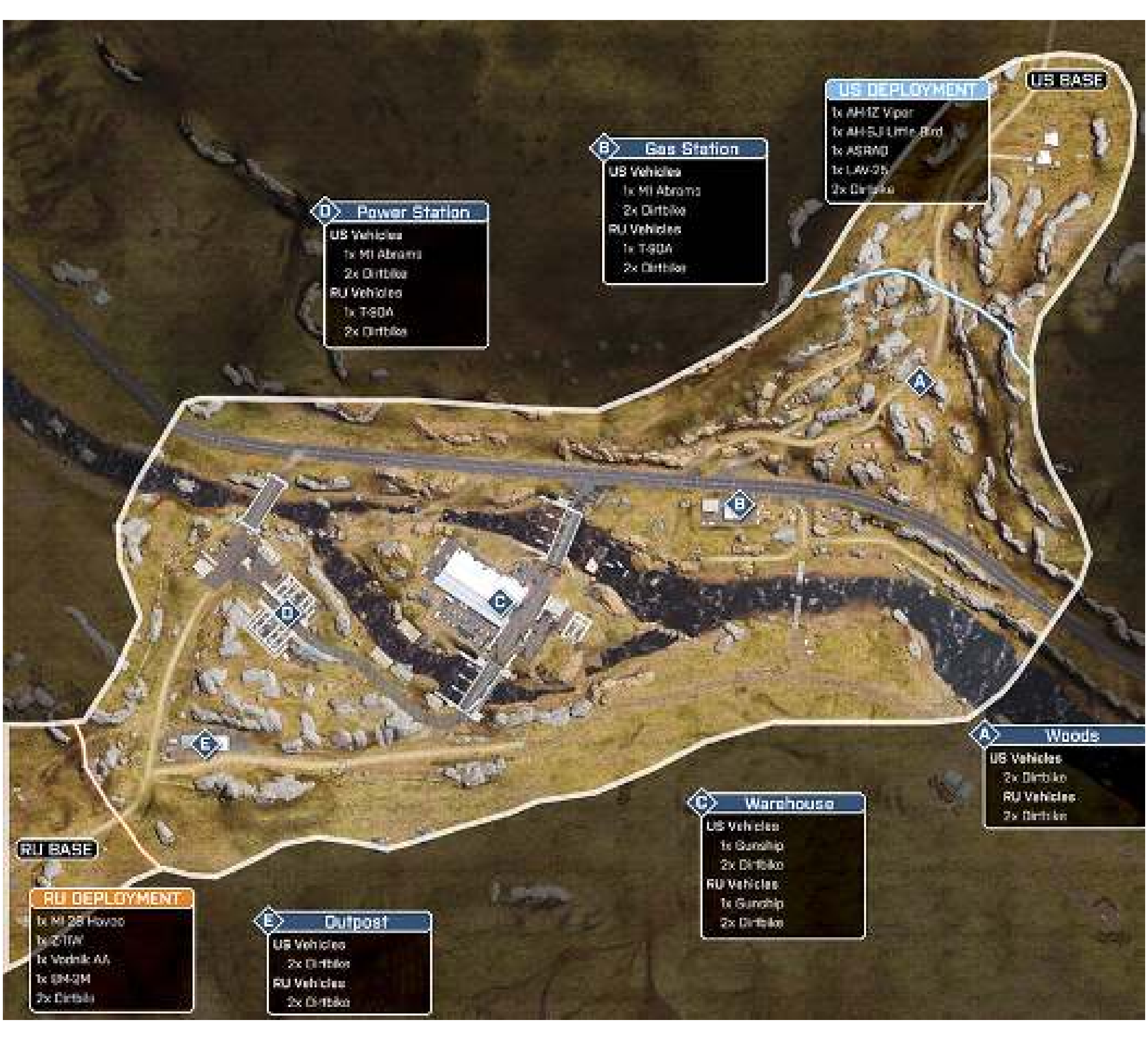
When attempting to capture or contest the flag, instead of gathering at the base of the flagpole, spread out and hide in the nearby maintenance passage to the north or within the subway cars to the east and west.

Given the flag's wide capture radius, there are plenty of hiding spots for both attackers and defenders. So pay close attention to the circular flag status icon on the HUD to determine whether enemy troops are present.

Conquest

Operation Riverside

Conquest


US DEPLOYMENT
1x AH-1Z Viper
1x AH-6J Little Bird
1x ASRAD
1x LAV-25
2x Dirtbike
US BASE
B Gas Station
US Vehicles
1x M1 Abrams
2x Dirtbike
RU Vehicles
1x T-90A
2x Dirtbike
D Power Station
US Vehicles
1x M1 Abrams
2x Dirtbike
RU Vehicles
1x T-90A
2x Dirtbike
A
B
C
D
E
A Woods
US Vehicles
2x Dirtbike
RU Vehicles
2x Dirtbike
C Warehouse
US Vehicles
1x Gunship
2x Dirtbike
RU Vehicles
1x Gunship
2x Dirtbike
RU BASE
RU DEPLOYMENT
1x MI 28 Havoc
1x Z-11W
1x Vodnik AA
1x BM-2M
2x Dirtbike
E Outpost
US Vehicles
2x Dirtbike
RU Vehicles
2x Dirtbike

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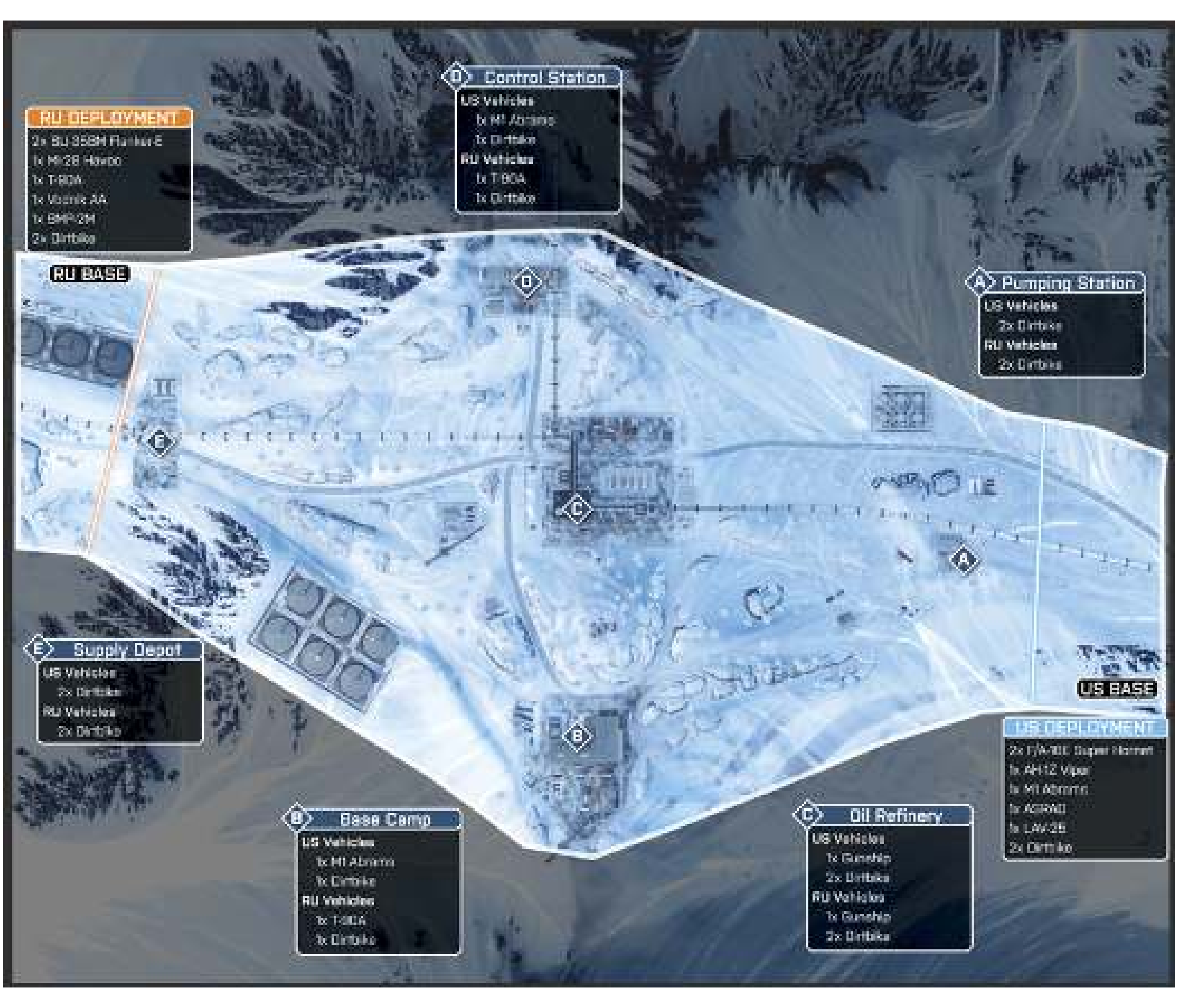
The stage for Operation Riverside is set around a small hydroelectric power station that harnesses the raw power of the river that cuts through this foothill region. Its waters divide the landscape into northern and southern regions. Now, among this deceptively serene landscape, a fierce battle is underway to decide who will control this land. From the onset of the battle, the two opposing forces must rush to capture and control the highest number of the five control points available. Deploying from the hills northeast of the Warehouse (C), the US team has the best chance of capturing and holding the Woods (A) and the Gas Station (B) early on in the match, as long as they remain vigilant at staving off attacks along the riverbanks. From a makeshift base in the southwest, the RU team will quickly be able to capture and maintain a presence at the Outpost (E) and Power Station (D). Centralized on the map and sure to be a heavily contested point is the Warehouse (C). Located at the fork of the river, two narrow bridges provide access to larger vehicles, should they decide to avoid the river itself; this terrain can be difficult for large vehicles to negotiate. Teams should make it a priority to maintain helicopter presence over the Warehouse (C), using it to clear out any hostiles that attempt to approach the control point via the waterways that flank the structure. While conflict is typically fierce at the Warehouse (C), both teams will be fighting for inches using the bridges east of the building to gain access to the control point. Instead, make use of the bridge northwest of the Power Station (D) which can provide both teams with an opportunity to flank their enemy.

US Base

Conquest

Sabalan Pipeline

Conquest


RU DEPLOYMENT
2x SU-35BM Flanker-E
1x Mi-28 Havoc
1x T-90A
1x Vodnik AA
1x BMP-2M
2x Dirtbike
D Control Station
US Vehicles
1x M1 Abrams
1x Dirtbike
RU Vehicles
1x T-90A
1x Dirtbike
RU BASE
A Pumping Station
US Vehicles
2x Dirtbike
RU Vehicles
2x Dirtbike
E Supply Depot
US Vehicles
2x Dirtbike
RU Vehicles
2x Dirtbike
US BASE
US DEPLOYMENT
2x F/A-18E Super Hornet
1x AH-1Z Viper
1x M1 Abrams
1x ASRAD
1x LAV-25
2x Dirtbike
B Base Camp
US Vehicles
1x M1 Abrams
1x Dirtbike
RU Vehicles
1x T-90A
1x Dirtbike
C Oil Refinery
US Vehicles
1x Gunship
2x Dirtbike
RU Vehicles
1x Gunship
2x Dirtbike
A
B
C
D
E

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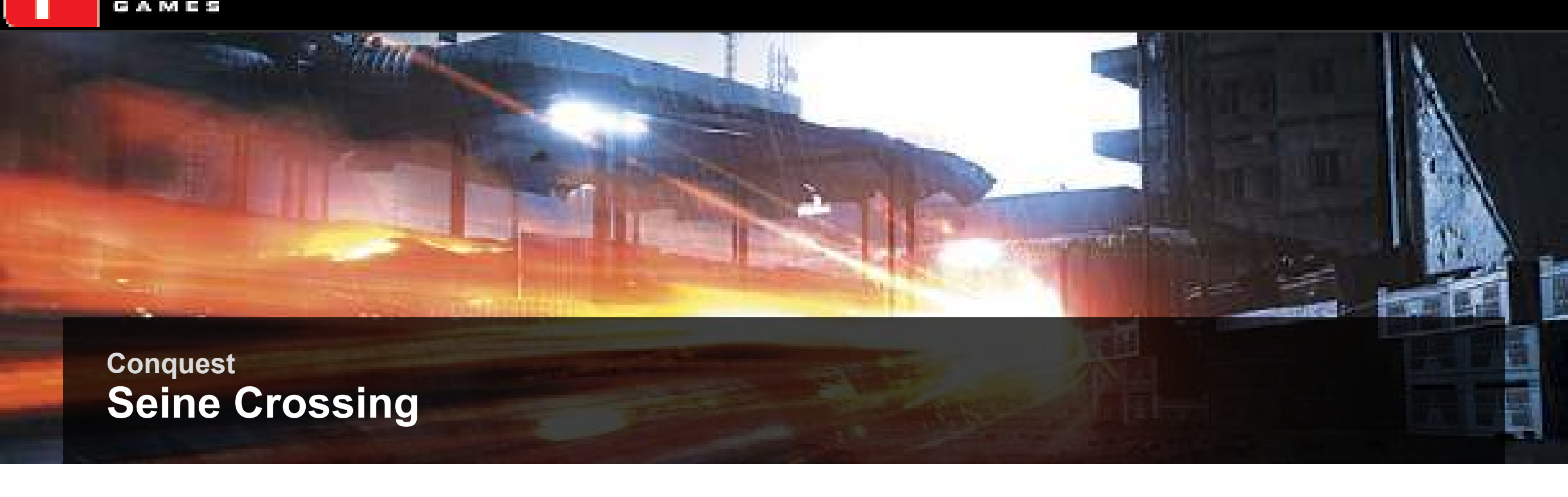
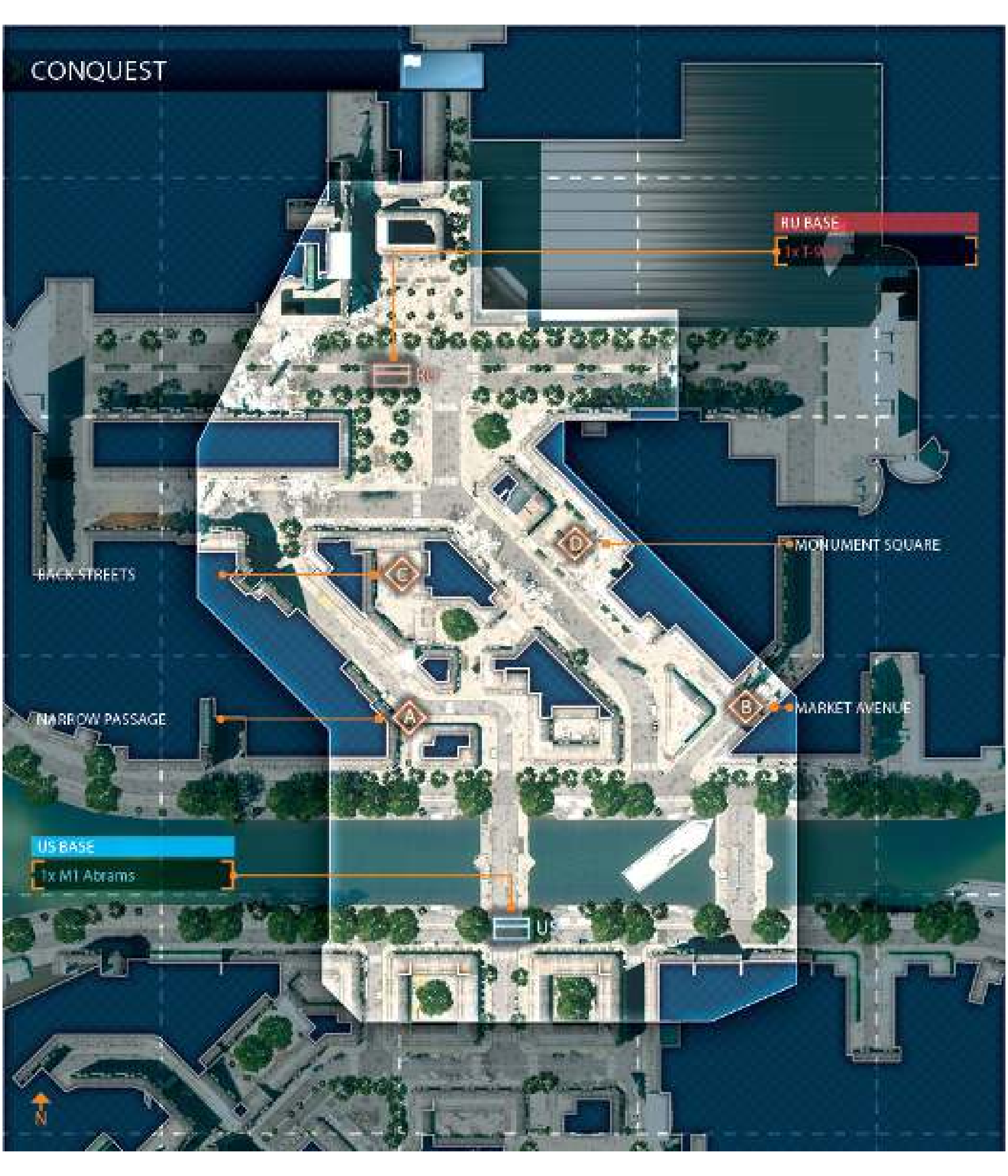
While renewable energy sources are being sought out, nations have begun exploring the basins within the Arctic region for crude oil in an effort to capitalize on a geocentric refining operation to ease rising market prices and provide their nation with this lifeblood of modern convenience. The battle at Sabalan Pipeline centers around one of these refining operations. Although the site's crew was evacuated, leaving the refinery and its satellite buildings a mere shell of what it once was, the refinery's flare stack still burns brightly. This flare provides a beacon for this strategic location among the whitewashed snowy landscape. This map features five control points. Both teams are deployed near the pipeline that cuts through this map running east to west. The US team deploys from a makeshift base on the map's eastern end. This position allows the US team to capture the Pumping Station (A) as they move west and maintain control of it through most of the battle. Deploying from the western end of the map, the RU team will quickly capture the Supply Depot (E) as they push east; its proximity to their deployment allows them to maintain control through the battle. Due to their centralized locations, the Warehouse (B), Oil Refinery (C), and Control Station (D) will be contested throughout the duration of the battle, as neither team has an immediate advantage to capture these control points. Teams should focus on holding the Oil Refinery (C) because aside from affording the Dropship to the controlling team, the site provides long sight lines across the landscape.

US Base



Conquest

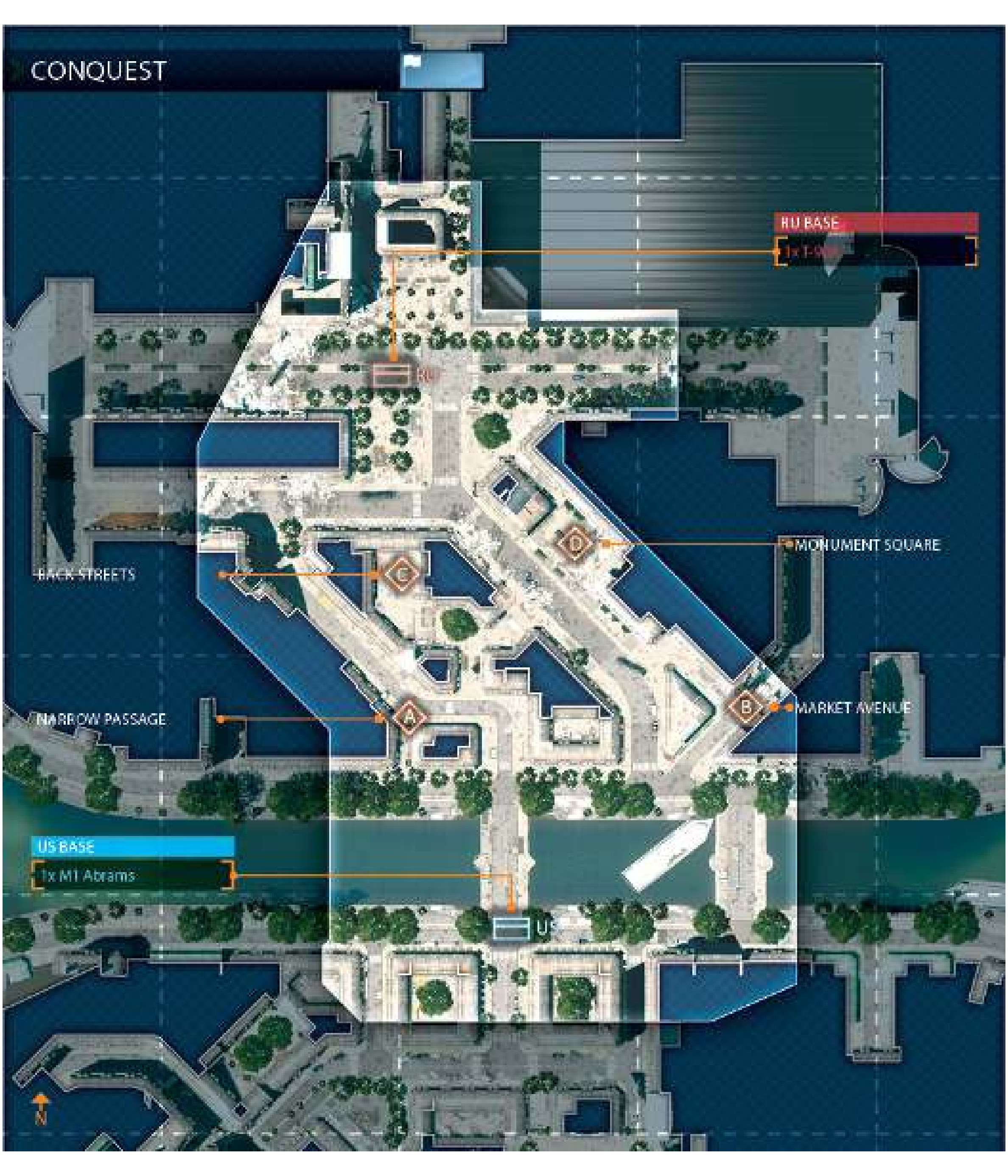
Seine Crossing



The American invasion of Russian occupied Paris is in full motion. The upscale area in the 7th District of Paris serves as the battleground as the US attempts a bold advance across the Seine River.

With what can be described as a total disregard for collateral damage, US Forces are leading their attack on the Seine River area with the largest bombardment thus far witnessed in Paris.

Although the objective is to push Russian forces out of the district and back beyond the historic corporate headquarters of a major French bank, US Marines will first have to navigate and control the urban areas and main roads in and around two key bridges over the Seine.



The streets of Paris are the site of this intense urban battle as the US and RU team's fight for dominance. The position of the US Base on the south side of the Seine puts them at a potentially dangerous disadvantage.

In a lopsided match, the RU team can secure all the flags and contain the US team to the south side of the river by controlling the two bridges.

Therefore the US team must constantly struggle to maintain a presence on the north side of the river. With four control points up for grabs, each team must hold at least three flags to begin draining the opposing team's ticket count.

The US team should try to capture the Narrow Passage (A) and Market Avenue (B) control points early on followed by a push to secure the Back Streets (C).

Meanwhile, the RU team should capture the Back Streets (C), Monument Square (D), and Market Avenue (B) control points. None of the control points spawn vehicles on this map, but both bases provide their team with a tank.

The tanks are best deployed as supporting vehicles and should never be driven headlong into a crowd of enemy infantry. Instead, hold back and attack from a distance where you're less likely to be flanked by enemy troops.

US BASE

Base Assets

Name	Quantity	Respawn Time
M1 Abrams	1	90 sec.

The US team deploys on the south side of Seine, not far from the two bridges that serve as the only access points the city's center.

All of the control points are located on the north side of the bridges, meaning the US team must secure at least one flag to establish a spawn point on the opposite side of the river.

If the RU team manages to hold all the flags, they can lay siege to the US Base by locking down the two bridges—the US team can't afford to let this happen.

Use infantry to capture the nearby Narrow Passage (A) while the M1 Abrams races to secure the Market Avenue (B) control point. Once a flag is held, make sure at least one squad stays back to defend it.

While the M1 Abrams is great for deterring attacks on control points, it's better deployed on offense because it's perfect for countering the RU team's T-90A. Keep the tank healthy by surrounding it with engineers.

If the tank is destroyed, it eventually respawns back at the US Base, so don't forget to bring it forward to assist in the fight.

RU BASE

Base Assets

Name	Quantity	Respawn Time
T-90A	1	90 sec.

The RU team starts off on the north side of the map, near the large bank building. Like the US team, the RU team only has one tank in this battle leaving it up to infantry to handle most of the heavy lifting, including the capturing of control points.

Early on, RU troops should rush toward the Back Street (C) and Monument Square (D). The T-90A should join the assault on Monument Square (D) to help secure the wide eastern street nearby.

Urban environments are not ideal for tank warfare, so never rush off in the T-90A on your own. Make sure you're always surrounded by friendly engineers to conduct repairs.

Although the RU team has only one tank, make an effort to keep it in the battle, even if it means spawning back at the RU Base to drive it to the front lines.

In a tight match, the tank's awesome firepower can make all the difference by depleting the US team's ticket count with its main cannon and machine gun turret. The T-90A is also the best option for defeating the US team's M1 Abrams.

A: NARROW PASSAGE

The Narrow Passage (A) is situated along a narrow street on the west side of the map. As the control point closest to the US Base, the US team has the easiest time capturing this flag early on.

But it must not be taken for granted. It's important that the US team maintains a presence on the north side of the river, and the Narrow Passage serves as an excellent foothold, providing a spawn point within striking distance of the other flags.

The Narrow Passage (A) is closest to the Back Streets (C) control point to the north and easily accessible by the stairway in the building across the street.

The flag here is located at the opening of a narrow alley along south side of the street, flanked by a store and a garage—you can capture and contest the flag by hiding in either location.

When possible, approach this flag from the southern alley, as the street may be covered by sharpshooters positioned at either end. If you must attack along the street, do so with the aid of a tank.

B: MARKET AVENUE

Market Avenue (B) is a narrow dead-end street on the east side of the map. Utilizing the alley to the west, this control point offers easy access to Monument Square (D).

If Monument Square (D) is held by your opponents, expect attacks to come down this alley. Aiming a light machine gun down the alley is a good way to suppress advances from this direction.

The flag here is located along the street next to a white van. The van will explode if it takes heavy damage, so think twice before hiding next to it. Instead, seek cover in the nearby store.

You can capture and covert the flag from within the store, making it an ideal hiding spot for attackers and defenders. So if the flag is being contested by unseen forces, toss a grenade into the store and see what happens.

The rubble pile at the end of the street offers a good view of the southern approach and is ideal for recon defenders fending off attacks from the US Base.

C: BACK STREETS

The Back Streets (C) is an open courtyard-like area accessible only by infantry.

Although the area is rather enclosed, it can be approached from three different directions, including a narrow passage to the north, a set of steps to the southeast, and the stairway to the west.

With so many different access points, it's important to monitor the surrounding control points to determine where enemies are likely to attack from.

The Narrow Passage (A) is the closest control point, so the stairway to the west is a frequently traveled route. The Back Streets (C) is also very close to the RU Base, which gives the RU team the best chance of holding onto this location.

The flagpole sits in the center of the courtyard, but it can be captured and contested from cover along the perimeter. The best cover point is the second-story window to the northeast.

Defenders posted here can easily engage traffic around the flag—just make sure someone is watching the stairway leading up to these windows.

D: MONUMENT SQUARE

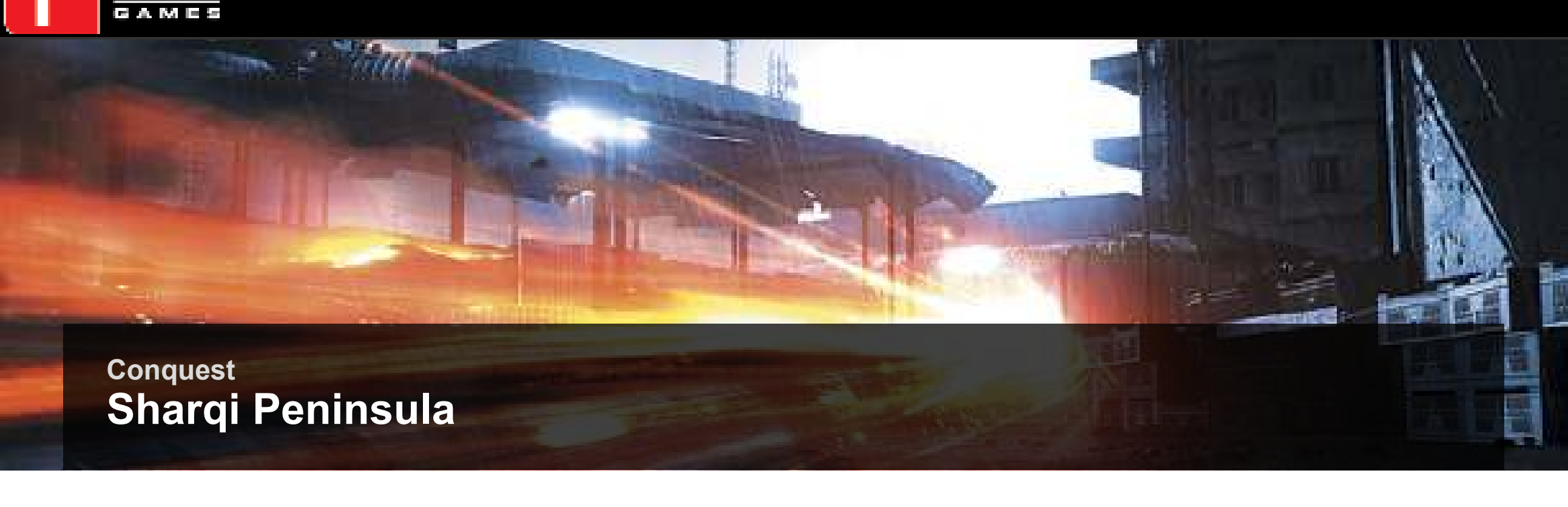
Monument Square (D) is a small plaza located on the north side of the map. The plaza is elevated above the street and is only accessible by troops moving along the eastern or western steps.

Located within a few meters of the RU Base, Market Avenue (B), and Back Streets (C), this is a hotly contested control point likely to see heavy action. So try to capture this control point early and deploy at least one squad here to defend the flag full-time.

Since the two sets of steps to the east and west are the only access points, it's relatively easy for defenders to ambush attackers.

The rubble to the east, the second story window to the north, and the store interior to the east all offer excellent defensive positions from which to observe the flag in the plaza's center.

While tanks can't access the flag directly, they can provide fire support from the nearby street. At the very least, a tank can serve as a distraction, allowing attackers to make a move on the plaza.



Conquest

Sharqi Peninsula

This vital position on the Persian Gulf possesses a TV station with a powerful transmitter that aids the ongoing Russian campaign by broadcasting propaganda.

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US rapid deployment forces have captured this coastal position and now face a determined counterattack by converging Russian forces.

This lazy seaside resort of villas, markets, and beach houses is about to become a modern battlefield as US forces attempt to hold onto their newly captured communications prize.

Conquest Assault (3 Flags)

This time it's the RU team who is on the offensive. They are eager to establish a foothold within this coastal resort town. The US team begins the battle with control of all three flags, instantly draining the RU team's ticket count.

RU Deployment

Base Assets

Vehicle	Image	Quantity	Respawn Time
VDV Buggy		1	30 sec.
T-90A		1	60 sec.

The RU team must gain control of at least two flags to turn the tables on the US defenders. While the Construction Site (A) is the flag closest to the RU team's deployment area, trying to take that flag can result in heavy losses.

The RU team is much better off bypassing the Construction Site (A) and going after the Parking Lot (B) and TV Station (C) to the east.

A: Construction Site

Control Point Assets

US Control	RU Control
 Growler ITV	 VDV Buggy

These rear positions are much less likely to be defended, plus they're much easier to capture. So when playing as the US defenders it's important to lock down every single flag.

C: TV Station

Control Point Assets

US Control	RU Control
 Growler ITV	 VDV Buggy
 M1 Abrams	
 M220 TOW Launcher	 T90A (1)

While most fighting is likely to occur around the Construction Site (A), the other two flags cannot be abandoned at any time. If the US team doesn't take defense seriously, they stand the risk of losing all three flags.

And with no flags to spawn from, the US team will lose.

Conquest Assault 24

At the start of this battle, the RU team has the town partially surrounded, with deployment areas to the northwest, west, and south.

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RU Deployment

Base Assets

Vehicle	Image	Quantity	Respawn Time
VDV Buggy		1	30 sec.
T-90A		2	60 sec.
Mi-28 Havoc		1	50 sec.
RHIB		1	20 sec.

The City Entrance (A) and Hotel (C) are likely to take the brunt of the attack during the opening moments. So the US team should spawn plenty of troops at these two locations and reinforce them with the M1 Abrams and AH-1Z Viper deployed at the TV Station (E).

B: Surveillance Point

Control Point Assets

US Control	RU Control
 M220 TOW Launcher (1)	 M220 TOW Launcher (1)

Instead of just attacking the perimeter the control points, the RU team should also make an early move for the TV Station (E). Securing this crucial flag can knock the US team back on their heels and denying them their only tank and attack helicopter.

C: Hotel

Control Point Assets

US Control	RU Control
	 VDV Buggy (1)
	 M220 TOW Launcher (1)

With five flags on the map, both teams must hold at least three to initiate a drain on the opposing team's ticket count.

D: Construction Site

Control Point Assets

US Control	RU Control
 Growler ITV (1)	 VDV Buggy (1)

This is a very fluid battle, but the team that manages to hold the Hotel (C), Construction Site (D), and TV Station (E), are likely to come out on top.

E: TV Station

Control Point Assets

US Control	RU Control
 Growler ITV (1)	 VDV Buggy (1)
 M1 Abrams (1)	
 AH-1Z Viper (1)	
 M220 TOW Launcher (1)	 M220 TOW Launcher (1)

So instead of spreading their forces thin, the US defenders may want to consolidate their troops around these three locations from the very start.

Conquest

Strike at Karkand

Control of the industrial facility and harbor at Karkand motivates this assault by US forces, where they find Russian forces marshalling to defend the industrial city and determined to meet the attack with stiff resistance.

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The terrain surrounding Karkand is sufficiently open to allow for sweeping fields of fire, but the open ground increases the danger posed by anti-vehicle missiles and sniping. It is vital for both sides to secure firebases in Karkand's sheltered city center.

Conquest Assault (3 Flags)

US Deployment

Base Assets

Vehicle	Image	Quantity	Respawn Time
LAV-25		1	40 sec.
M1 Abrams		1	40 sec.

This is the smallest variant of Strike at Karkand's Conquest Assault mode, consisting of only three flags. With no base of their own, the RU team must maintain at least one flag throughout the duration of the match to secure a spawn point.

At the start of the match, most of the action occurs around the Hotel (A) on the north side of the map. But the defenders must also prepare for breakout attacks by US forces as they try to secure the Square (B) and Market (C).

C: Market

Control Point Assets

US Control	RU Control	Respawn Time
N/A		40 sec.

The Market (C) is of great value to the RU team as it produces their only vehicle, a T-90A tank. So of all the flags, the Market (C) is the most important one to hold for the RU team.

When playing as the US, establishing a foothold at the Hotel (A) is crucial, but don't get bogged down there. If taking the Hotel (A) is difficult, bypass it and try to secure the Square (B) or Market (C).

An early capture of the Market (C) denies the RU team their only vehicle, giving the US team a significant advantage.

Even if the Market (C) stays under RU control, the US team has a vehicle advantage, so don't forget to spawn back at the gas station to the north to bring the LAV-25 and M1 Abrams into the city, where they can make a big impact on the battle.

Regardless of which team you're playing on, try to hold at least two flags to drain the opposing team's ticket count. This requires a defensive mindset, so never completely abandon a flag that your team controls.

CONQUEST ASSAULT (5 FLAGS)

This variation of Strike at Karkand features five flags, all located within the city's center. At the start of the battle, the RU team occupies all flags on the map.

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US Deployment

Base Assets

Vehicle	Image	Quantity	Respawn Time
LAV-25		1	40 sec.
M1 Abrams		1	40 sec.

But the defenders should focus the bulk of their resources on denying the US team access to the city by locking down the Hotel (A) and surrounding roads.

The longer the RU team can prevent the US from capturing a flag, the better the chance they have for holding out for a victory.

While establishing a foothold within the city is important for the US team, the Hotel (A) isn't the only flag up for grabs.

C: Fountain

Base Assets

US Control	RU Control
 Growler ITV (1)	

So if facing resistance on the north side of the city, look for opportunities to sneak through the frontline positions and capture a flag to the south like the Fountain (C), Market (D), or Compound (E).

While vehicles are valuable in this fight, they're also prone to rocket and mine attacks by enemy engineers. Squads have a much easier time sneaking through the alleyways and buildings.

Whether playing as the US or RU team, strive to capture and hold at least three of the five flags to begin bleeding the opposing team's ticket count.

E: Compound

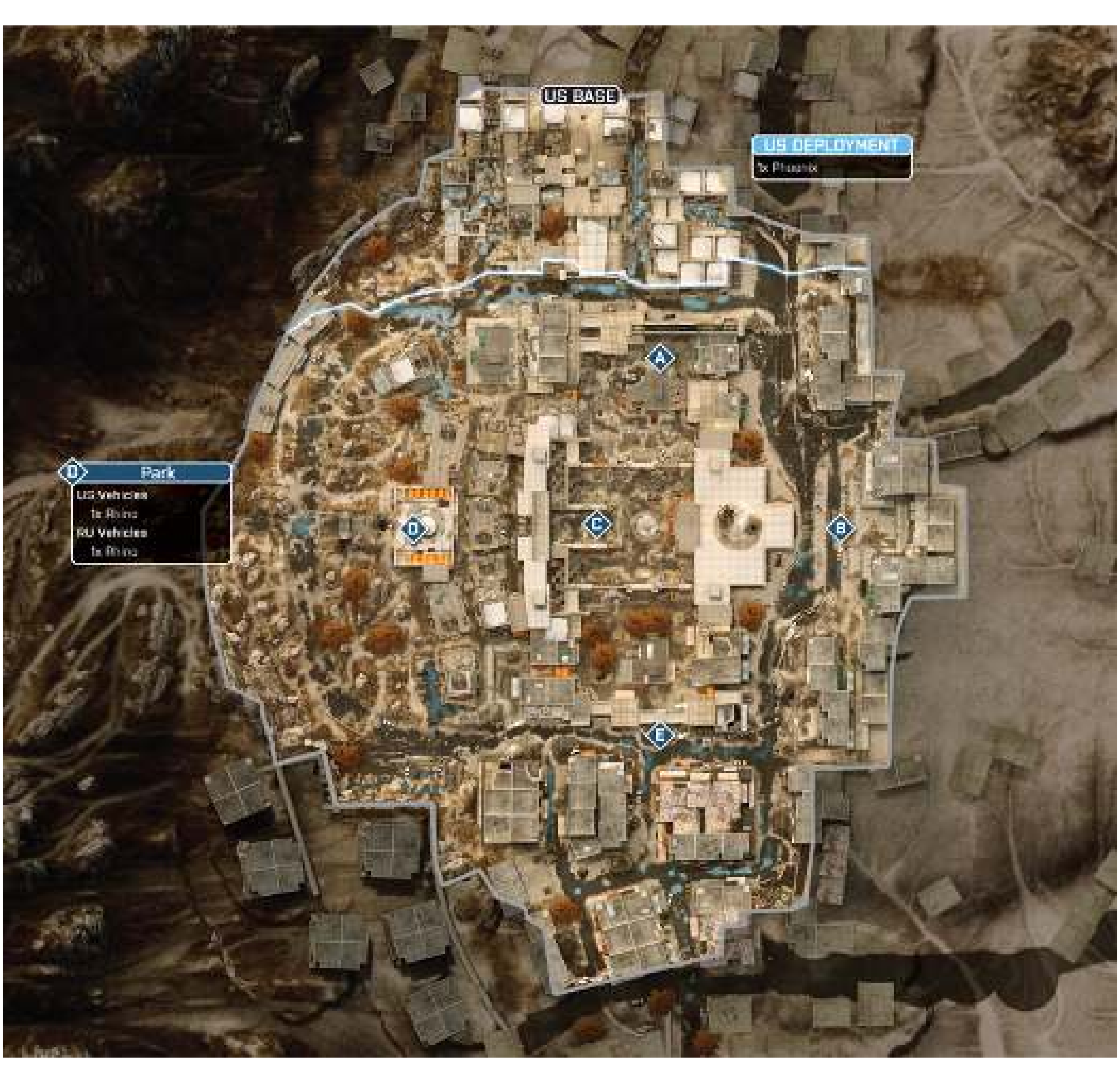
Base Assets

US Control	RU Control	Respawn Time
N/A		40 sec.

But it's the US team who has the most difficult task: They must wrestle at least three flags away from the RU team as quickly as possible to neutralize the drain on their team's tickets.

Conquest
Talah Market

Conquest



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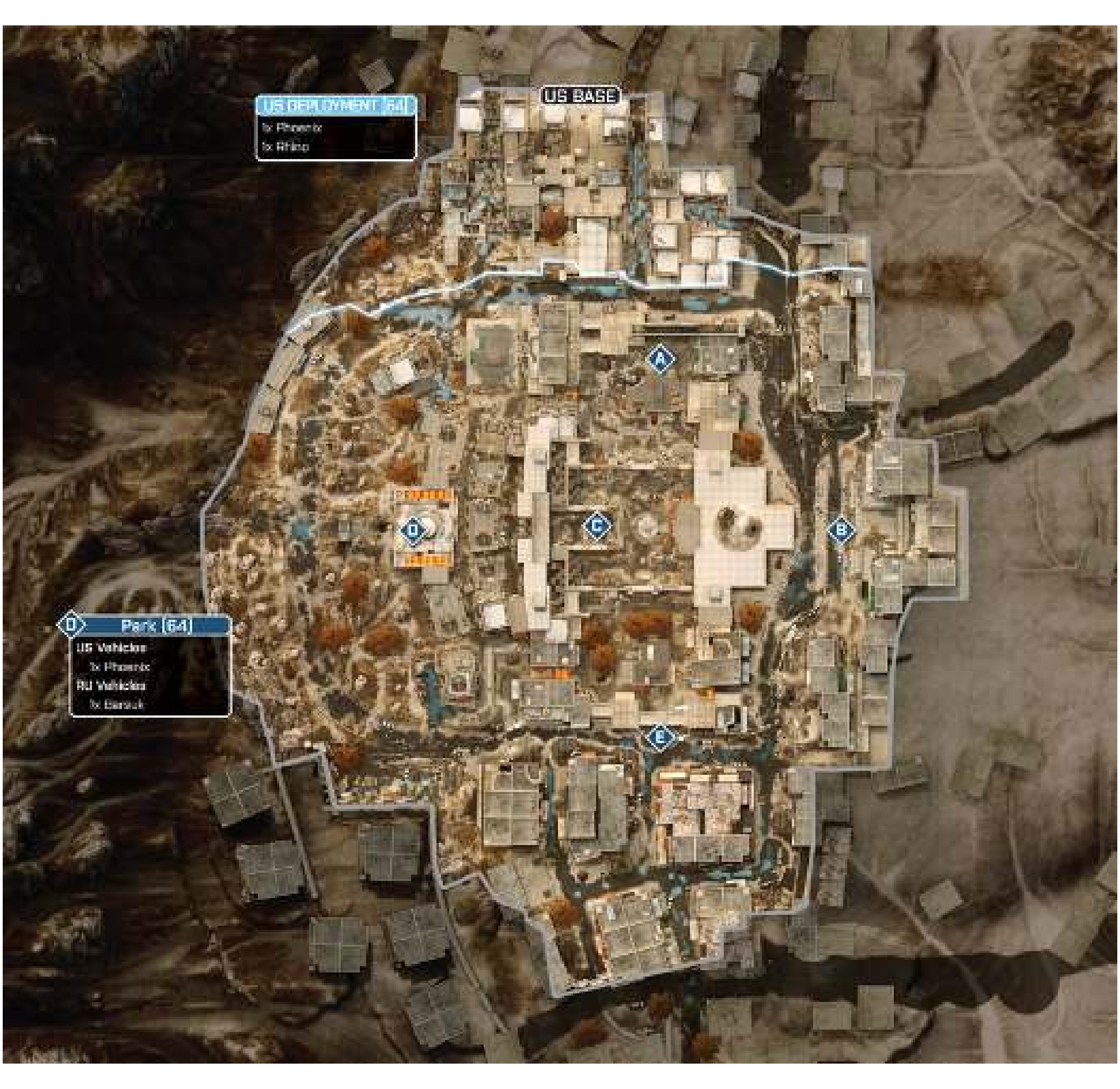
Conquest Assault



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In this Conquest Assault battle the RU team are the defenders, holding all five flags from the beginning. It's up to the US attackers to break out of their deployment area on the north side of the map and secure as many control points as possible. Since the RU team doesn't have access to a base, they can only spawn at the control points they hold. If the US manages to capture all five flags, the RU team can only spawn on surviving squad members until a flag is captured. Without flags or a living squad member to spawn on, the RU team faces certain defeat. As a result, the RU team must emphasize defense throughout the course of the battle. With five flags up for grabs, both teams should attempt to capture and defend a minimum of three flags so they can initiate a drain on the opposing team's ticket count. Since the US team starts with no flags, they begin the match with a slightly higher ticket count. But they also begin with a ticket drain that gives them even more incentive to wrestle three control points away from the RU team. Early on, the US team should make moves against the Main Street (B), Park (D), and Suburb (E) control points instead of grinding away at the nearby Courtyard (A), where the bulk of the RU team is likely to be waiting. With no way to predict which way the US team will go, the RU team needs to position squads at all five of the control points. Still, expect heavy resistance at the Courtyard (A). The RU team needs to hold three of the five flags to maintain the drain on the US team's ticket count, so consider consolidating defensive efforts around three or four flags instead of spreading your forces too thin.

Note

There are two size variants of this game mode, depending on the player count allowed by the server/platform. But both the Conquest Assault and Conquest Assault 64 variants utilize identical control point layouts. The only difference are the vehicles deployed at the US Base and the Park (D) control point. These differences are shown on the map as well as within the asset tables for each location.

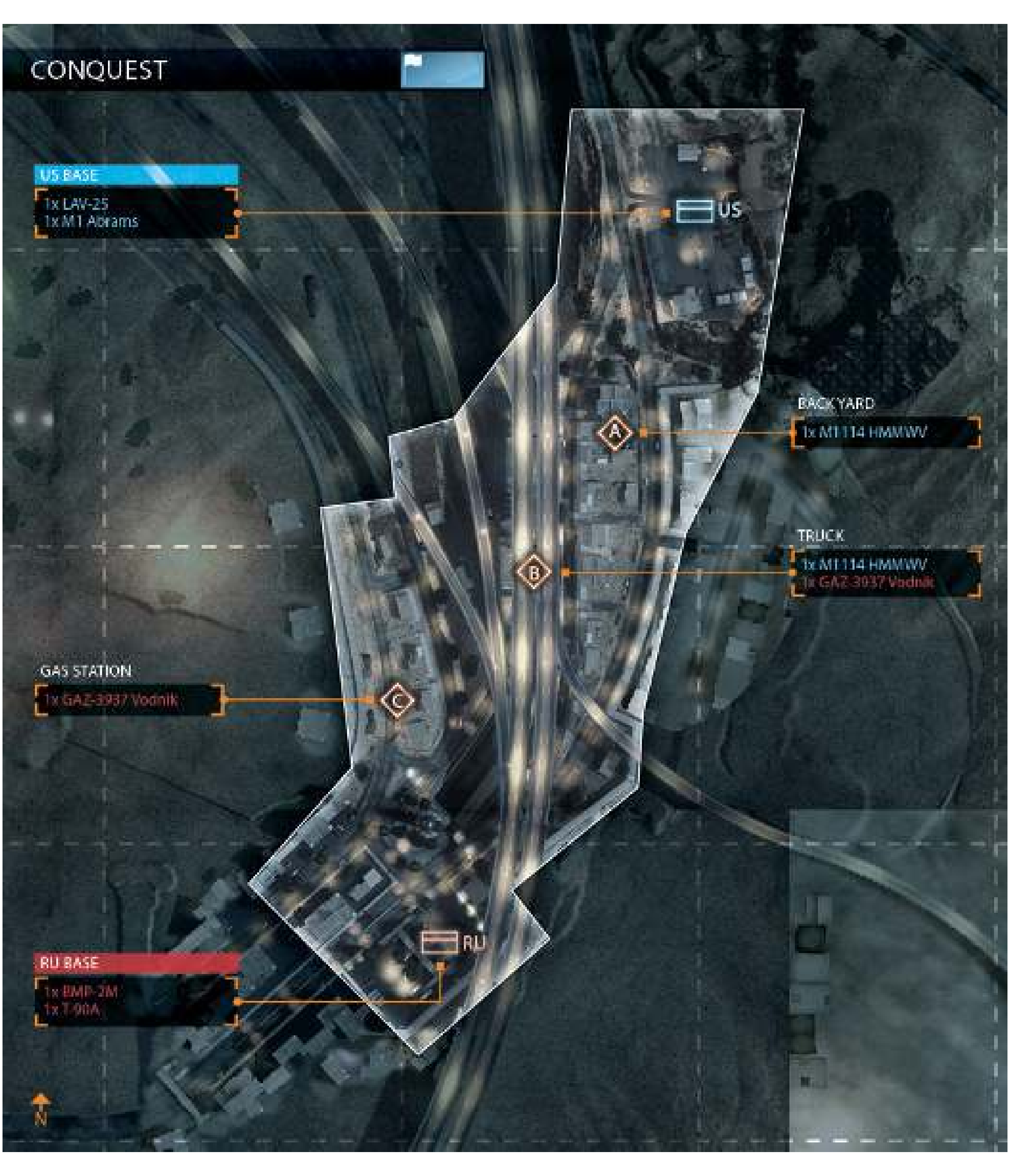
US Base

Base Assets

Name	Quantity	Respawn Time
Phoenix	1	20 sec.
Rhino*	1	30 sec.

* = Conquest Assault 64 only

Conquest
Tehran Highway

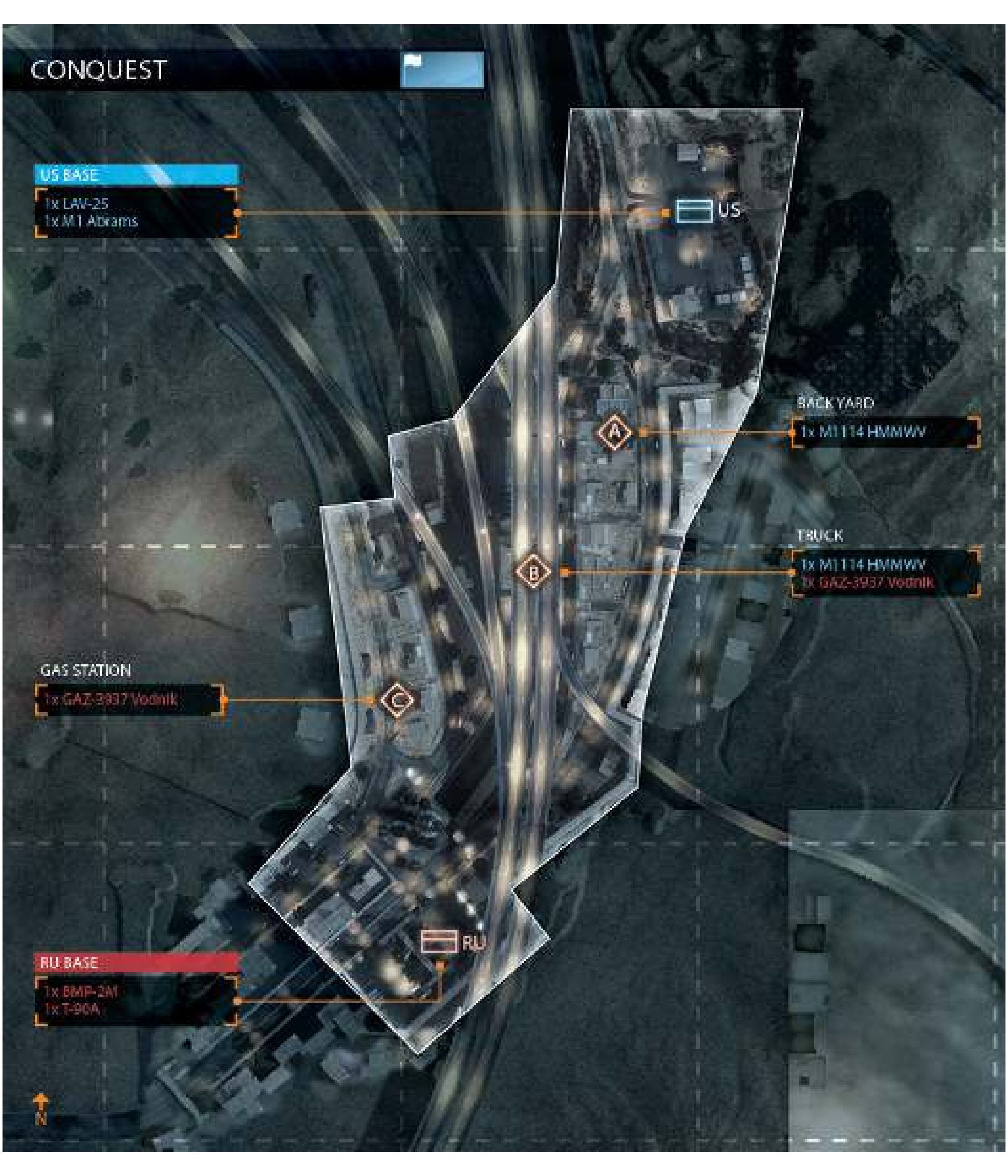


The battle for Iran’s capital city is a complicated and bloody affair, often involving attacking forces overextending into enemy-held territory to achieve an important objective.

This engagement along one of Tehran’s major highways is no exception as the two armies vie for control over major access routes crossing the metropolitan area.

USMC forces are using the cover of darkness to make a push from the hills to attack the outskirts of the city. Farther ahead lies a disruptive MLRS site situated past the downtown area.

The Russian forces are well prepared and have set up defensive positions along the main entrance points to the Capital. The ensuing clash will likely involve fierce, close-range street fighting where no position is safe from counterattack.



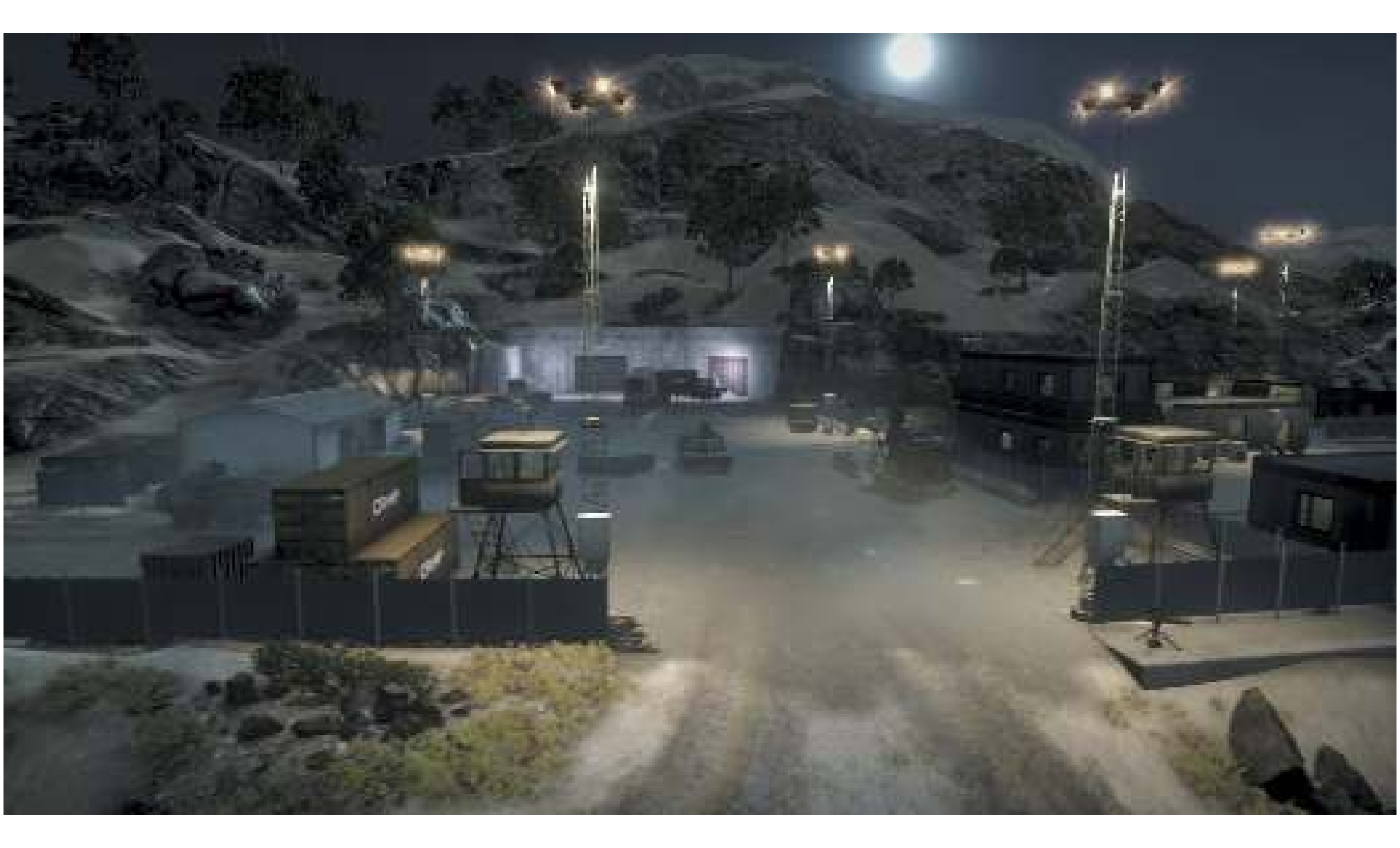
In this conquest battle, there are only three control points up for grabs, which makes defensive efforts around captured flags essential to securing a victory. Each team most hold at least two flags to initiate the drain on the opposing team’s ticket counts.

So instead of spreading your team thin, capture two flags and hold on to them. Deploying from the north, the US team should capture the Back Yard (A) and Truck (B). Meanwhile, the RU team should focus on holding the Gas Station (C) and Truck (B).

Expect heavy fighting around the Truck (B) control point in the center of the map. If capturing or holding this flag becomes too costly, consider holding the two perimeter control points instead. Since the battle takes place at night, this is a very dark map.

Vehicles equipped with the Thermal Optics upgrade have a huge advantage here, as this makes it easy to spot the heat signatures of enemy vehicles and troops. The IRNV (IR 1x) scope is also helpful for cutting through the darkness without giving away your position.

US BASE



Base Assets

Name	Quantity	Respawn Time
LAV-25	1	30 sec.
M1 Abrams	1	60 sec.

The US team deploys from the base on the north side of the map, on the outskirts of the city. Although they’re not the fastest vehicles, the M1 Abrams and LAV-25 spawned here are essential for securing the nearby Back Yard (A) and the more distant Truck (B) control points to the south.

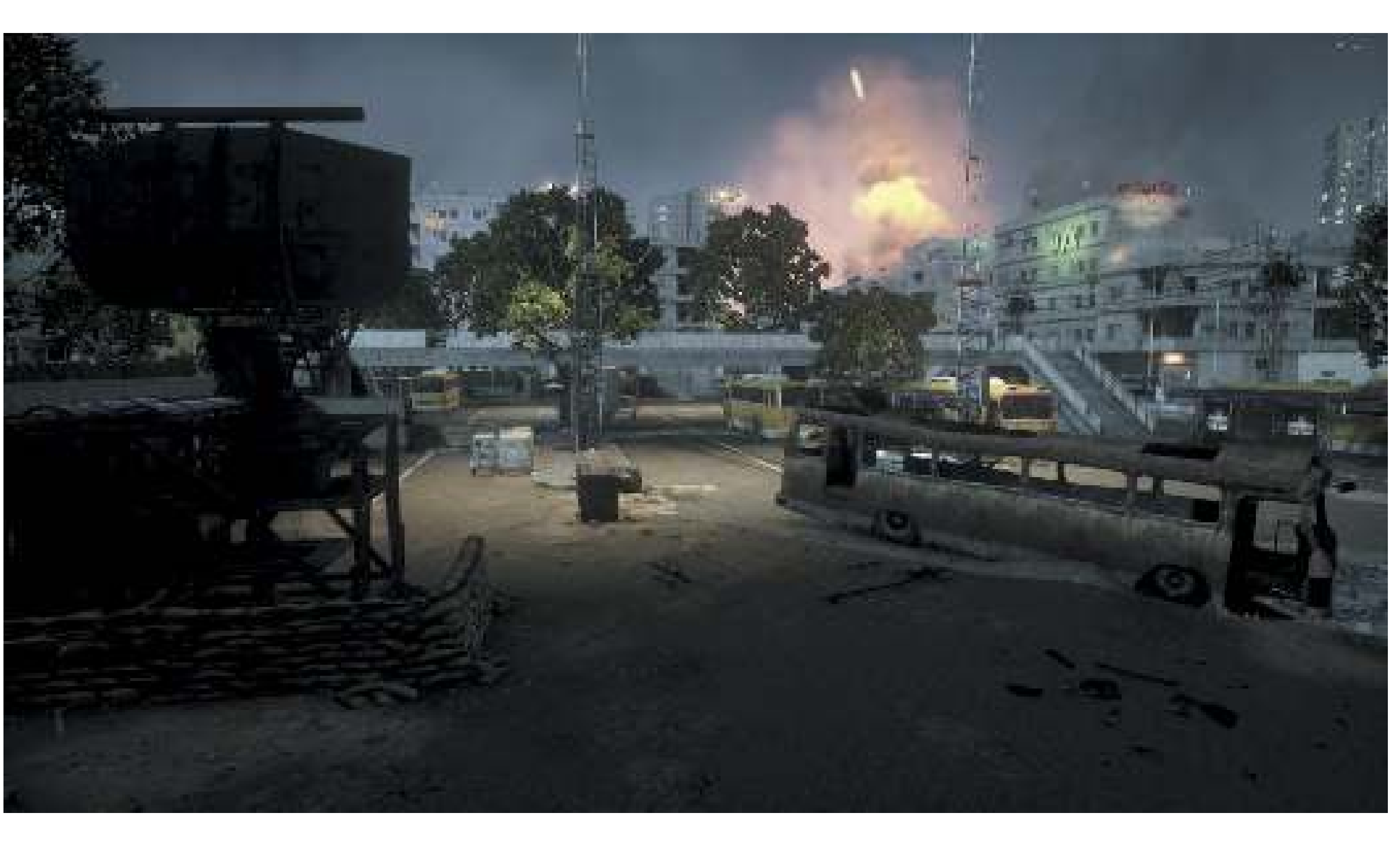
So as soon as the match begins, load the LAV-25 with troops and make a beeline for the Truck (B). The RU team may attempt the same maneuver, arriving in their BMP-2M, so be prepared for a fight while capturing the flag.

The M1 Abrams and infantry spawned at the US Base have no problem reaching and securing the Back Yard (A) before the RU team can reach it.

Leave at least one squad behind to watch the Back Yard (A) and move the rest of the team (including the M1 Abrams) toward the Truck (B) in an attempt to reinforce the LAV-25.

If the M1 tank and LAV-25 are destroyed, don’t forget to spawn back at the US Base to bring fresh vehicles to the front lines. Keeping the LAV-25 and M1 in the fight gives your team a huge advantage, especially if the RU team fails to bring their heavy hitters forward.

RU BASE



Base Assets

Name	Quantity	Respawn Time
BMP-2M	1	30 sec.
T-90A	1	60 sec.

The bus depot on the south side of the map serves as the RU Base. The opening moments of the match are critical, with all three flags up for grabs. The BMP-2M and T-90A are your best chances for securing at least two of these flags.

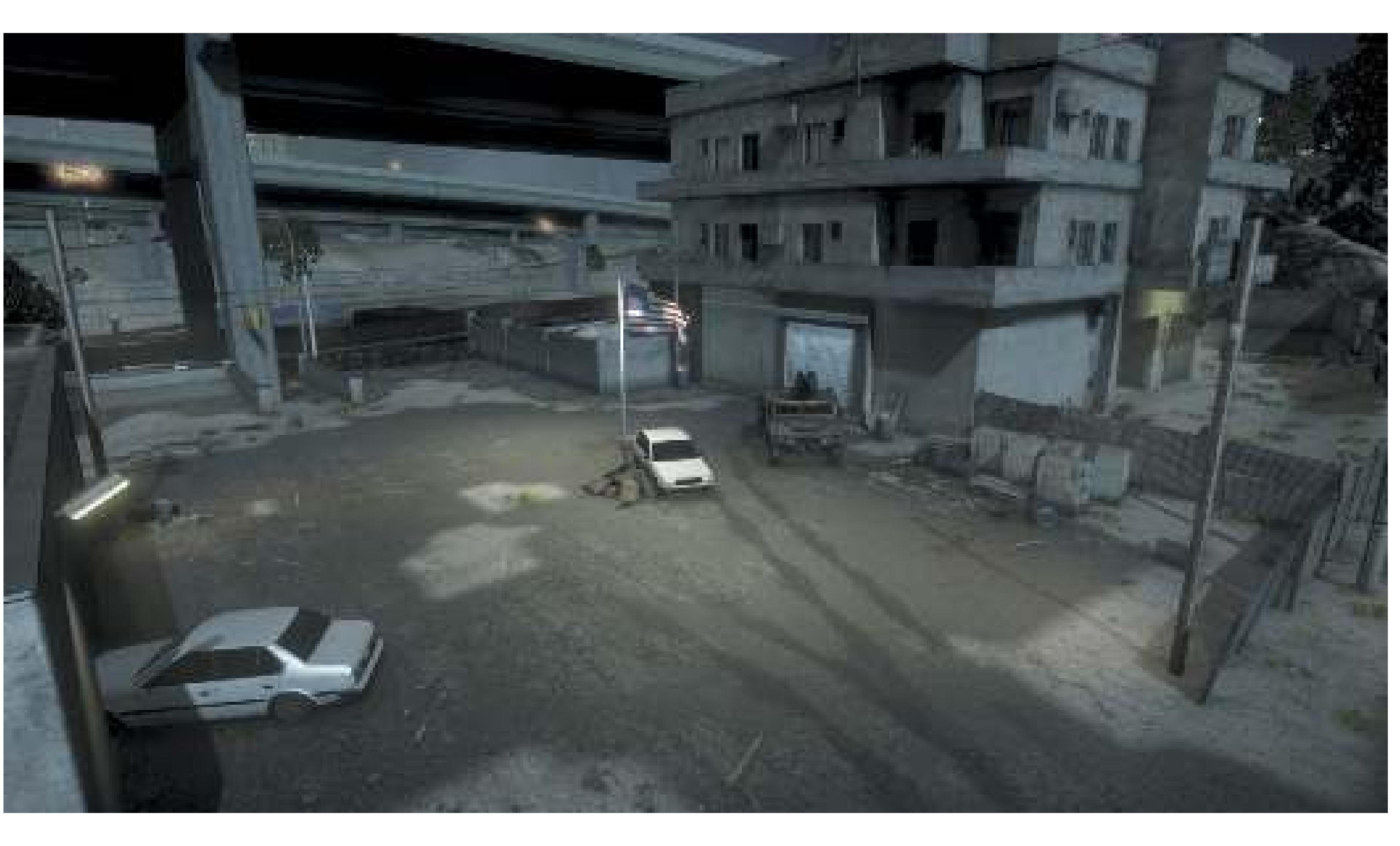
Quickly load the BMP-2M with infantry and race toward the Truck (B) control point in the center of the map. Troops deployed to the Truck (B) are likely to encounter the first resistance, so come prepared for a fight.

Meanwhile, use infantry and the T-90A to secure the Gas Station (C) just north of the RU Base. But once the flag is captured, get the T-90A to the Truck (B) to help hold the control point from inevitable attacks by the US team.

If the RU team can hold on to the Gas Station (C) and Truck (B), there is no need to advance on the Back Yard (A). Simply consolidate your forces around the two southern control points and don’t forget to reinforce them with fresh vehicles spawned at the RU Base.

The BMP-2M and T-90A provide a lot of firepower, so don’t leave them sitting on the sidelines.

A: BACK YARD



Control Point Assets

US Control	RU Control	Respawn Time
M1114 HMMWV (1)	—	20 sec.

The Back Yard (A) control point is closest to the US Base, making it relatively easy for the US team to capture early on during the match. However, with only three control points on the map, the US team should never take this flag for granted.

Once it’s captured, at least one full-time squad should hold here and defend. A HMMWV is spawned here when the Back Yard is controlled by the US.

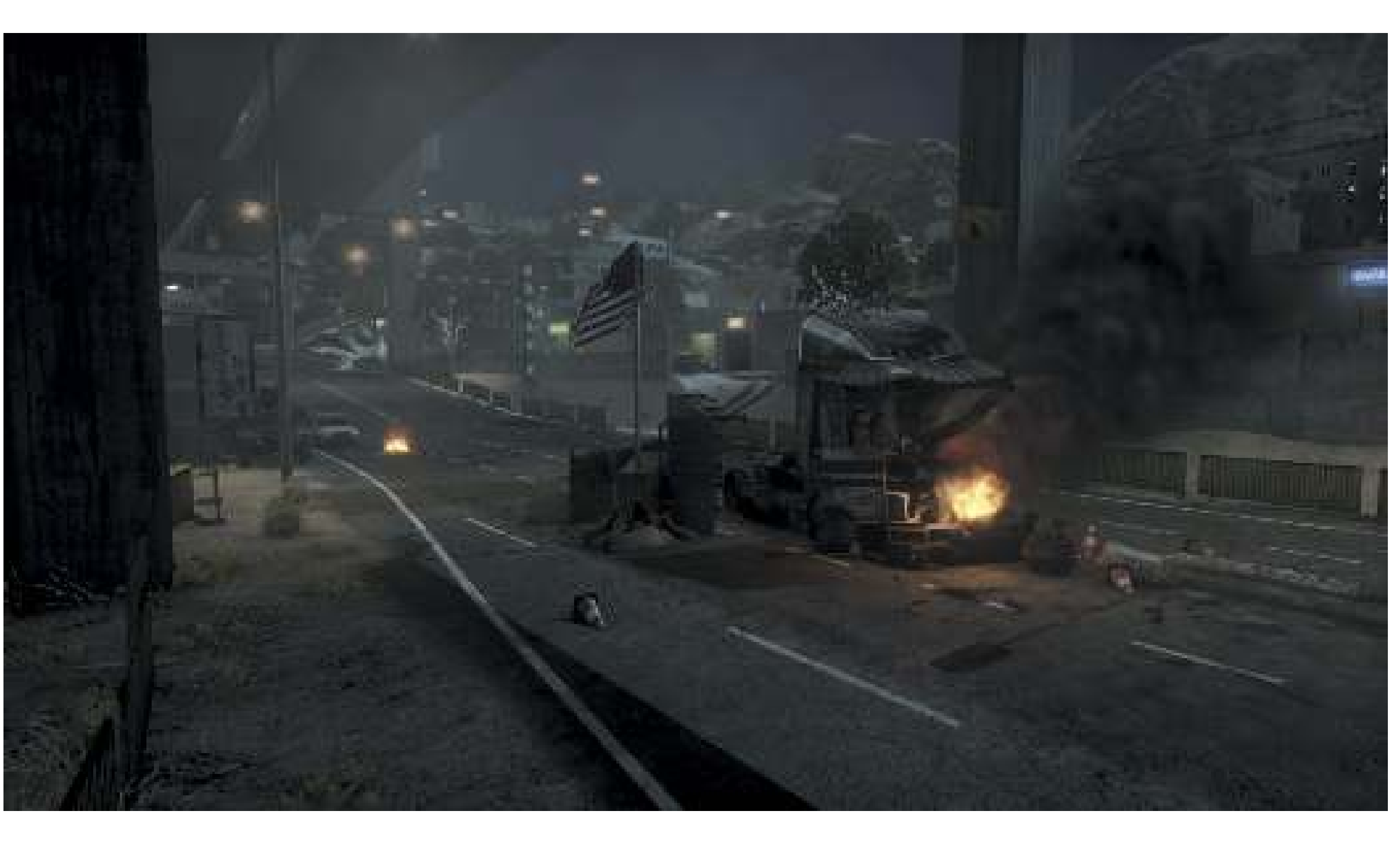
Instead of using this vehicle to transport troops, consider using its machine gun turret to defend the road to the east—this is the most popular route for approaching vehicles.

The road to the west is only accessible via a set of steps, which makes it the preferred approach by infantry attacking from the Truck (B).

While the flagpole sits in the middle of an open area much like a parking lot, the flag has a large capture radius that allows it to be captured or contested from pieces of cover along the perimeter.

So take cover behind the crates to the northeast or inside the garage to the south while attempting to capture the flag.

B: TRUCK



Control Point Assets

US Control	RU Control	Respawn Time
M1114 HMMWV (1)	GAZ-3937 Vodnik (1)	20 sec.

As the central control point, the Truck (B) sees a lot of action throughout the course of the battle. Both teams should use the IFVs spawned at their bases to rush to this flag early during the match in an attempt to secure it.

The flag is located on a road next to the flaming wreckage of a truck and overturned flatbed trailer. The truck, trailer, and spilled cargo all provide excellent cover for infantry within the flag’s capture radius.

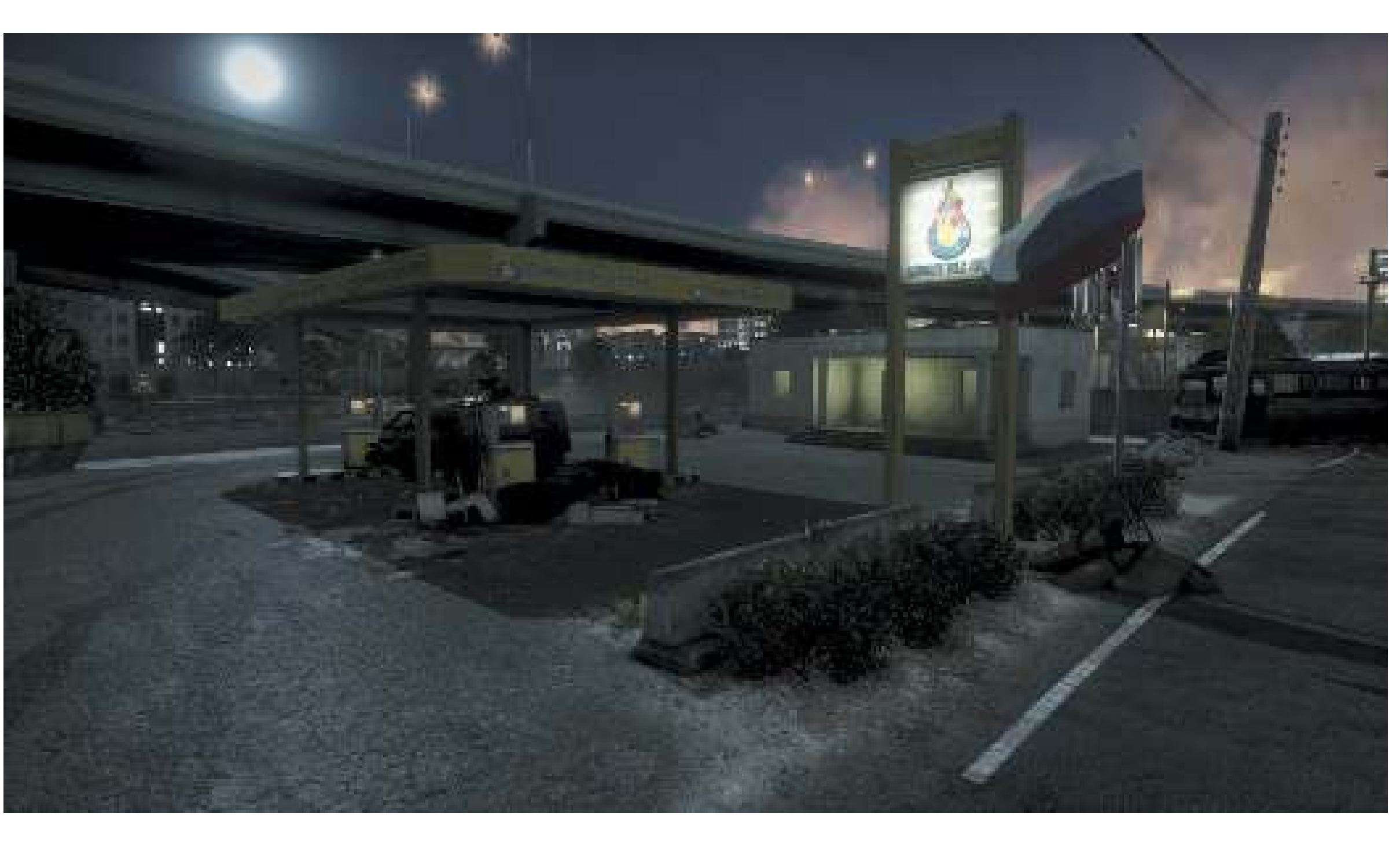
But given the likelihood of vehicle traffic here, hiding near the flag isn’t the safest defensive position. Almost all vehicles utilize the north/south approach of the road, while infantry are likely to filter in from the east and west, attacking from the Back Yard (A) and Gas Station (C).

So instead of constantly spinning in circles, consider defending this flag from a distance. Elevated positions are available along both sides of the street to the east and west.

The footbridge to the south provides an even better view of the control point . Vehicles defending here are best parked on the north or south sides of the flag, where they’re less likely to be flanked by infantry approaching from the surrounding control points.

Both the US and RU teams gain a light vehicle here, so put the machine gun turrets to use by targeting enemy infantry moving along the perimeter.

C: GAS STATION



Control Point Assets

US Control	RU Control	Respawn Time
—	GAZ-3937 Vodnik (1)	20 sec.

Located only a few meters north of the RU Base, the Gas Station (C) sits firmly within the RU team’s zone of control. But in this chaotic fight, anything can happen.

So after the RU team captures this flag early during the round, they should leave at least one squad behind to defend it. The Gas Station (C) is easily accessible by traveling along the road on the map’s western edge—this is the only route vehicles can take to reach the flag.

However, infantry attacks often come from the eastern steps, usually by infantry approaching from the Truck (B). Therefore, defenders here must prepare for attacks from both sides.

The machine gun turret on the Vodnik, spawned here for the RU team, is great for covering both approaches. Consider parking it on the western road to deter vehicle attacks, or park it on the road to the east to counter infantry attacks.

When capturing or contesting the flag here, stay far away from the explosive gas pumps. Instead, seek cover in or near the service station to the south. The interior of this small building offers a good view of the flag, making it a great defensive cover point.

Conquest

Wake Island

The Imperial Japanese Navy conquered the coral atoll of Wake Island in 1941. The island remained in Japanese control until the end of the war in 1945.

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Now, 70 years later, the US Marines have returned to this small island in an attempt to secure the airfield, now occupied by Russian forces.

With air, ground, and sea units prepared for deployment, this small horseshoe-shaped island is once again the site of an intense battle between two superpowers.

Conquest Assault (3 Flags)

Compared to the traditional Wake Island layout, this battle is very compact and the RU team can dig in and consolidate their forces around the three flags.

US Deployment

Base Assets

Vehicle	Image	Quantity	Respawn Time
DPV		4	5 sec.
AAV-7A1 AMTRAC		1	60 sec.
AH-1z Viper		1	40 sec.
F-35B Joint Strike Fighter		2	30 sec.
RHIB		1	5 sec.
Centurion C-RAM		1	N/A

When playing as the RU team, make sure all three control points are well defended at the start of the battle. However, the bulk of the defending team should spawn at the Airfield (B) and take measures to secure the flag.

A: North Base

Control Point Assets

US Control	RU Control
 DPV (2)	 VDV Buggy (2)
 M1 Abrams (1)	 T-90A (1)

The Airfield (B) is the main prize in this fight and is likely to see heavy action throughout the match. However, both teams can still win even without holding the Airfield (B).

B: Airfield

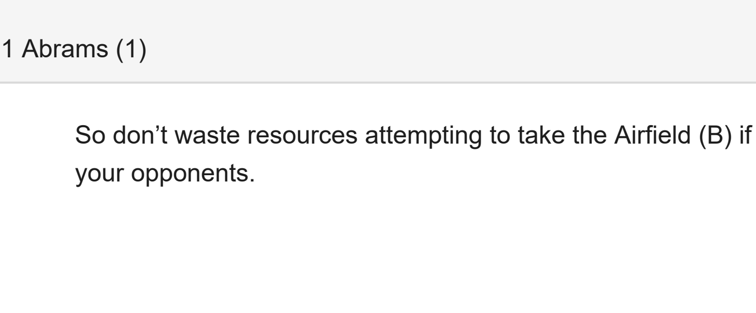
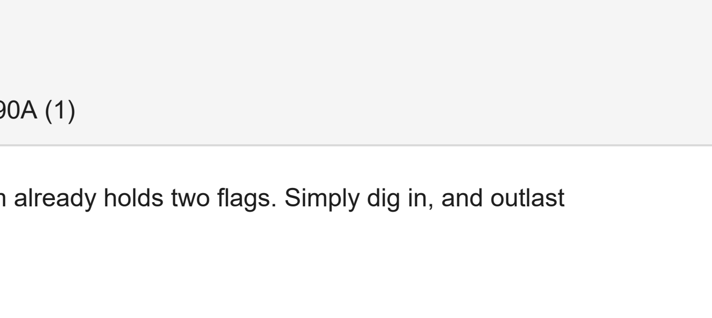
Control Point Assets

US Control	RU Control
 DPV (2)	 VDV Buggy (2)
 M1 Abrams (1)	 T-90A (1)
 LAV-AD (1)	 9K22 Tunguska-M (1)
 Skidloader (1)	 Skidloader(1)
	 Mi-28 Havoc (1)
	 Su-35BM Flanker-E (2)

So if taking the Airfield (B) proves too costly, focus your efforts on securing the North Base (A) and South Base (B). With only three flags up for grabs, holding these two control points is more than sufficient for draining the opposing team's ticket count.

C: South Base

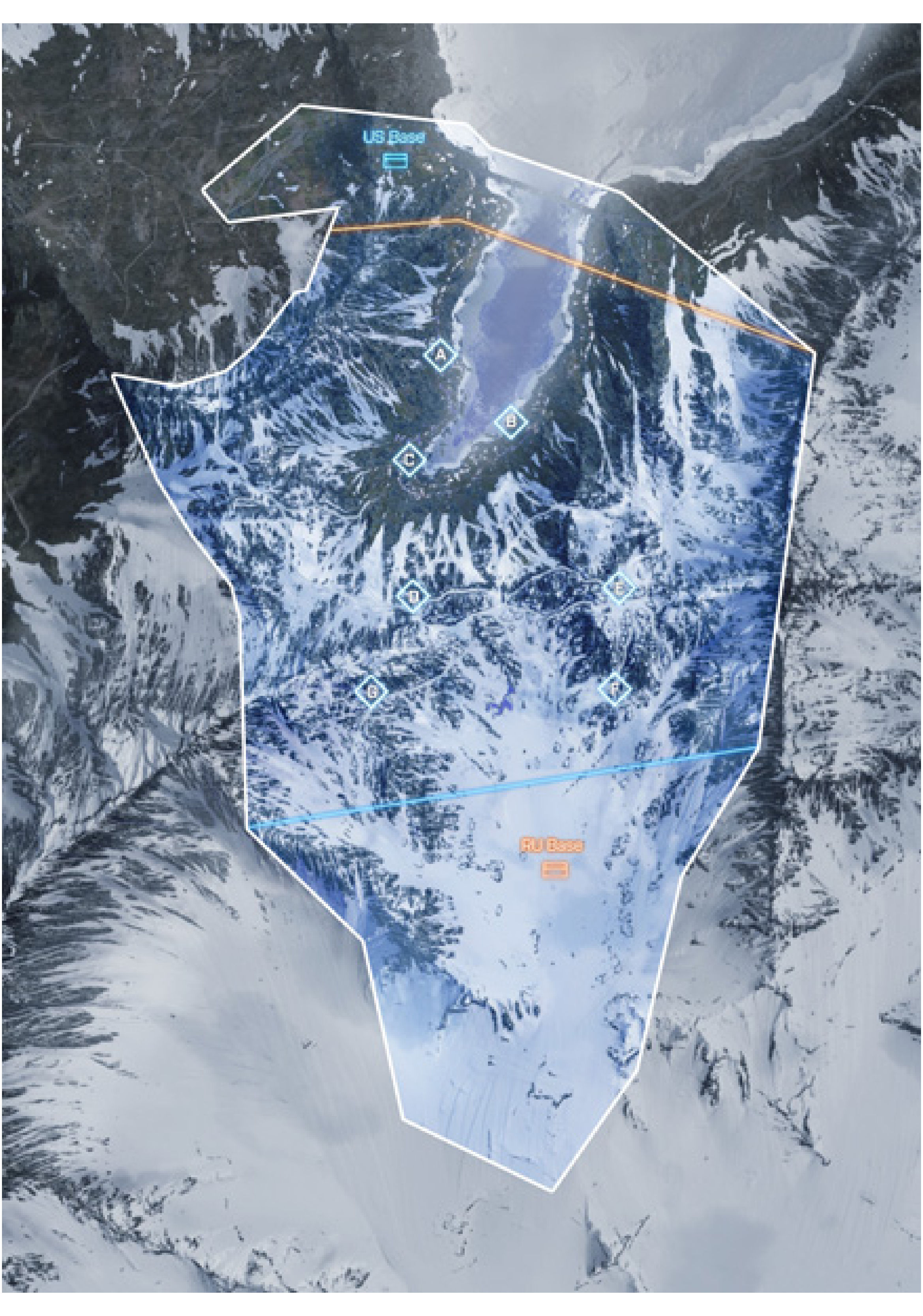
Control Point Assets

US Control	RU Control
 DPV (1)	 VDV Buggy (1)
 M1 Abrams (1)	 T-90A (1)

So don't waste resources attempting to take the Airfield (B) if your team already holds two flags. Simply dig in, and outlast your opponents.

Conquest 64

Alborz Mountains



This variant of the map introduces two more control points as well as more ground and air vehicles. Even with 64 players, it’s important to manage your team to prevent spreading your units too thin across this massive alpine map. There are seven flags up for grabs in this Conquest battle, so start off conservatively by securing the four flags closest to your team’s base. This means the US team should attempt to capture the fishing huts (A), outskirts (B), mountain village (C), and radar station (E). Meanwhile, the RU team should focus on controlling the base camp (D), radar station (E), communication station (F), and cave outpost (G). Consolidating your forces around four flags initiates the drain on the opposing team’s ticket count, helping give your team the lead. If manpower allows, branch out and try to capture one or two more flags. But in the process, don’t leave any of your team’s flags undefended. If the enemy wants your control points, make them fight for them. In particular, make an effort to capture and hold the radar station (E) throughout the match so your team can control the gunship. Be ready to support attack and defensive efforts around the radar station (E), as it will most likely see the heaviest action.

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US Base

Base Assets

Name	Quantity	Respawn Time
Quad Bike	1	5 sec.
Growler ITV	2	20 sec.
LAV-AD	1	40 sec.
M1128	2	40 sec.
M1 Abrams	1	60 sec.
UH-1Y Venom	1	90 sec.
AH-1Z Viper	1	60 sec.
F/A-18E Super Hornet	2	40 sec.

The US team begins the battle on the north side of the map, along the west bank of the frozen lake. While there are plenty of vehicles to go around, be careful not to leave any teammates stranded at the base. The M1128 tank destroyers are very efficient troop transports, ideal for moving infantry to the nearby control points. Use the fast-moving UH-1Y Venom, Growler ITV, and quad bike to rush distant control points like the base camp (D) and radar station (E) while the rest of the team focuses on the northern flags along the banks of the lake. Throughout the battle don’t forget to return to the US base to retrieve freshly spawned vehicles. Hot spots like the radar station (E) can benefit from armored reinforcements, both when attacking and defending. Always maintain a presence in the air to help counter the threat posed by the RU team’s jets and helicopters. Friendly units are particularly vulnerable to air strikes when defending the central control points along the mountain range. The primary role of the US jets is to keep friendly ground units safe, so choose your loadout accordingly.

RU Base

Base Assets

Name	Quantity	Respawn Time
Quad Bike	1	5 sec.
VDV Buggy	2	20 sec.
9K22 Tunguska-M	1	40 sec.
SPRUT-SD	2	40 sec.
T-90A	1	60 sec.
KA-60 Kasatka	1	90 sec.
Mi-28 Havoc	1	60 sec.
SU-35BM Flanker-E	2	40 sec.

The southern slope of the mountain range serves as the deployment area for the RU team, putting them within striking distance of the highly contested radar station (E) control point. This flag should be rushed early with the KA-60 helicopter while the ground units scatter to capture the remaining control points situated along the mountain range. If the RU team acts quickly they can capture the four mountain-based flags and initiate a drain on the US team’s ticket count. The quad bike, VDV Buggy, and SPRUT-SD tank destroyers are all instrumental in capturing these flags early on. As the ground forces spread out along the mountain range, use the Mi-28 and SU-35BMs to provide cover from the air. RU vehicles traveling along the mountain roads are easy targets for enemy aircraft. So be ready to engage the US jets and helicopters in an effort to protect your teammates on the ground. Get the 9K22 Tunguska-M to the radar station (E) as fast as possible to help provide an extra layer of air defense.

A: Fishing Huts

Control Point Assets

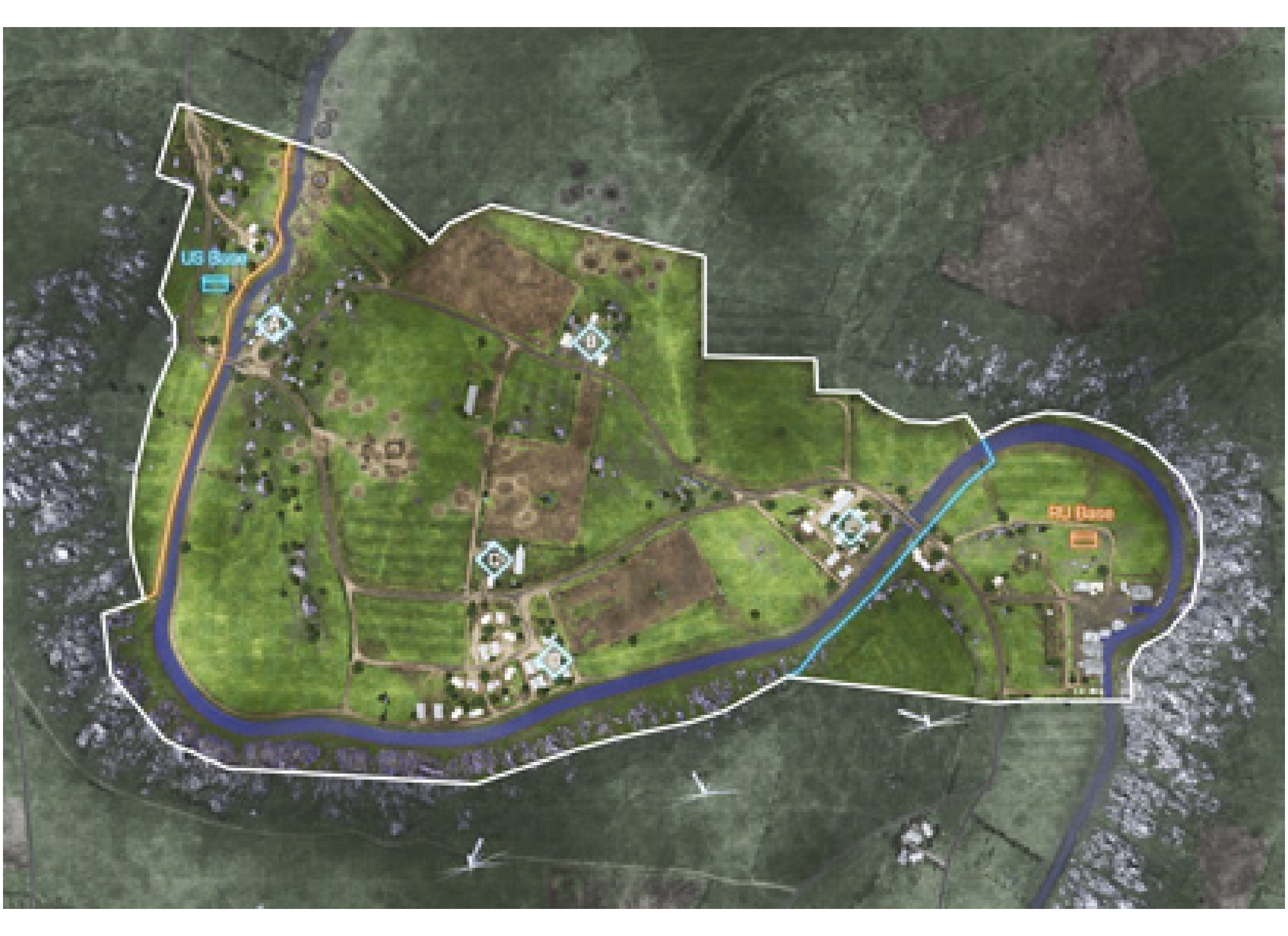
US Control	RU Control	Respawn Time
Growler ITV (1)	VDV Buggy (1)	20 sec.
M142 (1)	BM-23 (1)	50 sec.

This control point is just south of the US base, making it relatively easy for the US team to capture and hold throughout the course of the battle. The flagpole is situated in a small cluster of small wooden sheds and cabins used to house fishermen and their equipment during more peaceful times. The flag (and its capture radius) can be reached via the narrow dirt road to the east, connecting the control point to the US base and mountain village (C). Both teams gain access to a mobile rocket artillery unit here. For this reason, the US team should put some extra effort into holding onto this flag. If the RU team captures this flag, they can use the BM-23 spawned here to rain down rocket artillery on the US base and its large collection of vehicles. Such siege tactics can be devastating to the US, especially if they possess no other flags or spawn points.

B: Outskirts

Conquest 64

Armored Shield



The map is exactly the same size in this larger-scale variant of Conquest, with the same configuration of control points. However, the battlefield is packed with even more vehicles, making the fight more intense and deadly. With five flags up for grabs, both teams should strive to capture the three central control points as quickly as possible—capture and hold a minimum of three flags to initiate a drain on the opposing team's ticket count. The antenna (B) and village (D) are particularly valuable control points, granting each team access to the gunship and a tank. In addition to the central control points, both teams should capture and defend the flags closest to their bases. Both the treatment plant (A) and repair shop (E) spawn a mobile artillery. These long-range artillery units are great for bombarding enemies in the middle of the map. In a battle packed with tank destroyers and other ground vehicles, competent helicopter pilots can make all the difference. The attack and scout helicopters are ideal ground-attack aircraft. But pilots should always keep their eyes peeled for the LAV-AD and 9K22 Tunguska-M mobile anti-aircraft units. Using their powerful cannons, these vehicles can chew through a chopper's armor in seconds, giving both teams the chance to achieve air superiority from the ground.

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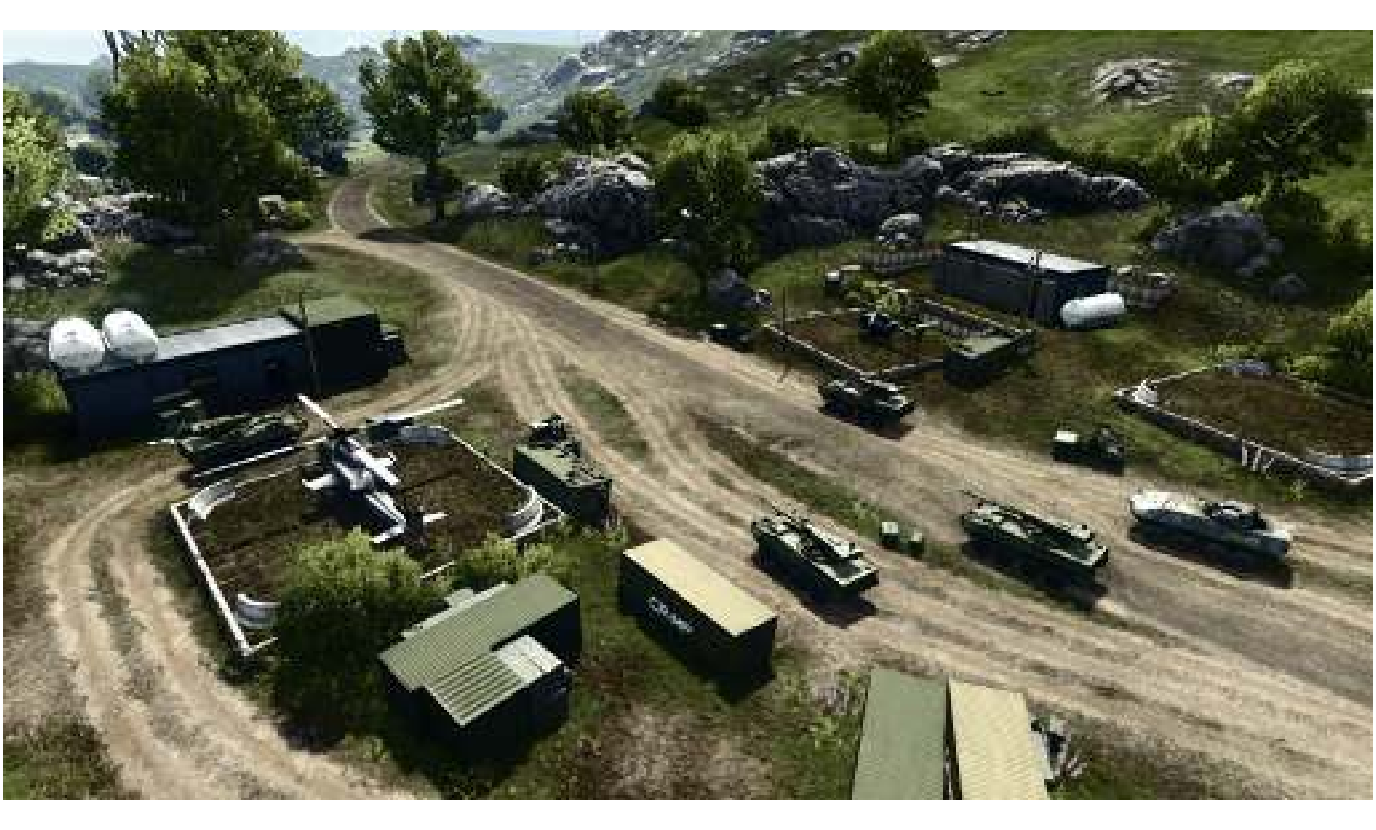
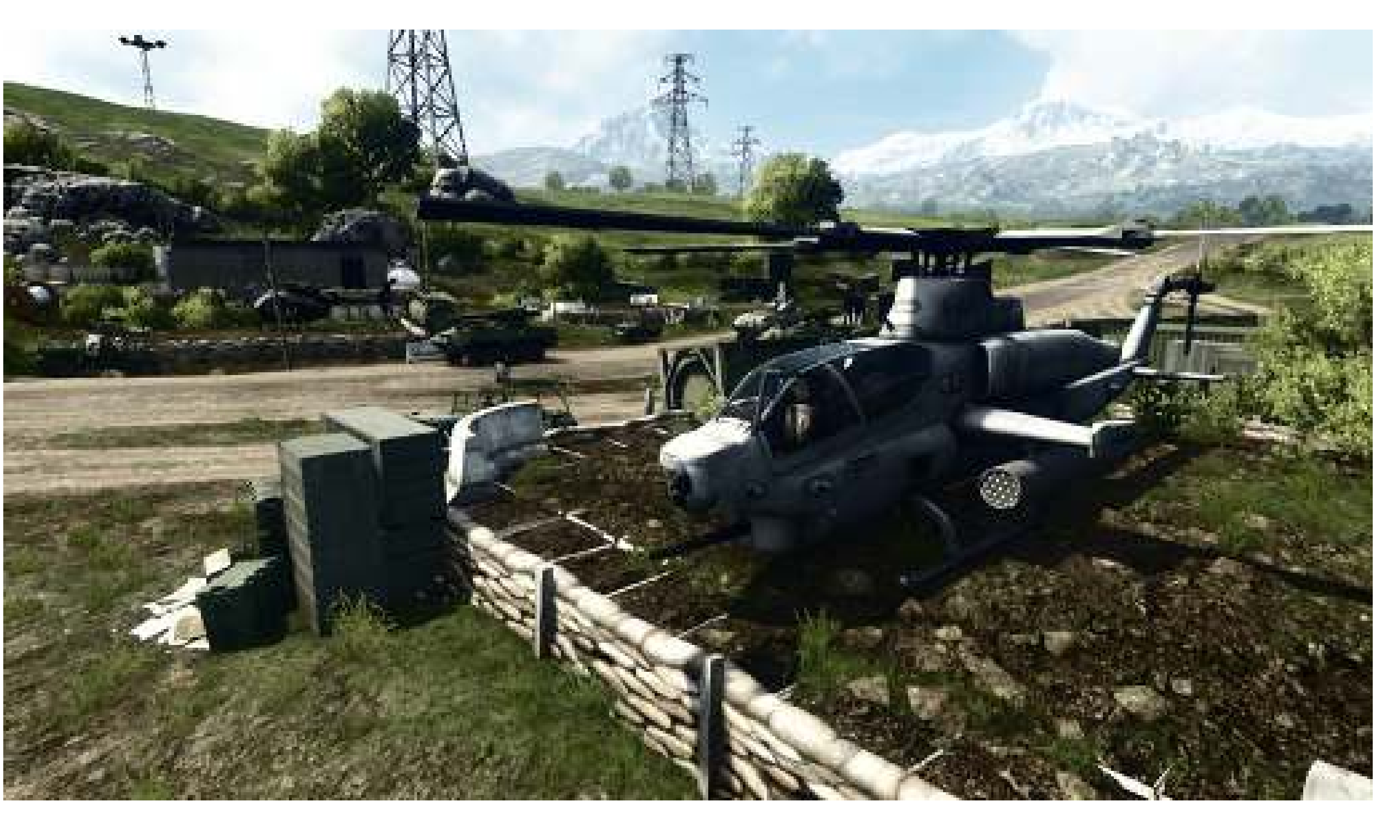
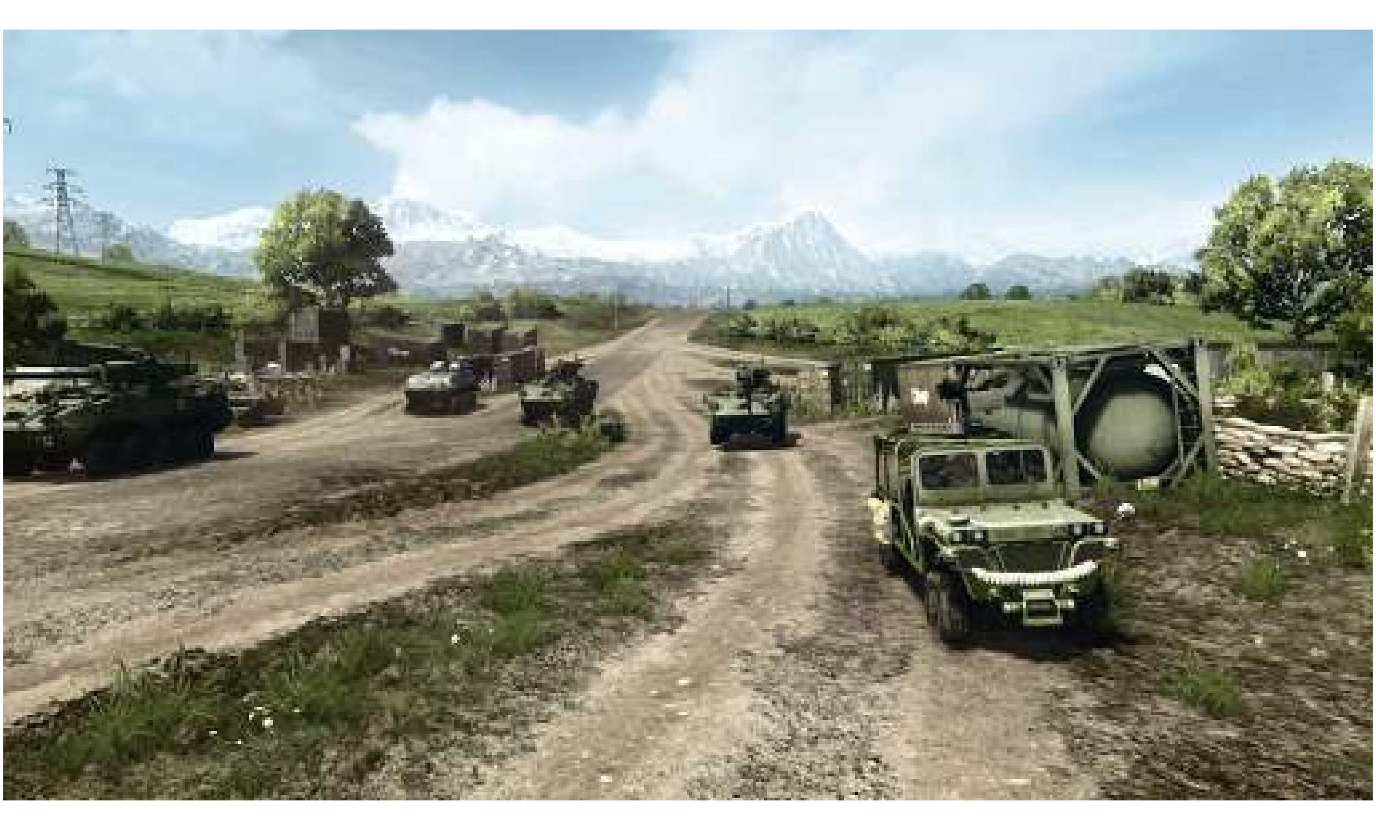
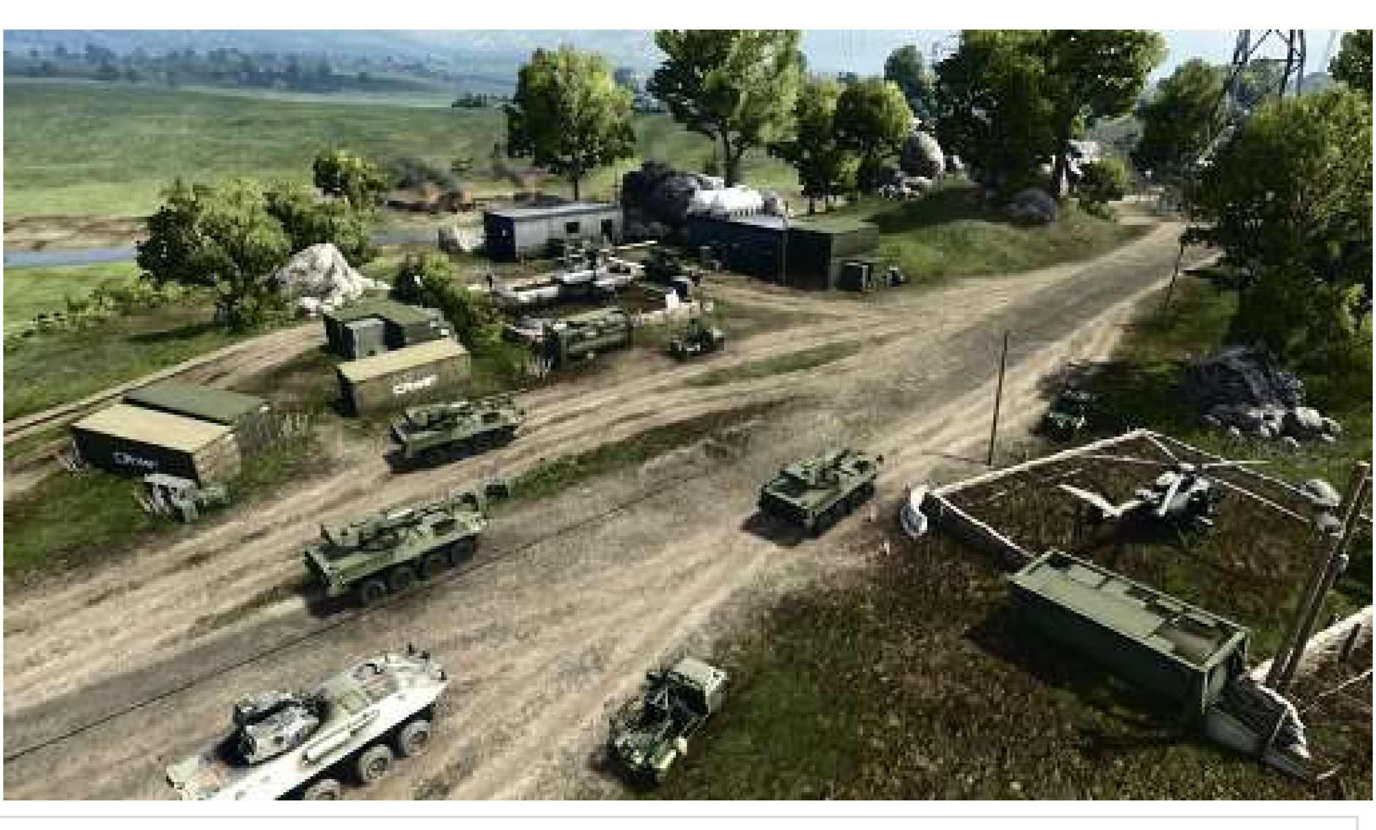
US Base







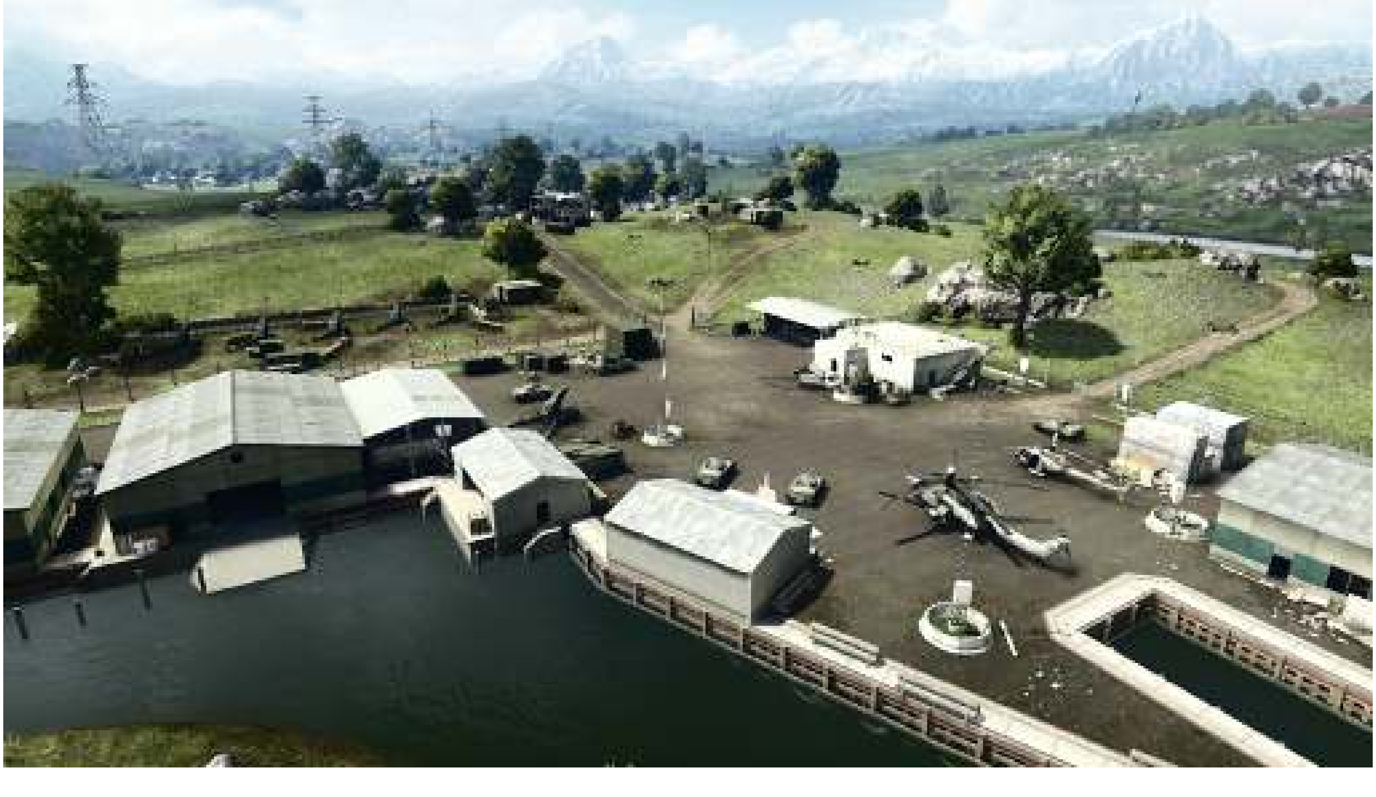


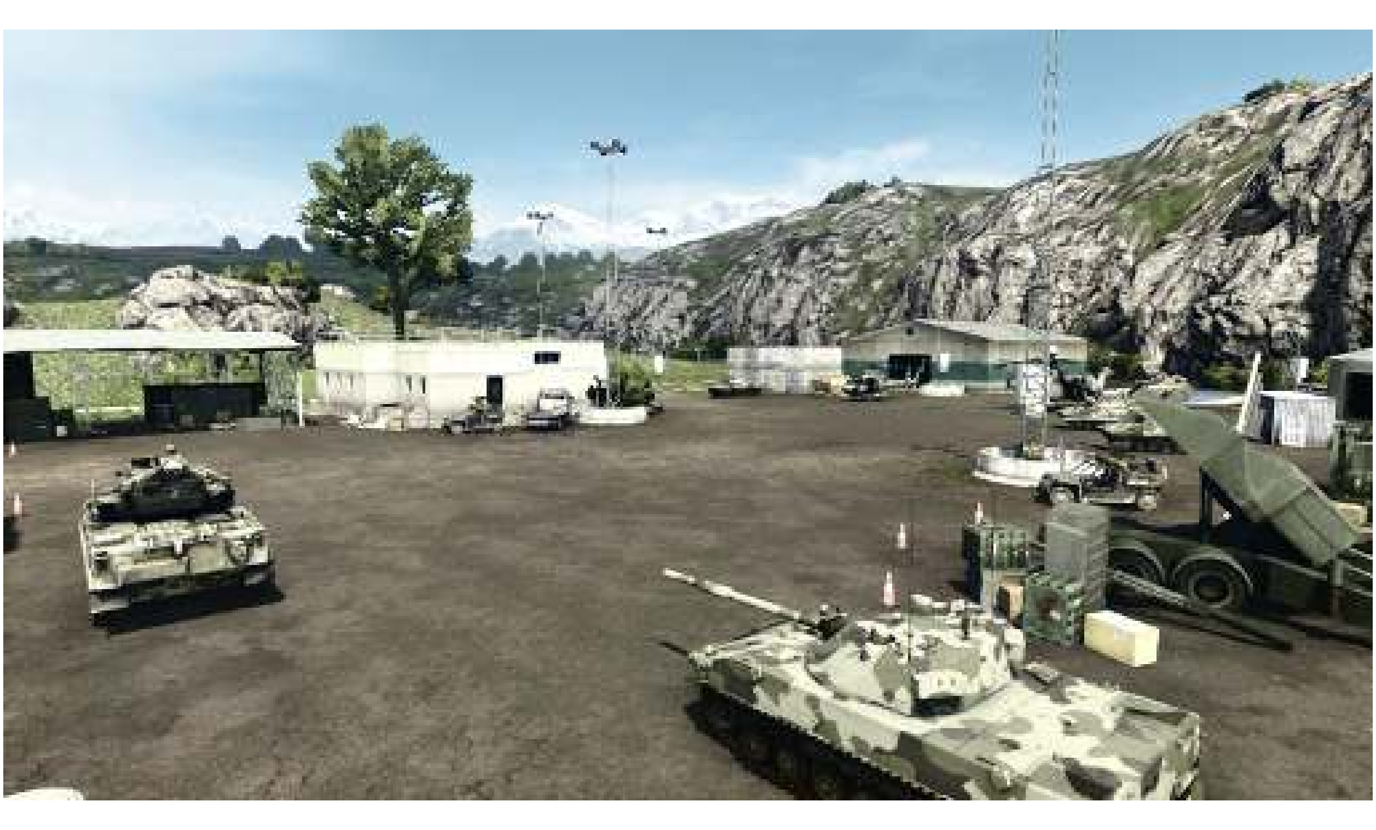
Base Assets

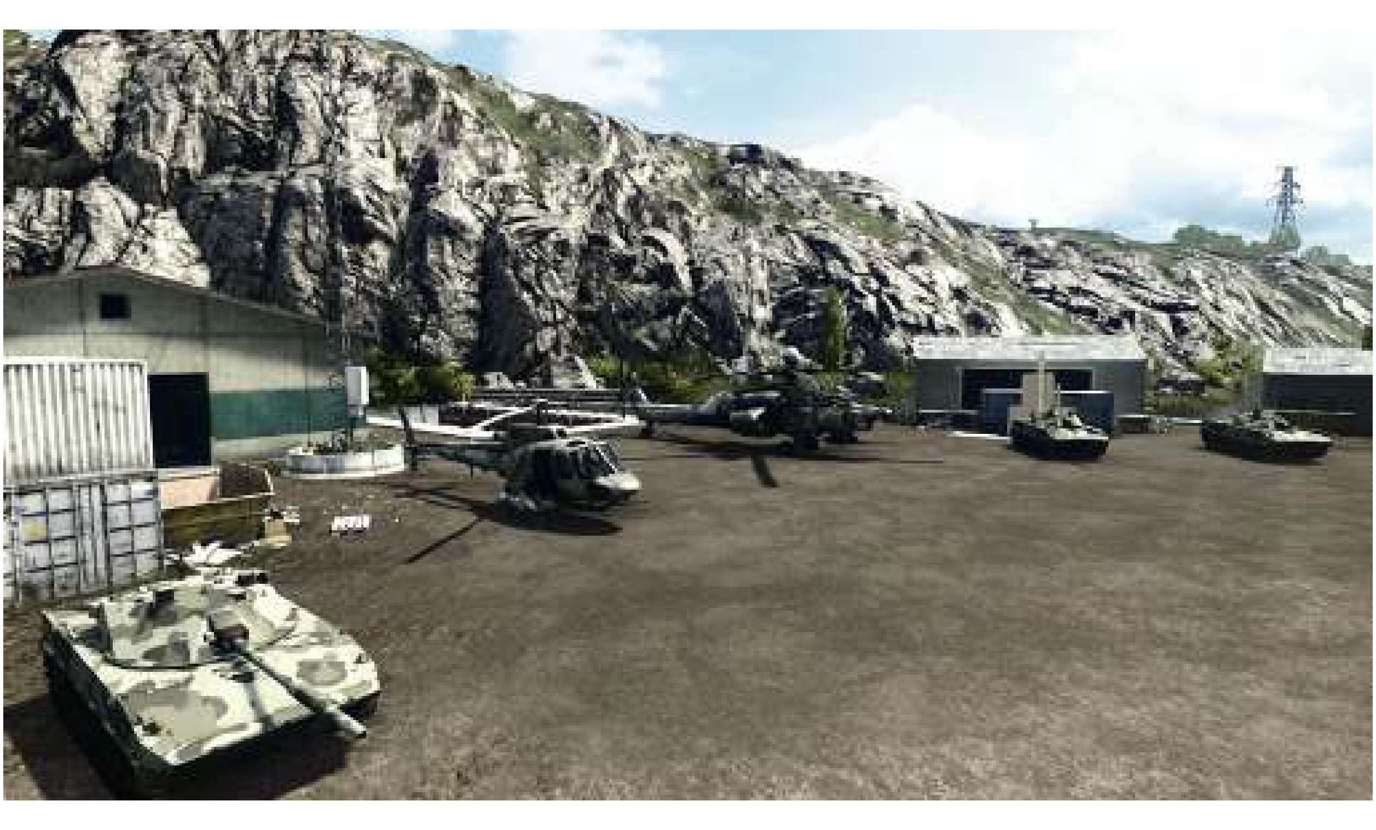
Name	Quantity	Respawn Time
Growler ITV	3	20 sec.
M1128	4	40 sec.
LAV-AD	1	40 sec.
AH-6J Little Bird	1	60 sec.
AH-1Z Viper	1	60 sec.

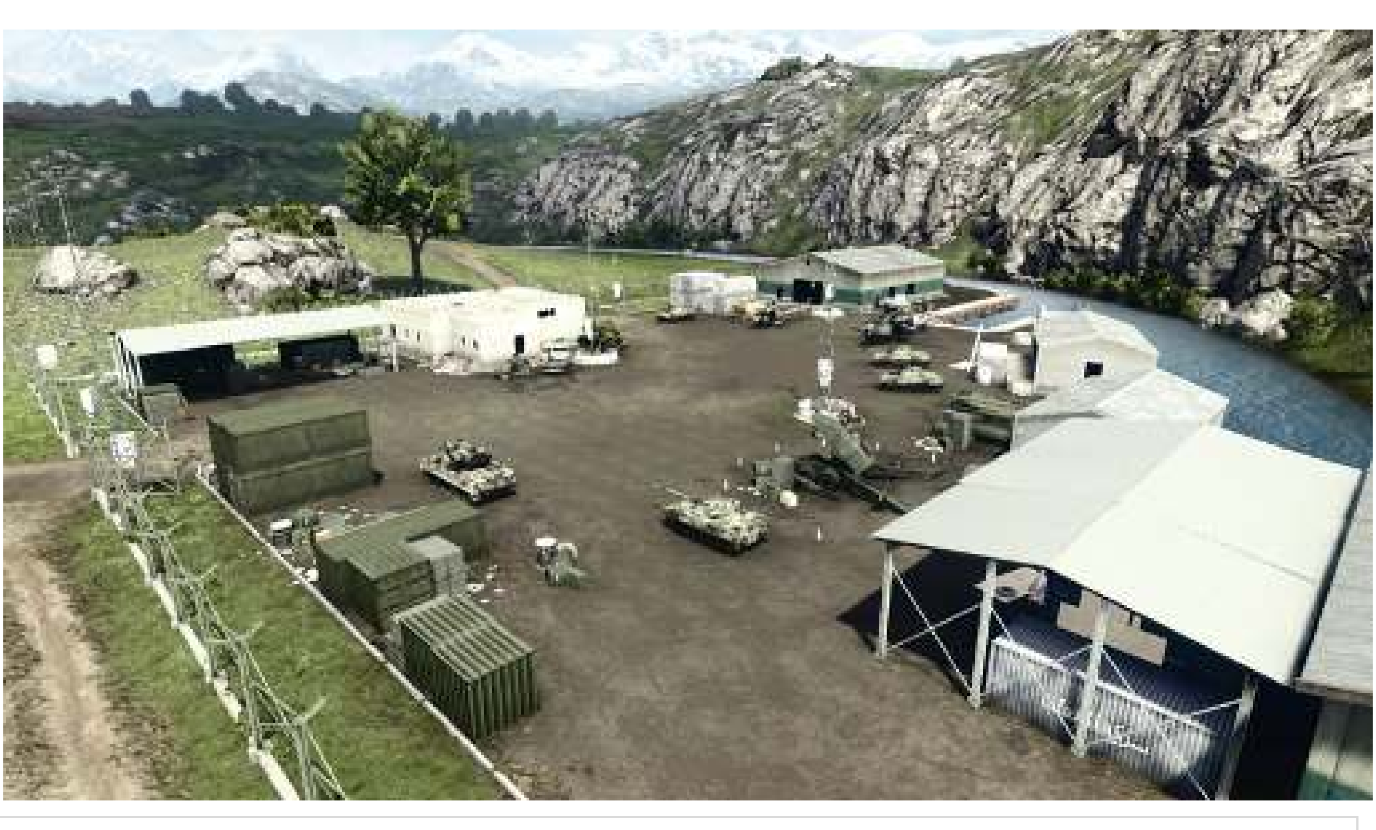
The US base is on the northwest edge of the map. In addition to serving as the initial US deployment area, the base also produces the bulk of the US team's vehicles. As a result, it's important to revisit the base throughout the course of the battle and deploy these vehicles. The M1128 tank destroyers are particularly valuable when it comes to taking and holding control points in the center of the map. Early during a round, the speedy Growler ITVs should make a move for the central control points, like the antenna (B), farm (C), and village (D), while the tank destroyers secure the nearby treatment plant (A). The AH-6J Little Bird is another good option for moving troops to distant control points. Meanwhile, use the AH-1Z Viper to target enemy ground vehicles as well as hostile choppers. But when it comes to air defense, the LAV-AD is the US team's best option for shooting down enemy helicopters. Move the LAV-AD to the east, where it can provide air cover for friendly units near the center of the map. Just be sure to keep the LAV-AD away from the RU team's SPRUT-SD tank destroyers—it won't last long in a duel.

RU Base







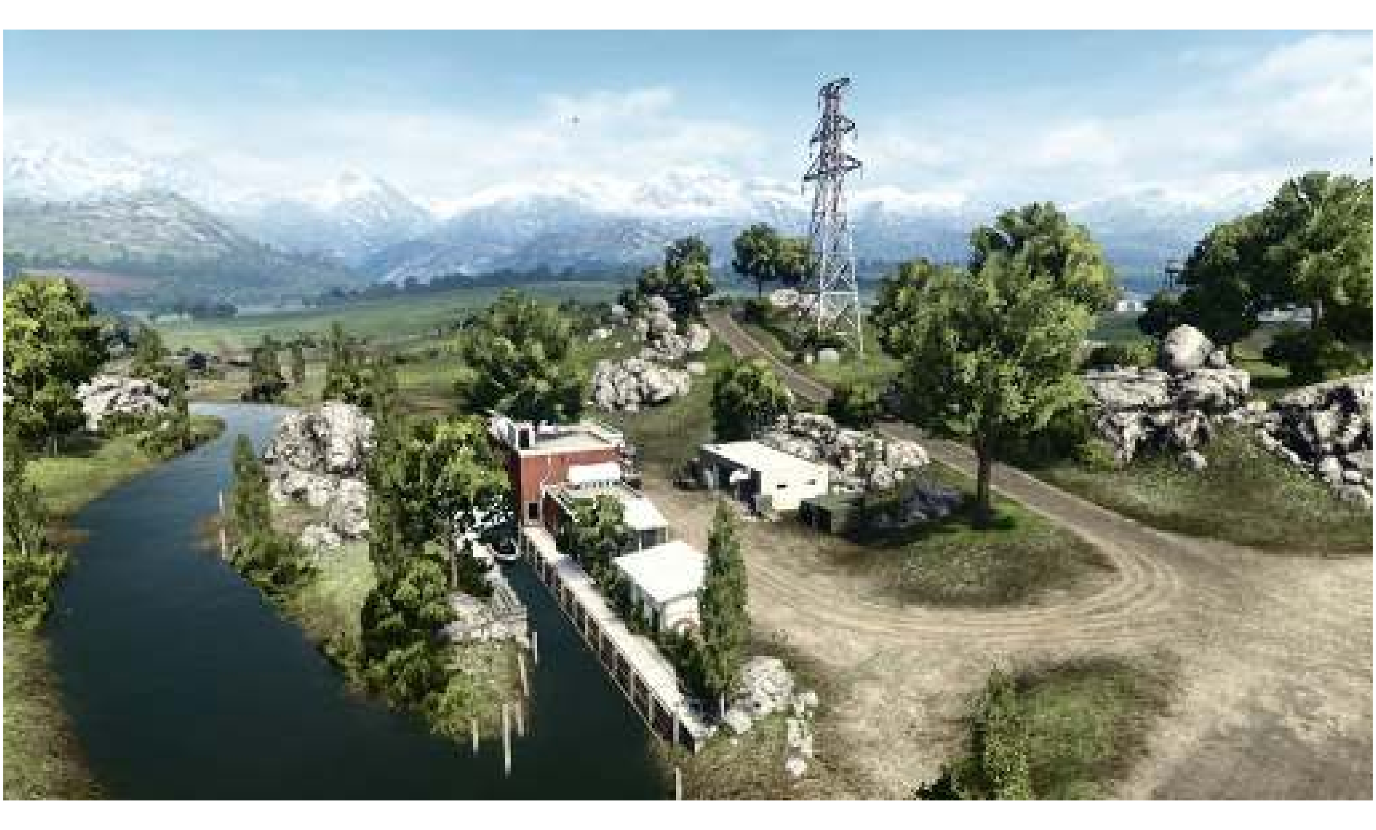


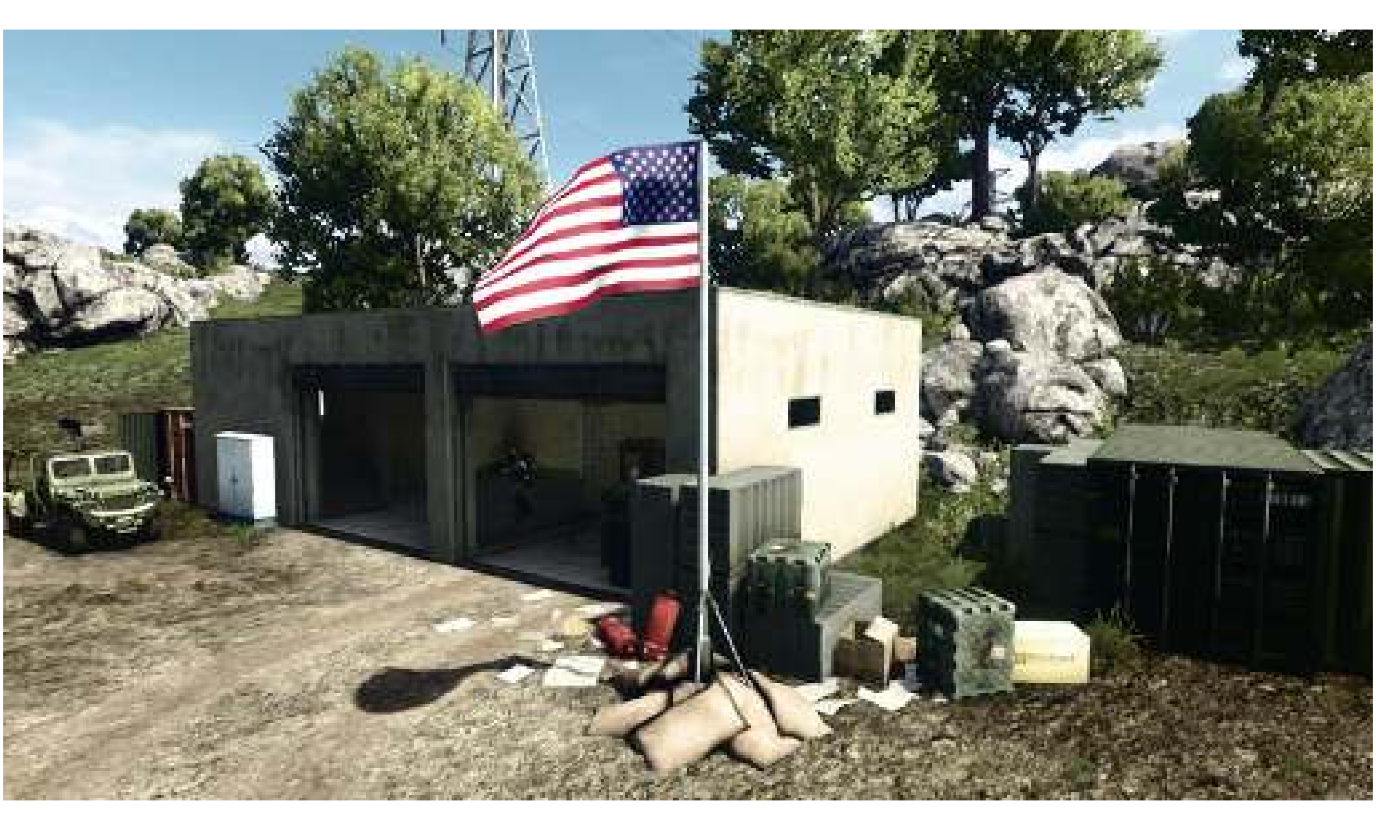
Base Assets

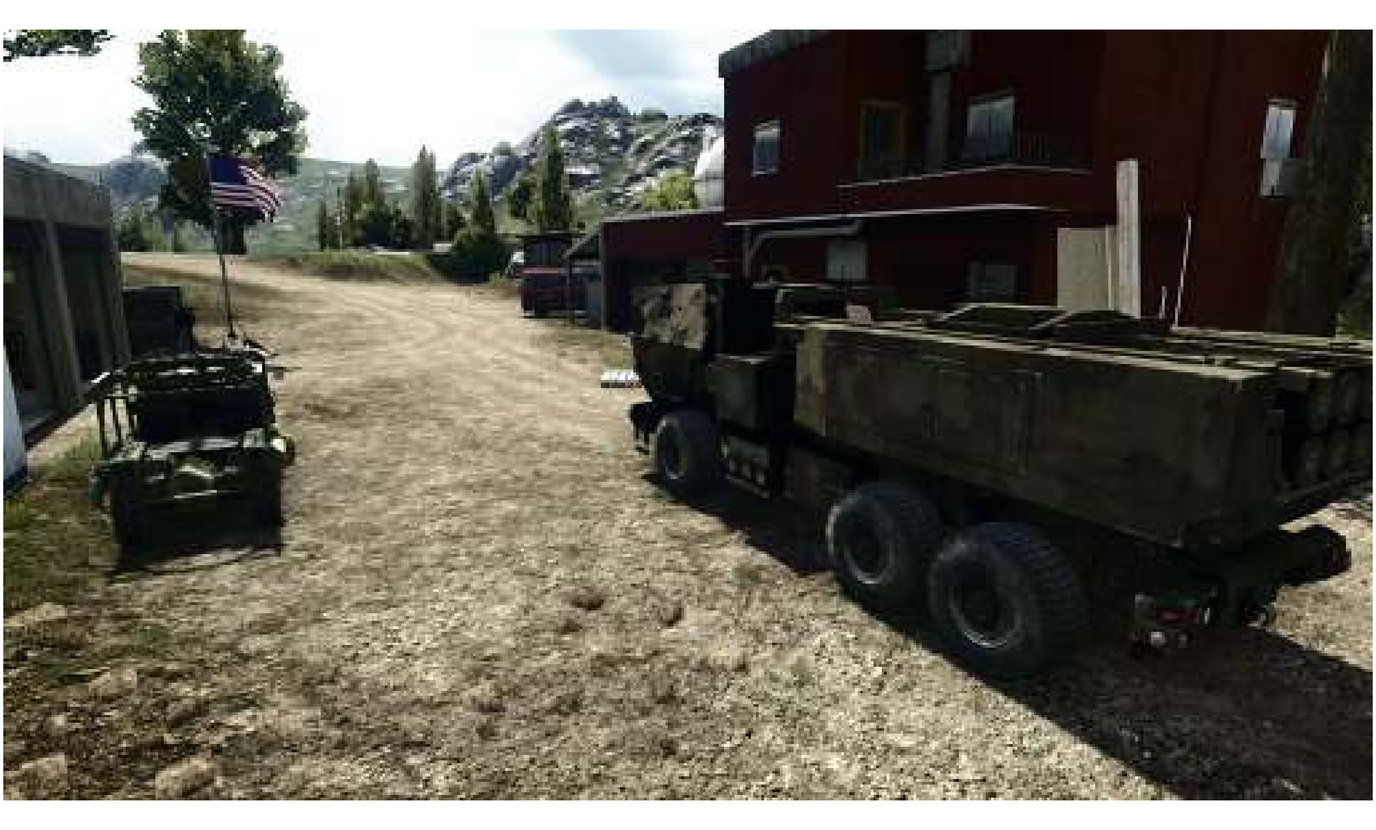
Name	Quantity	Respawn Time
VDV Buggy	3	20 sec.
SPRUT-SD	4	40 sec.
9K22 Tunguska-M	1	40 sec.
Z-11W	1	60 sec.
Mi-28 Havoc	1	60 sec.

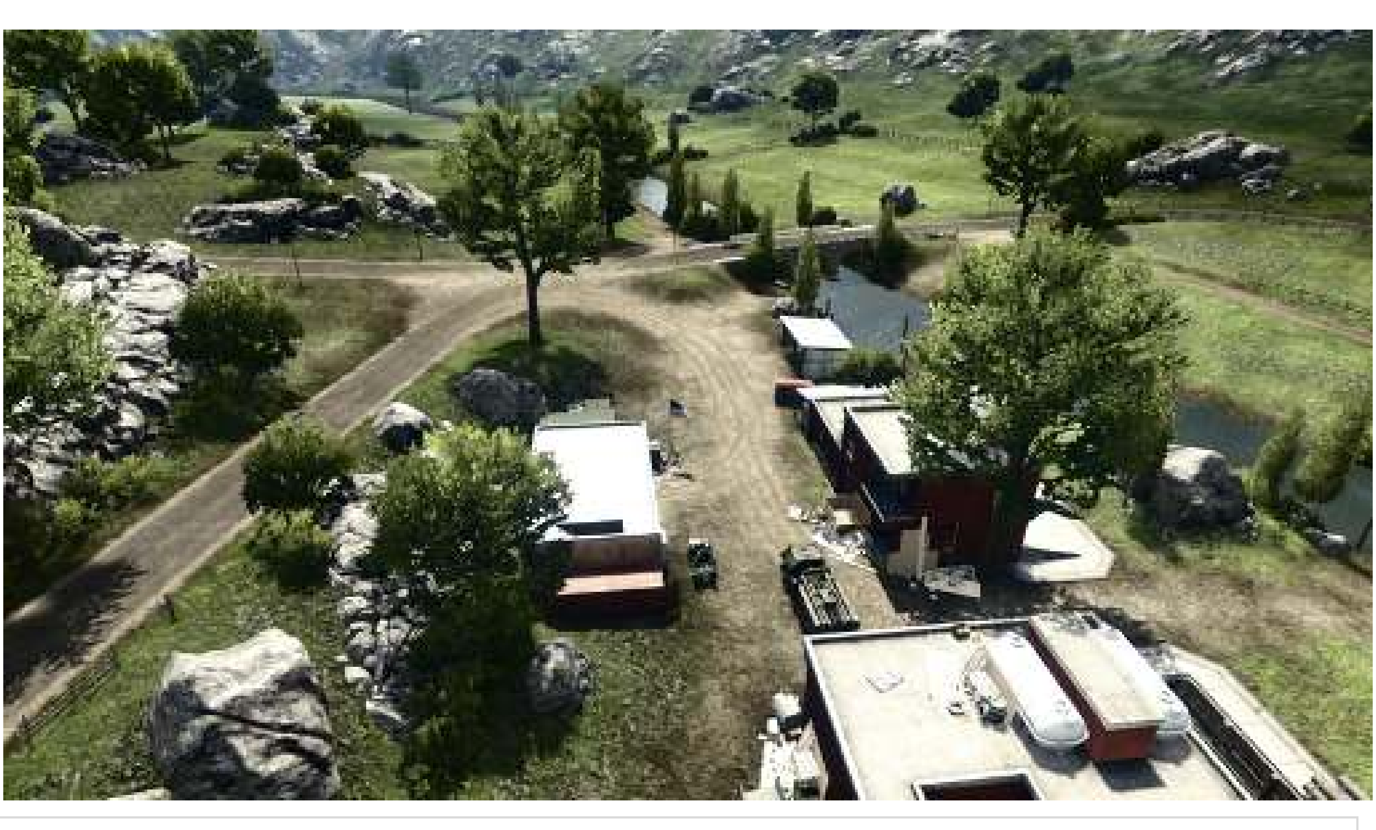
The RU team deploys from their base on the east side of the map. Like the US base, this base is home to the bulk of the RU team's vehicles. So as the RU team extends their presence to the west, it's important to periodically spawn at the RU base in an effort to field these valuable vehicles, such as the SPRUT-SD tank destroyers. The nearby repair shop (E) control point should be captured and held early during the battle, preferably rushed by the tank destroyers. Meanwhile, use the quick and nimble VDV Buggies to rush the three central flags before the US team arrives. Dropping troops from the Z-11W helicopter is an even faster option for capturing the antenna (B), farm (C), and village (D). Whenever piloting one of the helicopters, always be aware of the US team's choppers. If you're not careful, they may shoot you down. The threat posed by the US team's choppers can be mitigated by fielding the 9K22 Tunguska-M in the field west of the repair shop (E). The Tunguska-M can chew through enemy choppers, helping secure the air space above the central control points. But the Tunguska-M is vulnerable to attacks by tank destroyers and infantry, so keep it in an isolated part of the map where it's less likely to face direct assaults.

A: Treatment Plant





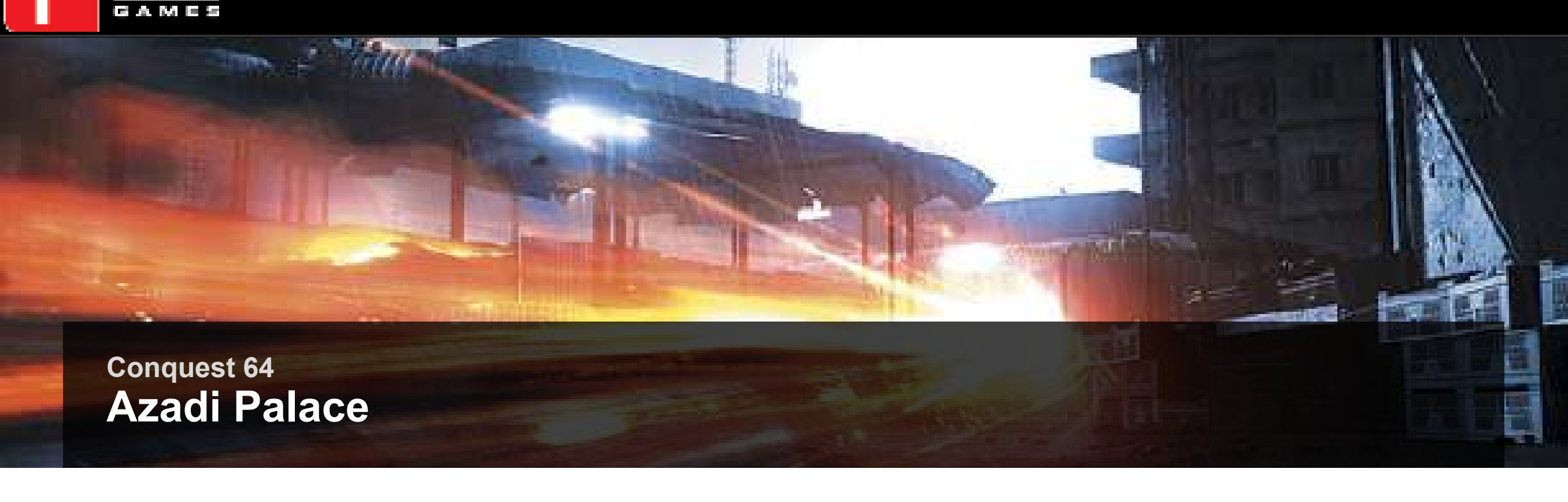




Control Point Assets

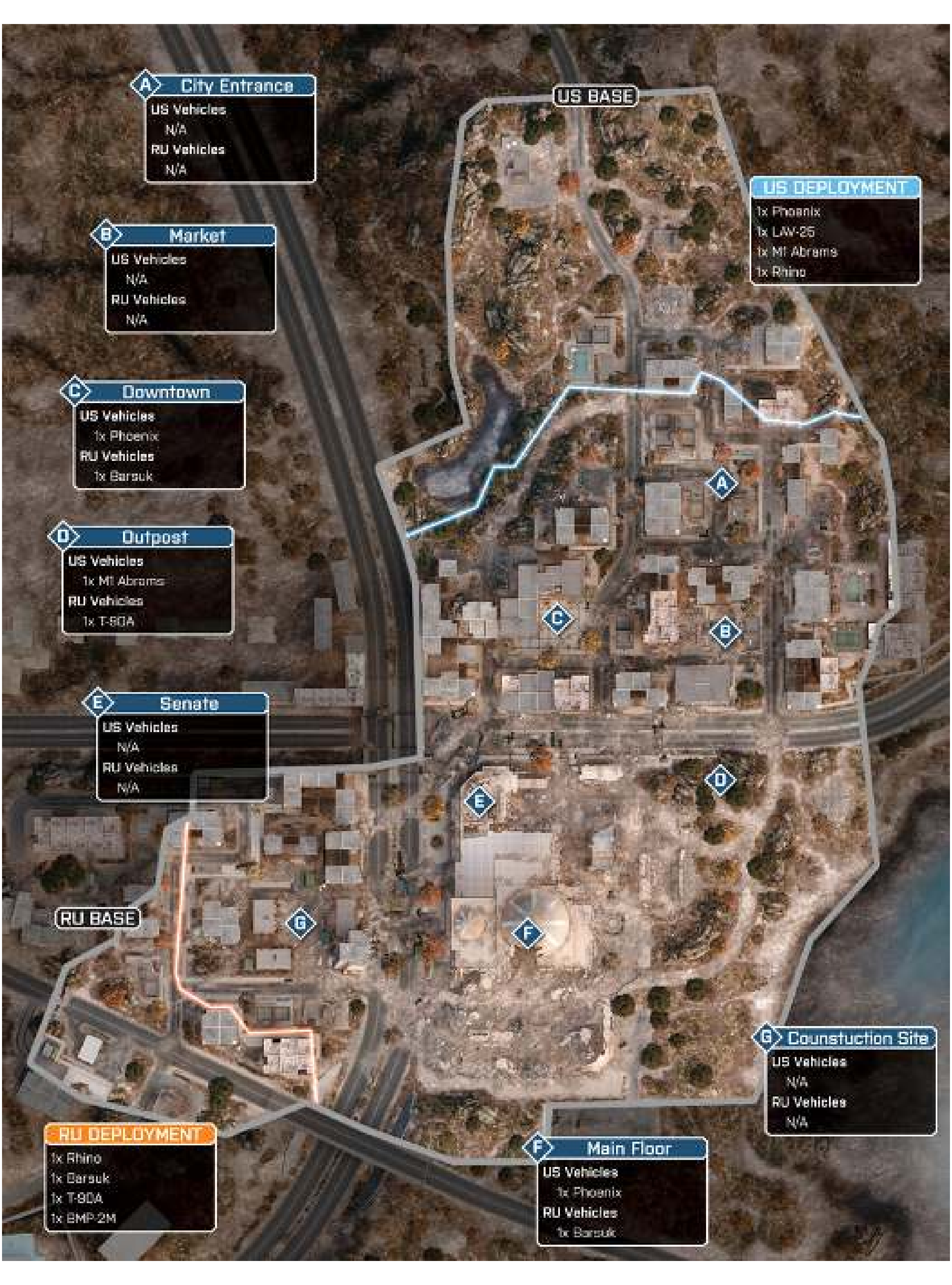
US Control	RU Control	Respawn Time
Quad Bike (1)	Quad Bike (1)	5 sec.
Growler ITV (1)	VDV Buggy (1)	20 sec.
M142 (1)	BM-23	50 sec.
RHIB (1)	RHIB (1)	10 sec.

Located only a few meters from the US base, the treatment plant (A) is likely to remain under the US team's control for most



Conquest 64

Azadi Palace



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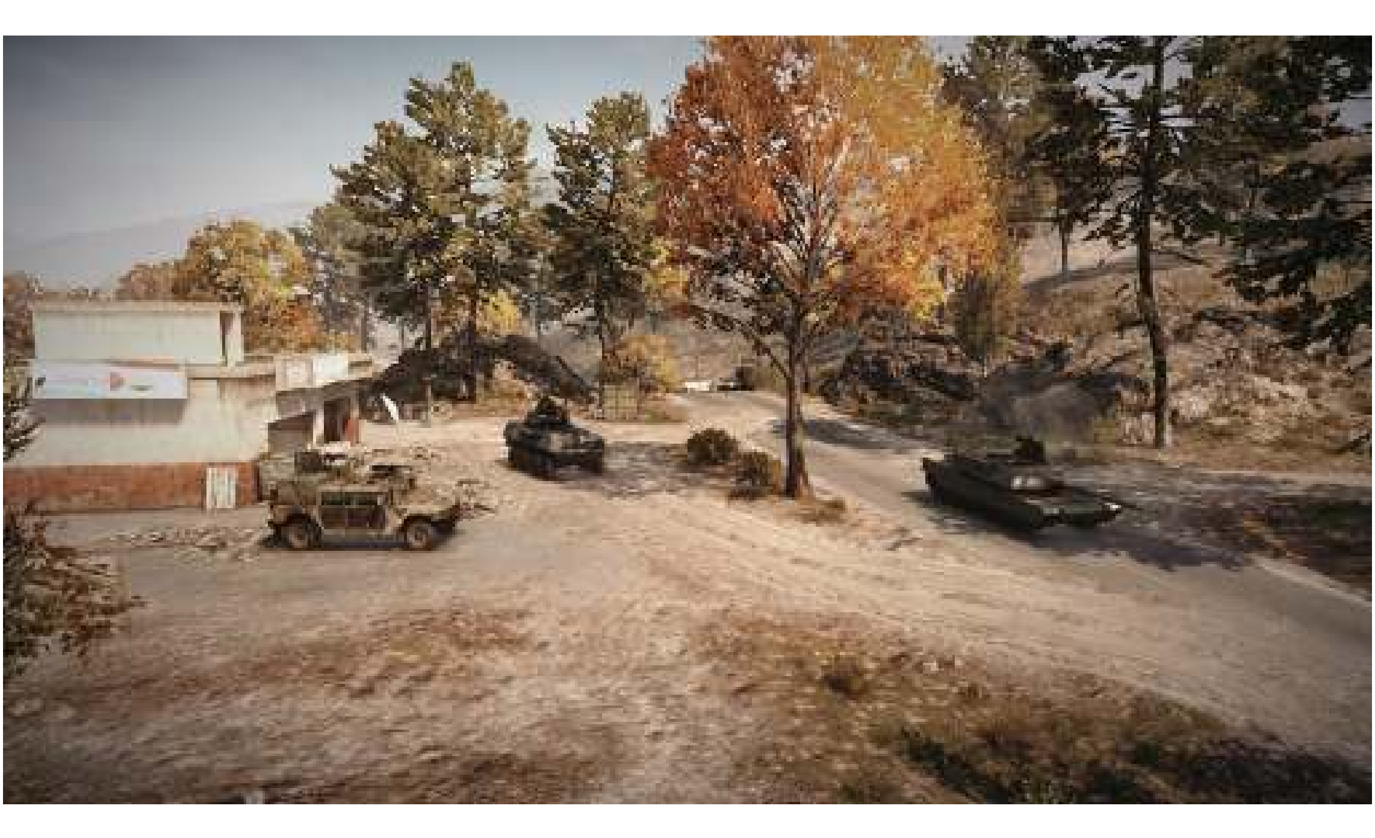
In this larger Conquest variant, the map gets even larger, with two more control points added to the south side of the map. The addition of these new control points significantly shifts the geographical balance of power in favor of the RU team. By locking down the Outpost (D), Senate (E), Main Floor (F), and Construction Site (G), the RU team can consolidate their forces on the south side of the map while draining the US team's ticket count. The US team still stands the best chance of maintaining control of the north side of the city, but holding the City Entrance (A), Market (B), and Downtown (C) is no longer sufficient to guarantee a win. So in addition to controlling the north half of the city, the US team must take the fight to the south side, and hopefully capture at least one more control point in the process. The Outpost (D), located on the east side of the Palace, is one of the most valuable control points on the map; it produces an extra tank for both teams. Therefore both teams should make an effort to capture and hold this vital control point. With up to three tanks and two IFVs patrolling the map at any given time, each squad should have at least one engineer ready to dish out damage and conduct repairs. With the exception of the Senate (E), vehicles play a crucial role in securing and defending the control points in this battle. So don't let the vehicles spawned back at your team's base gather dust—move them to the front lines where they can make a difference.

US Base

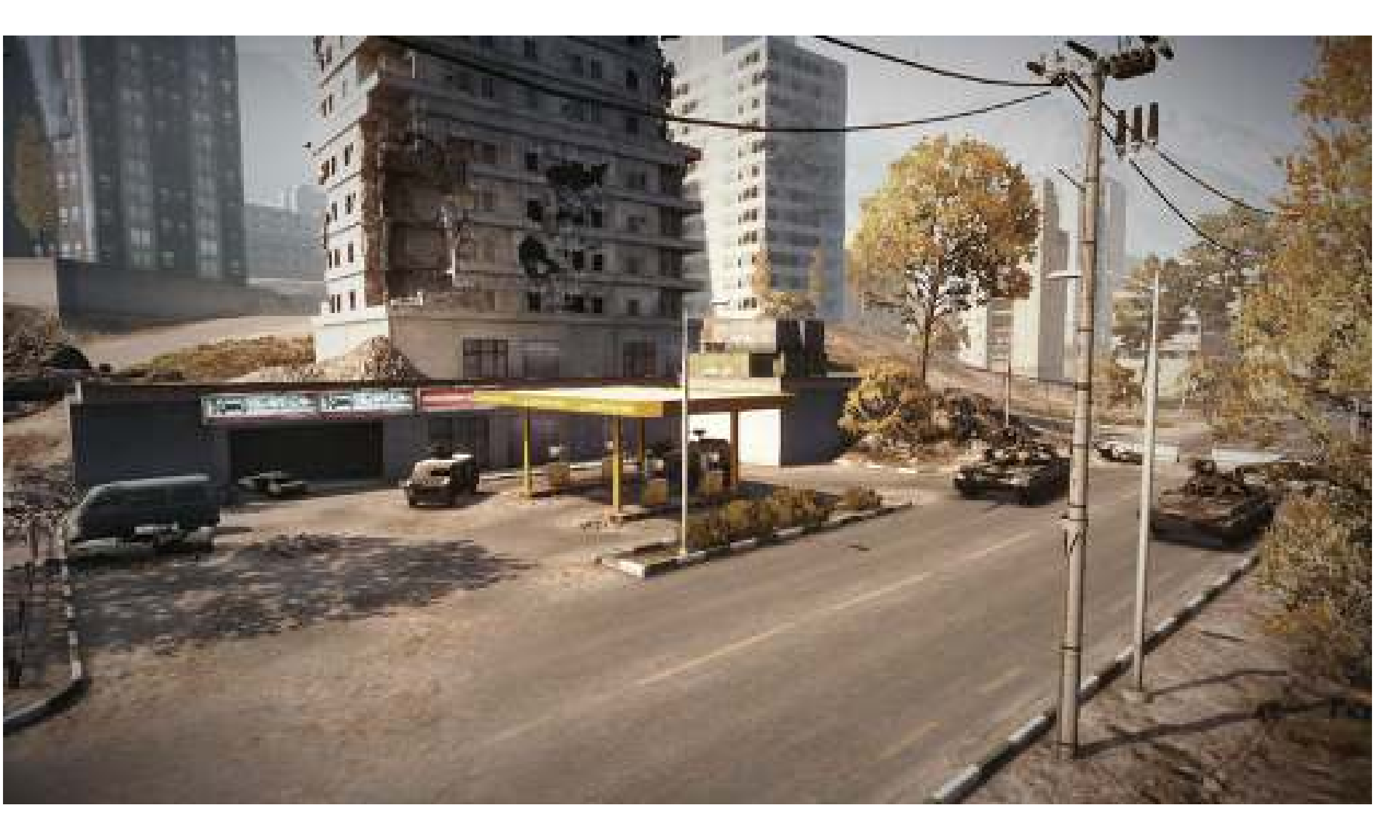


Base Assets

Name	Quantity	Respawn Time
Rhino	1	20 sec.
Phoenix	1	20 sec.
LAV-25	1	50 sec.
M1 Abrams	1	50 sec.

The US team deploys on the north side of the map, in the city outskirts. The vehicles spawned here play their most important role at the start of the match by serving as troop transports. Both the Rhino and Phoenix are capable of transporting three soldiers and the LAV-25 can carry six. Fill these vehicles to capacity and send the Rhino to the Market (B) while the Phoenix secures the Downtown (C) and the LAV-25 takes the Outpost (D). Meanwhile, the remaining infantry and M1 Abrams can follow these speedy vehicles into the city and capture the City Entrance (A). If the US team moves out fast, they stand a good chance of securing the three northern control points as well as the Outpost (D), thereby instantly draining the RU team's ticket count. By holding four out of the seven flags, the US team doesn't need to even approach the Palace. Instead, it's better to consolidate on the north side of the city. Post at least one vehicle at each control point and dig in for the rest of the match. As vehicles are destroyed, don't forget to spawn back at the US Base and move new vehicles to the front lines—keeping the M1 Abrams and LAV-25 in the fight is particularly important.

RU Base

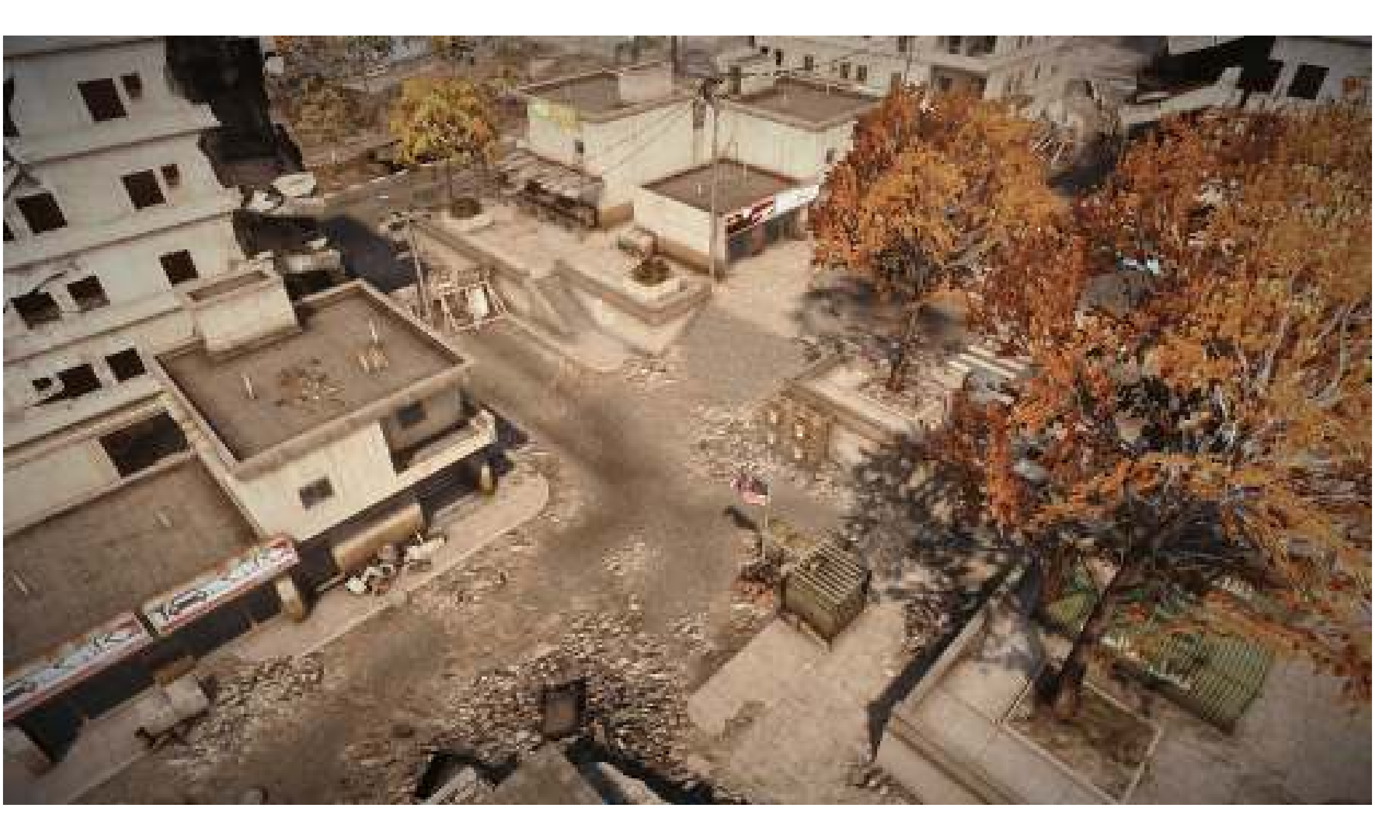


Base Assets

Name	Quantity	Respawn Time
Rhino	1	20 sec.
Barsuk	1	20 sec.
BMP-2M	1	50 sec.
T-90A	1	50 sec.

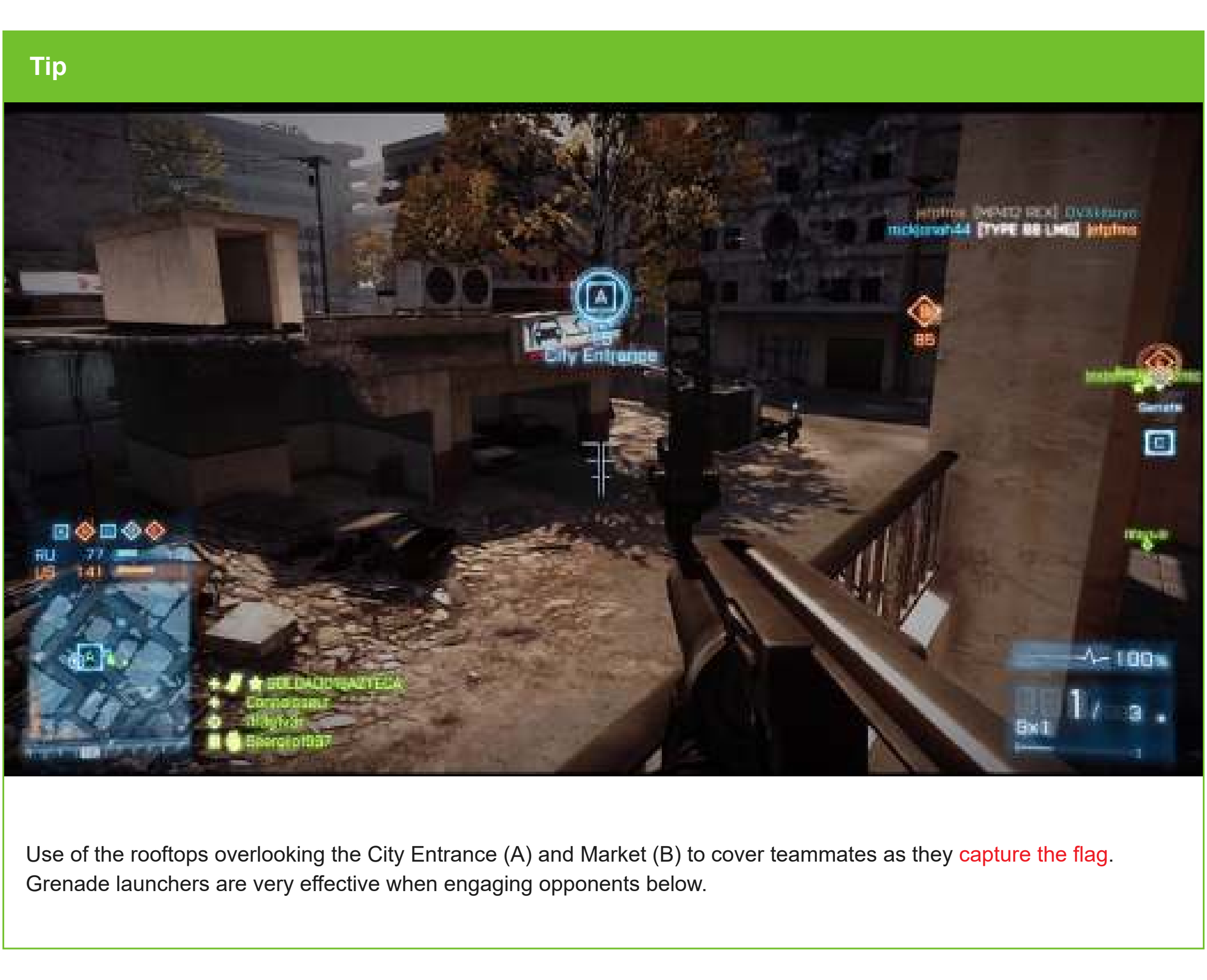
Spawning from a gas station on the southwest edge of the city, the RU team begins the battle from a slight geographic advantage. Early on, the RU team should rush to secure the four control points on the south side of the map. So at the start of the battle, while a couple of squads secure the nearby Construction Site (G), the rest of the team should make an aggressive push toward the Main Floor (F), Senate (E), and Outpost (D). Use speedy vehicles like the Rhino and Barsuk to reach the distant Outpost (D) while the BMP-2M drops off troops at the Palace to secure the Main Floor (F) and Senate (E). If the RU team moves out quickly, they stand a good chance of locking down the south side of the map while bleeding the US team's ticket count. But don't expect the US team to completely forfeit the southern half of the map. Keep squads posted at each of the southern control points full-time. Also, keep moving new vehicles from the base to front line positions at the Palace and Outpost (D). Use tanks and the BMP-2M to cover the street on the north side of the Palace. Treat this street as a border, and engage any US units that attempt to cross it.

A: City Entrance



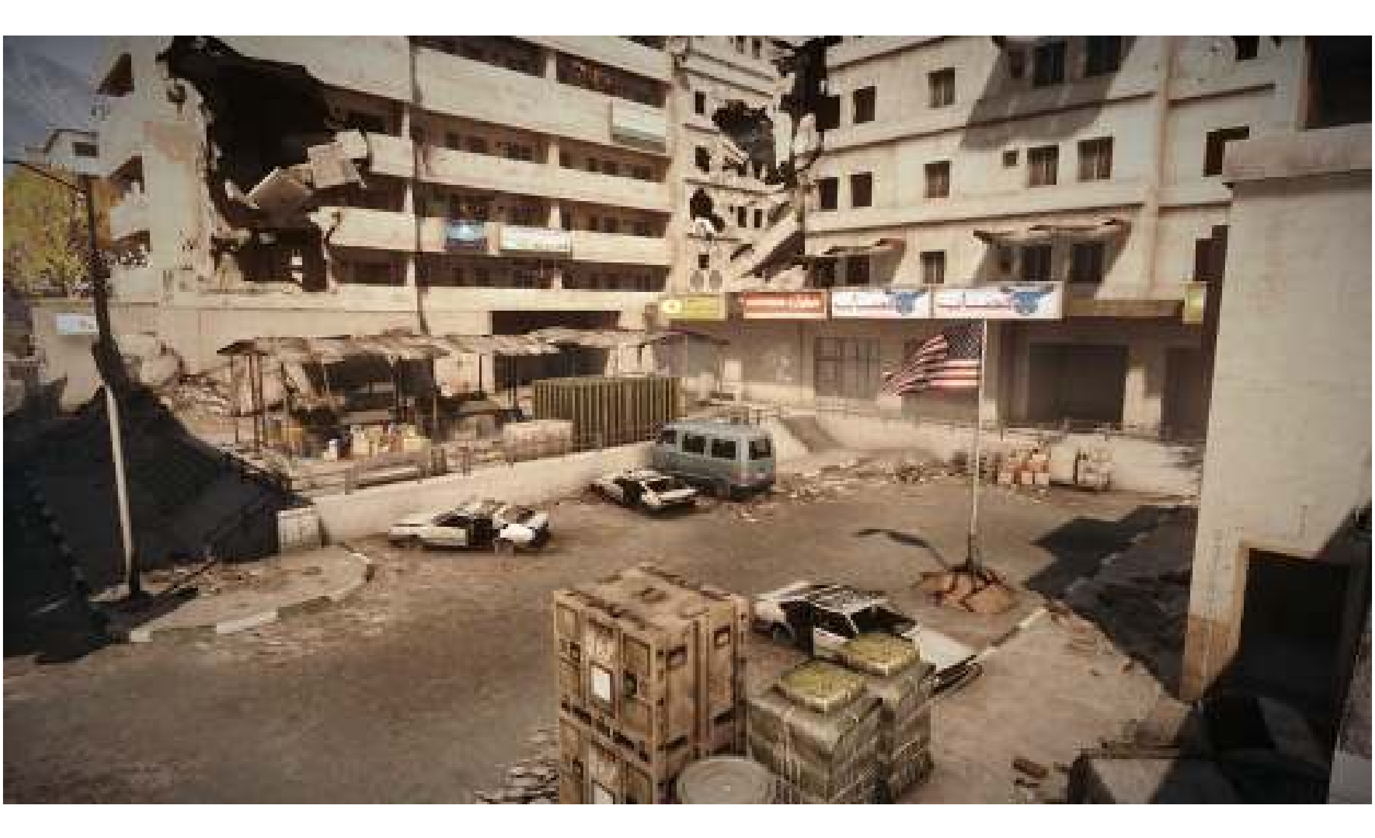
The City Entrance (A) is a small plaza located on the north side of the city, only a few meters from the US Base. The US team stands a good chance of capturing this control point at the start of the match. However, the US team often takes this flag for granted and leaves it undefended. This gives RU squads an opportunity to sneak in and capture this control point, often without ever firing a shot. The flag is positioned in a small plaza flanked by several small buildings. The crates next to the flag offer adequate cover for infantry, but attackers should always watch for defenders posted in the buildings or on rooftops nearby. This control point is easiest for vehicles to access from the south or west. But in a pinch, vehicles can also traverse the wide staircase to the north—it's easier to drive down the stairs than it is to drive up them. Although the control point produces no vehicles for either team, it's still a location worth holding onto, so make sure at least one squad stays behind to guard it.

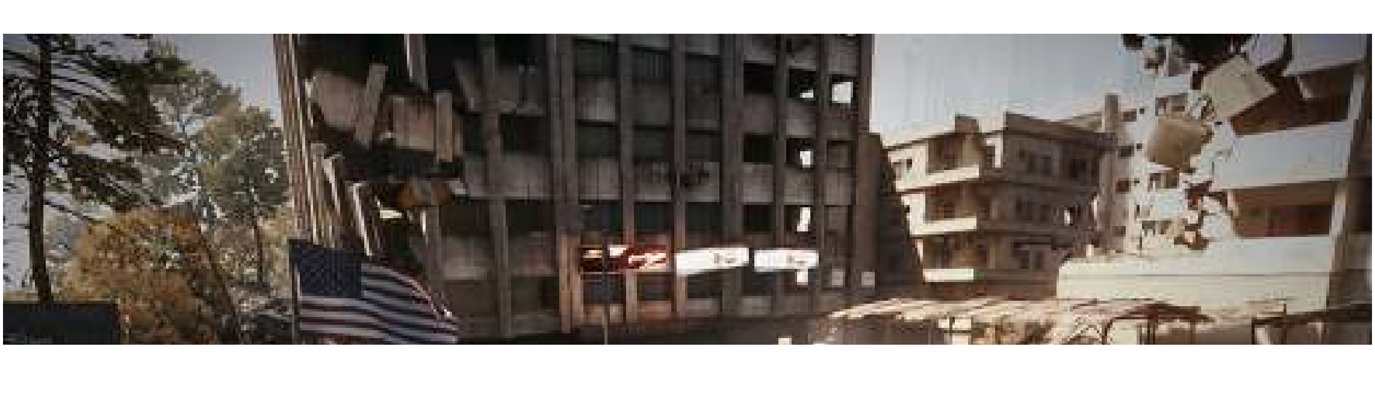
Tip



Use of the rooftops overlooking the City Entrance (A) and Market (B) to cover teammates as they capture the flag. Grenade launchers are very effective when engaging opponents below.

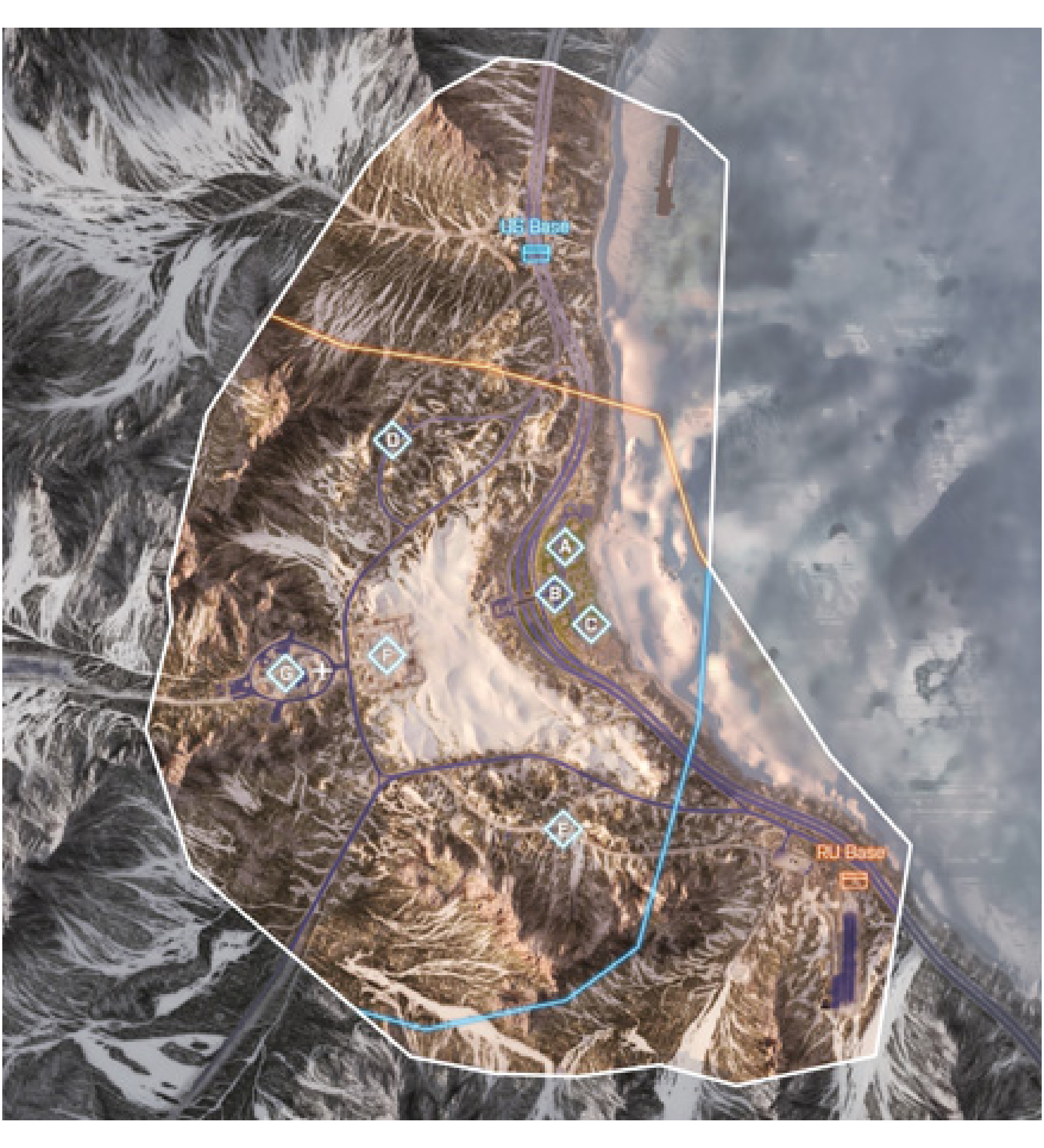
B: Market





Conquest 64

Bandar Desert



To date, this is the largest map in the history of the Battlefield franchise. As a result, transportation is key to reaching your destination and securing control points—don't try to hike across this sprawling landscape. Fortunately, the map is packed with vehicles, with most spawning at each team's base. In fact, the bases supply each team with their only tanks. So be ready to spawn back at your base if you want to jump in a tank and gain an edge over the numerous tank destroyers and light vehicles racing across the desert. With seven flags on the map, each team must try to capture and hold at least four control points to initiate a drain on the opposing team's ticket count. Both teams should make an early push for the army base (G) on the west side of the map. This crucial control point grants the controlling team access to the gunship as well as an extra scout helicopter. While most of the control points are spread out, requiring some form of transportation, the three flags clustered near the coast are easily managed by infantry. While vehicles are available at the village south (A), village center (B), and construction site (C), fighting for these flags is often dominated by infantry—vehicle drivers should watch for mines and other infantry-related threats when cruising through this area. With so many ground vehicles scurrying about, the desert is an absolute kill zone for jet and helicopter pilots eager to boost their score. But both teams should attempt to establish air superiority before lining up strafing runs. Getting distracted by juicy ground targets is a surefire way to get shot down by enemy pilots, not to mention the mobile and stationary anti-aircraft units.

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US Base

Base Assets

Name	Quantity	Respawn Time
Growler ITV	3	20 sec.
M1128	3	20 sec.
M1 Abrams	2	20 sec.
LAV-AD	1	20 sec.
AH-6J Little Bird	1	60 sec.
AH-1Z Viper	1	60 sec.
F/A-18E Super Hornet	2	40 sec.
Centurion C-RAM	1	—

This base produces the vast majority of the US team's vehicles. So if you're having trouble finding transportation, this is the place to spawn. The US base is spread across two distinct zones. All the ground vehicles spawn along the highway on the north side of the map, while the jets and helicopters spawn on the aircraft carrier to the northeast. In between these two zones is a Centurion C-RAM anti-aircraft gun. The many parked vehicles at the US base make it a tempting target for enemy aircraft. Use the Centurion C-RAM and LAV-AD to fend off strafing runs by the RU team's jets and helicopters. Early during the round US troops spawning here should try to capture as many control points as possible. Use the AH-6J Little Bird to transport troops to distant control points, like the army base (G), while the Growler ITVs and M1128 tank destroyers rush to the nearby flags of the mountain village (D), village south (A), and village center (B). While the ground forces take and hold ground, it's up to the jets and helicopters to neutralize the RU team's air assets. The RU team's Mi-28 Havoc poses a particular threat to the US team's ground forces. Use the Super Hornets and LAV-AD to clear the skies, paving a clear path for friendly tanks and tank destroyers.

RU Base

Base Assets

Name	Quantity	Respawn Time
VDV Buggy	3	20 sec.
SPRUT-SD	3	20 sec.
T-90A	2	20 sec.
9K22 Tunguska-M	1	20 sec.
Z-11W	1	60 sec.
Mi-28 Havoc	1	60 sec.
SU-35BM Flanker-E	2	40 sec.
Pantsir S-1	1	—

The RU team deploys on the south side of the map with the exact same type and number of vehicles as their US opponents. As at the US base, the RU team's assets are spread across two different locations. All the RU team's ground vehicles are spawned on the highway along the southern coast. Meanwhile, the RU team's jets and helicopters are spawned at the airfield to the southeast. To protect these vehicles from air strikes, make sure the Pantsir S-1 anti-aircraft gun is manned, particularly during the opening moments of the battle. The 9K22 Tunguska-M can also help deter strafing runs by US aircraft—move this vehicle west of the base so it can provide more comprehensive air coverage above the central control points. Early on the RU team should make a move for the army base (G) in an effort to gain control of the gunship. Use the Z-11W scout helicopter to rush a squad to this location while the VDV Buggies and SPRUT-SD tank destroyers secure the nearby mountain outpost (E), construction site (C), and village center (B). Consider making a move for the artillery base (F) too, in an effort to better secure the army base (G). Waste no time getting the SU-35BMs into the air so they can counter the US jets and helicopters. The Mi-28 Havoc can assist in the air battle as well, but it's far more effective attacking the US tanks and tank destroyers as they race across the open desert.

A: Village South

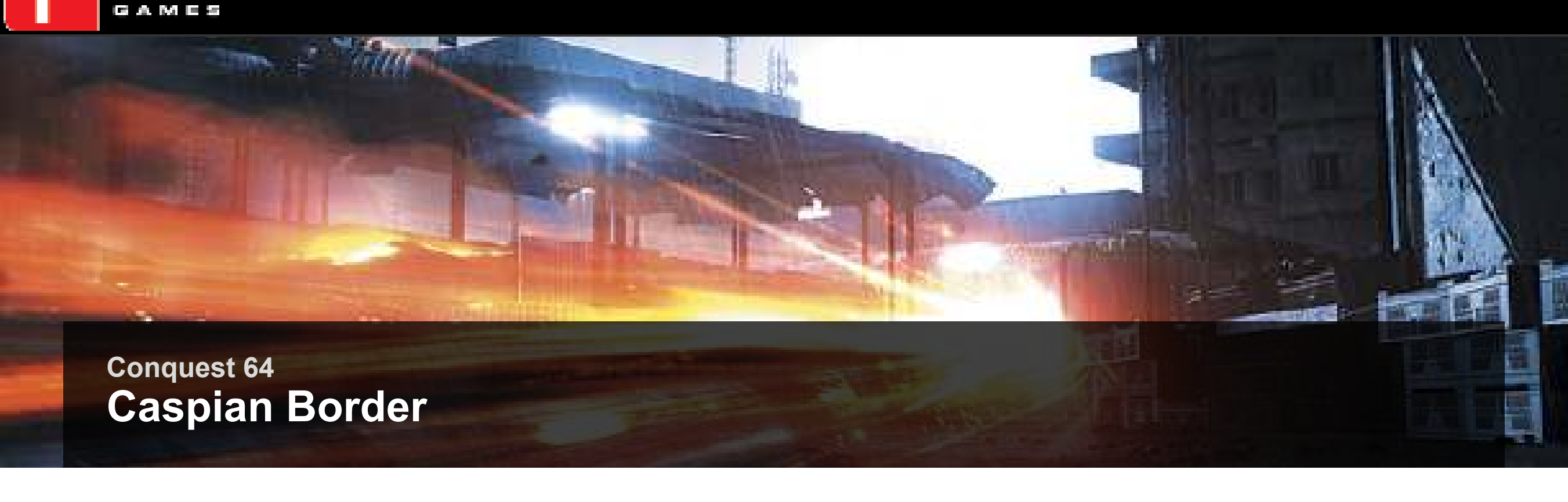
Control Point Assets

US Control	RU Control	Respawn Time
Quad Bike (1)	Quad Bike (1)	5 sec.
Growler ITV (1)	VDV Buggy (1)	20 sec.
M1128 (1)	SPRUT-SD (1)	40 sec.

Don't let the name confuse you. The village south (A) is located on the north side of the map, not far from the US base. This control point spawns a tank destroyer for each team, making it an extremely valuable control point. For the US team, simply having a spawn point within the center of the map is a big benefit, allowing for attacks on the nearby village center (B) or construction site (C). The flagpole is planted on a sidewalk along the main street cutting through the seaside village. Given the lack of cover, this flag is best captured from the safe confines of an armored vehicle. If you're on foot, take cover along the low wall to the west of the flag or hide in vegetation on the median to the east. Given its proximity to the street, this flag is often rushed by vehicles approaching from the north or south. Defenders should consider placing mines on this road or packing the flag's capture radius with C4. The surrounding two-story buildings provide excellent overwatch positions for attackers and defenders alike. But the walls of these concrete buildings won't withstand heavy fire, so be ready to move out if you've been spotted by an enemy tank or tank destroyer.

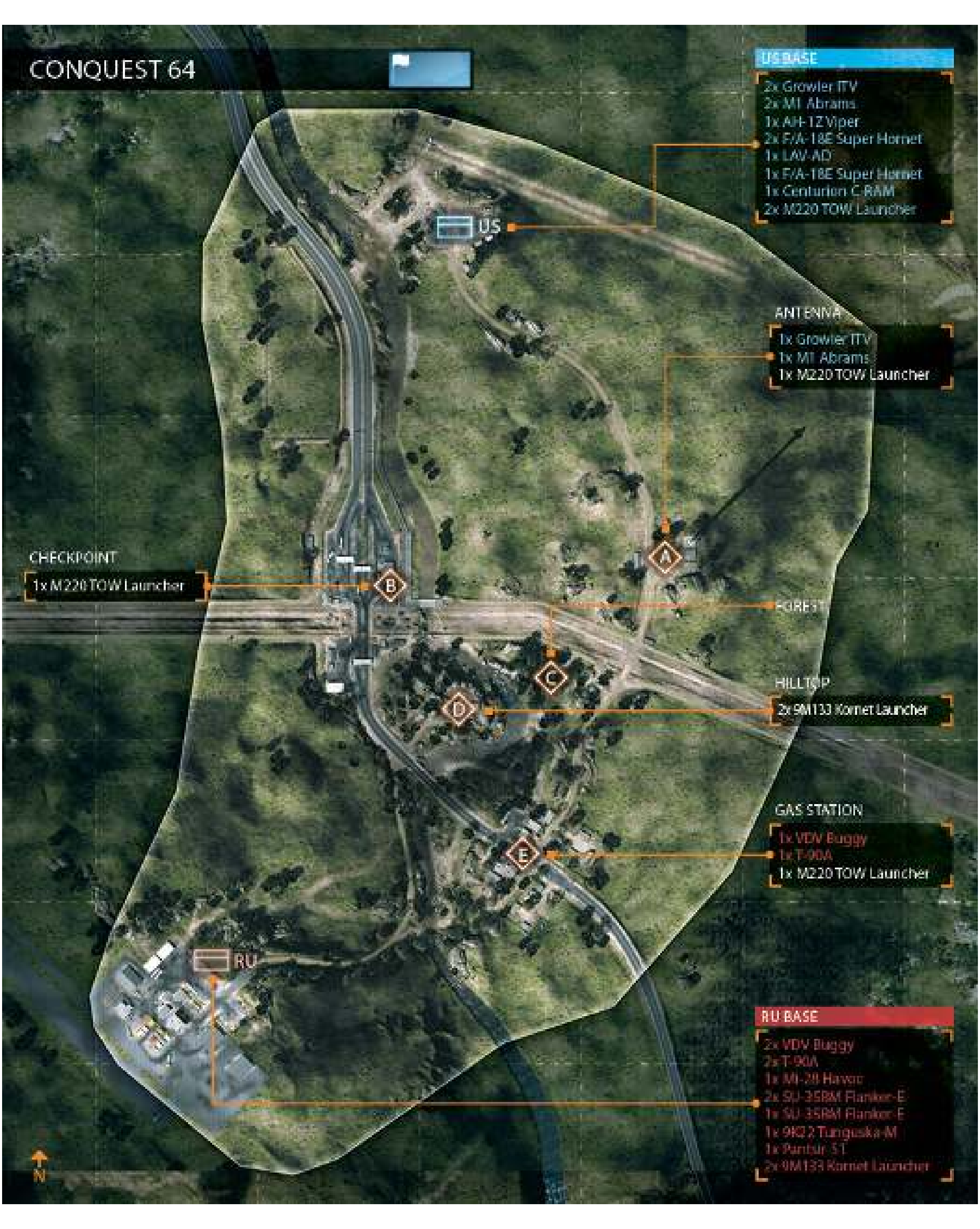
B: Village Center

Control Point Assets



Conquest 64

Caspian Border



This 64-player variant of Caspian Border adds one new control point: the Antenna (A) located on the map's eastern edge.

To compensate for the larger number of players, the map has also been loaded with vehicles, which mostly spawn at the US and RU Bases.

Now with five control points in play, team strategies should adjust accordingly.

Your team must hold at least three of the control points to drain the opposing team's ticket count. For the US team, this means focusing primarily on the Antenna (A), Checkpoint (B), and Hilltop (D).

The RU team should try to capture an hold the Gas Station (E), the Hilltop (D), and the Forest (C). Even with a full complement of 64 players, it's important not to spread your resources too thin.

Decide which three control points you must hold early on, then constantly reinforce each point with vehicles spawned at your team's base.

The logistics of moving vehicles from your base to the front line control points is extremely important and should not be overlooked.

US BASE

Base Assets

Name	Quantity	Respawn Time
Growler ITV	5	5 sec.
M1 Abrams	2	30 sec.
AH-1Z Viper	1	60 sec.
F/A-18E Super Hornet	2	40 sec.
LAV-AD	1	120 sec.
Centurion C-RAM	1	—
M220 TOW Launcher	2	30 sec.

Positioned on the north edge of the map, the US Base is a long hike from even the nearest control points, so make sure you hitch a ride if you choose to spawn here—likewise, make sure you offer rides to teammates before taking off.

By taking the highway to the west, you can quickly race to the Checkpoint (B). To the east of the US Base is a dirt road leading toward the Antenna (A), Forest (C), and Gas Station (E).

The Growler ITVs are well suited for traveling this road, particularly at the start of a round. Capturing the Antenna (A) is critical for the US team, as it provides them with a couple of extra vehicles.

While the US Base is off-limits to RU troops, be ready for aerial harassment. If aerial assaults become a problem, man the Centurion C-RAM air defense system to fend off the attacking jets and choppers.

The LAV-AD is also well suited for countering air strikes at the US Base, but is best deployed at nearby control points.

RU BASE

Base Assets

Name	Quantity	Respawn Time
VDV Buggy	5	5 sec.
T-90A	2	20 sec.
Mi-28 Havoc	1	60 sec.
SU-35BM Flanker-E	2	40 sec.
9K22 Tunguska-M	1	120 sec.
Pantsir-S1	1	—
9M133 Kornet Launcher	2	30 sec.

The RU team has set up camp in the large base to the south. Like all bases in Conquest, this one is off-limits to US troops and ground vehicles. However, be prepared to fend-off frequent strafing runs by US jets and attack helicopters, particularly early in the round.

The Pantsir-S1 air defense system and 9K22 Tunguska-M should be manned early on to deter such aerial attacks. The dirt road to the east is the major artery leading out of the RU Base, leading directly to the Gas Station (E) and Hilltop (D)—use the VDV Buggies to capture these points early during the round.

Also, make a play to capture the Forest (C) and Antenna (A). Although distant, taking control of the Antenna will deny the US team a couple of vehicles, making it a worthwhile venture.

A: ANTENNA

Control Point Assets

US Control	RU Control	Respawn Time
Growler ITV (1)	—	40 sec.
M1 Abrams (1)	—	60 sec.
M220 TOW Launcher	M220 TOW Launcher	30 sec.

This control point (A) is exclusive to Conquest 64 and serves as a forward base for the US team, providing them with a Growler ITV and an M1 Abrams.

While these vehicles may not seem like much, they can make a big difference when attacking the nearby Forest (C), Gas Station (E), or Checkpoint (B). Located along the dirt road on the east side of the map, the Antenna is easily accessible from the US Base, Forest (C), or Gas Station (E).

As a result, defenders should monitor the control of the nearby flags and prepare for attacks originating from these directions. The control point's flag is located only a few meters from the base of the massive Antenna. Infantry can capture or contest the flag from within the nearby concrete structure.

This small building provides adequate protection while it remains standing. Otherwise, seek cover among the rocks or within the hollow Antenna itself. Pilots should note that colliding with the Antenna's various support cables does not damage their aircraft or helicopter—you simply pass right through them.

But colliding with the Antenna is a different story, so be sure to steer clear of the massive red and white structure.

B: CHECKPOINT

Control Point Assets

US Control	RU Control	Respawn Time
M220 TOW Launcher	M220 TOW Launcher	30 sec.

This control point (B) sits on the major highway on the west side of the map. Although it is centrally positioned, the US team has a slight edge when it comes to capturing this point early in a round.

Utilizing the smooth, paved highway, the US team can capture this area early on using their fast-moving Growler ITVs. In this game mode, the Checkpoint produces no vehicles for either team.

So it's important that defenders move vehicles to this position from their base or nearby control points. The flag here is situated within the Checkpoint facility, along the east side of the highway.

Given the open nature of the area, this spot is best captured by tanks. However, infantry can capture and contest the flag from within the concrete structure to the north of the flagpole.

But this structure can be completely demolished, denying infantry suitable cover and concealment. Still, there are plenty of hiding spots outside, though none of them offer the protection of the concrete building.

C: FOREST

The Forest (C) control point provides no vehicles to either team. But don't let that deter your team from capturing and defending this critical central location. Holding this area gives your team a spawn point in the middle of the map, which is ideal for launching raids on the Antenna (A), Checkpoint (B), Hilltop (D), or Gas Station (E).

Given the uneven terrain and lack of road access, this control point is best attacked and defended by infantry. Tanks are particularly vulnerable to ambush here, so try to move in on foot when possible.

The trees (while still standing) offer decent concealment from air attacks and the massive boulders offer great cover. When defending, attacks can come from any direction, originating from the surrounding control points.

So constantly monitor the status of the surrounding control points and watch for attackers approaching from the enemy-held points, particularly from the nearby Hilltop (D) or Antenna (A).

There is very little cover near the flag, so watch the control point from a distance, using the surrounding foliage to conceal your position. Defenders here can easily pick off attackers loitering near the flag.

D: HILLTOP

Control Point Assets

US Control	RU Control	Respawn Time
9M133 Kornet Launcher (2)	9M133 Kornet Launcher (2)	30 sec.

Regardless of which team you're on, taking the high ground of the Hilltop (D) should always be a priority. The RU team has the best chance of reaching this location early due to its relative close proximity to their base.

However, US troops can make a claim here, too, by bailing out of jets or helicopters in the early moments of a match. While the control point offers very little in the way of assets, it has a great view of the surrounding terrain, making it a popular sniping perch for recon soldiers.

If it's well defended, the Hilltop is also a tough nut to crack. The rocky cliff side to the east is completely impassable, which forces attacking units to approach the flag from the two dirt roads to the east.

Both of these roads can be mined or booby-trapped with C4 to deter attacks by enemy vehicles. The flag itself sits atop the hill and can be captured or contested within the garage-like structure to the east.

However, this concrete building will not last long under a sustained attack by tanks, jets, and helicopters. So be prepared to create your own concealment by deploying smoke. Due to its central location, defending this control point is a full-time job.

So make sure at least one squad stays here and actively defends at all times.

E: GAS STATION

Control Point Assets

US Control	RU Control	Respawn Time
—	VDV Buggy (1)	40 sec.
—	T-90A (1)	60 sec.
M220 TOW Launcher	M220 TOW Launcher	30 sec.

The Gas Station (E) serves as the RU team's forward base, providing them with a VDV Buggy and T-90A closer to the map's central control points. Given its close proximity to the RU Base, the RU team has the best chance of maintaining control of this location throughout the match.

Still, the US team should attempt to capture the Gas Station to deny the RU team these vehicles. The flag is located near the roadway, not far from the flaming wreck of a truck.

The fiery wreck emits a black cloud of smoke that helps conceal ground units from air attack. The gas pumps here are explosive, so keep your distance during firefights. If you're defending here, consider destroying all the pumps to make your job a little safer—or wait until attackers get near the pumps, then detonate them.

Refuge can be sought in the Gas Station building, where you can either capture or contest the flag.

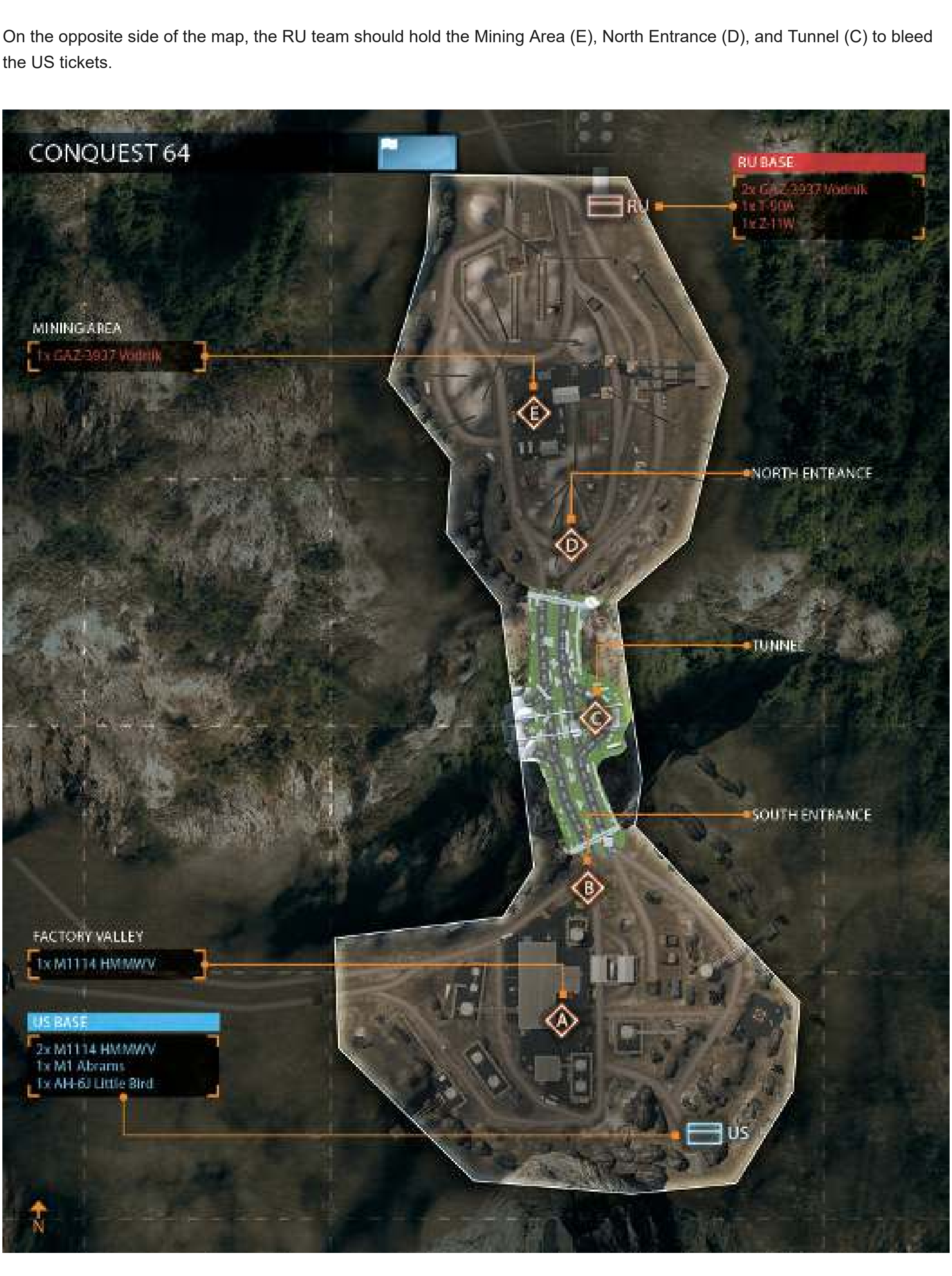
Conquest 64

Damavand Park

Unlike most Conquest maps, this one is completely linear, with all five control points neatly aligned from north to south. Although a linear plan of attack is not mandatory, it makes the battle much easier if your team can control at least three adjoining control points.

The US team should focus on capturing and controlling the Factory Valley (A), South Entrance (B), and Tunnel (C) in an attempt to drain the RU team's ticket count.

On the opposite side of the map, the RU team should hold the Mining Area (E), North Entrance (D), and Tunnel (C) to bleed the US tickets.

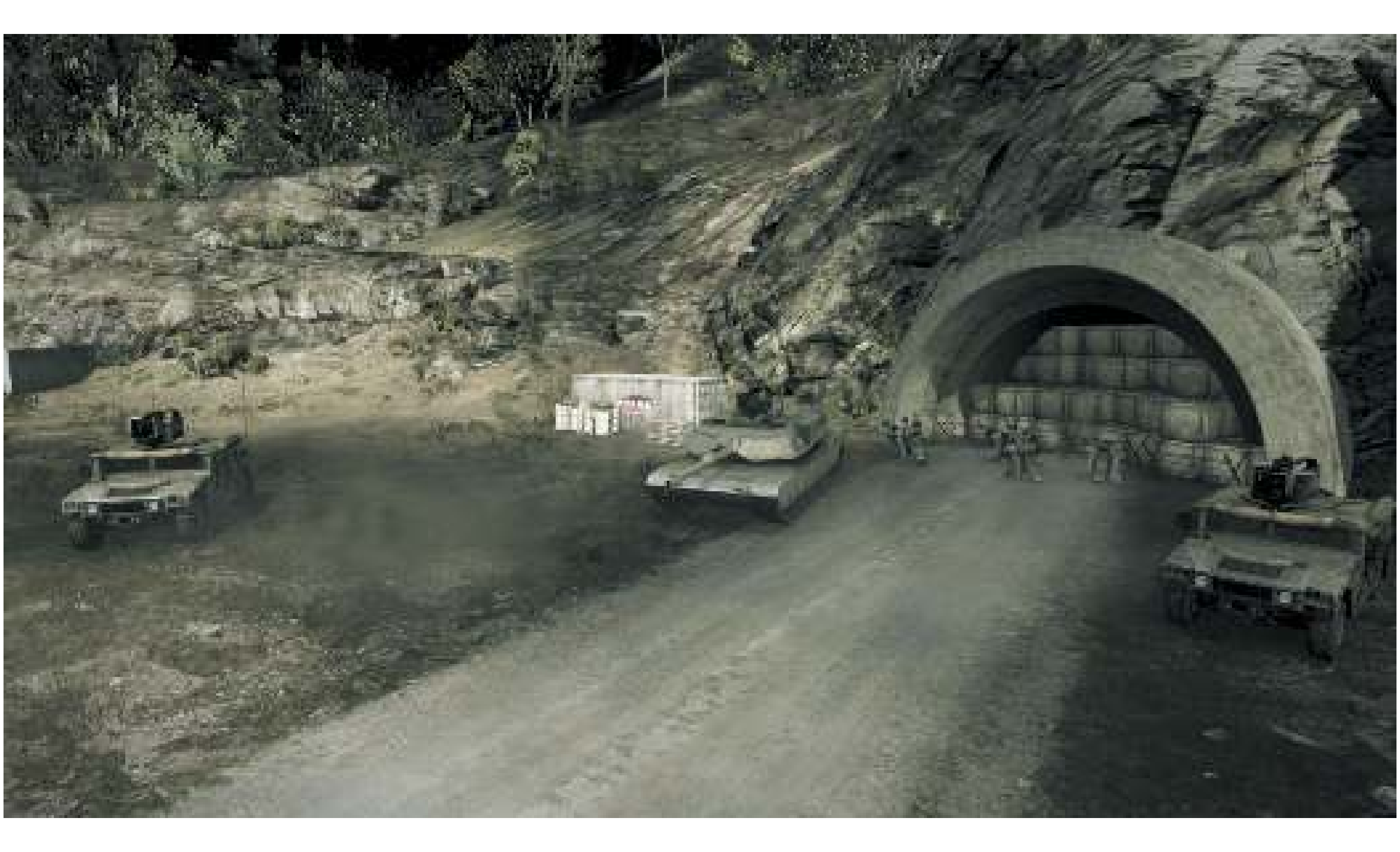


While these plans of attack are the easiest, they aren't the only way to capture and hold three control points.

If your team gets bogged down in the Tunnel, bypass this choke point using your team's helicopter and open up new fronts by capturing the control points close to your opponent's base.

Even if you can capture one of these control points temporarily, it may be enough to divert enemy resources away from the Tunnel, giving teammates a chance to capture that central critical point.

US BASE



Base Assets

Name	Quantity	Respawn Time
M1114 HMMWV	2	20 sec.
M1 Abrams	1	60 sec.
AH-6J Little Bird	1	90 sec.

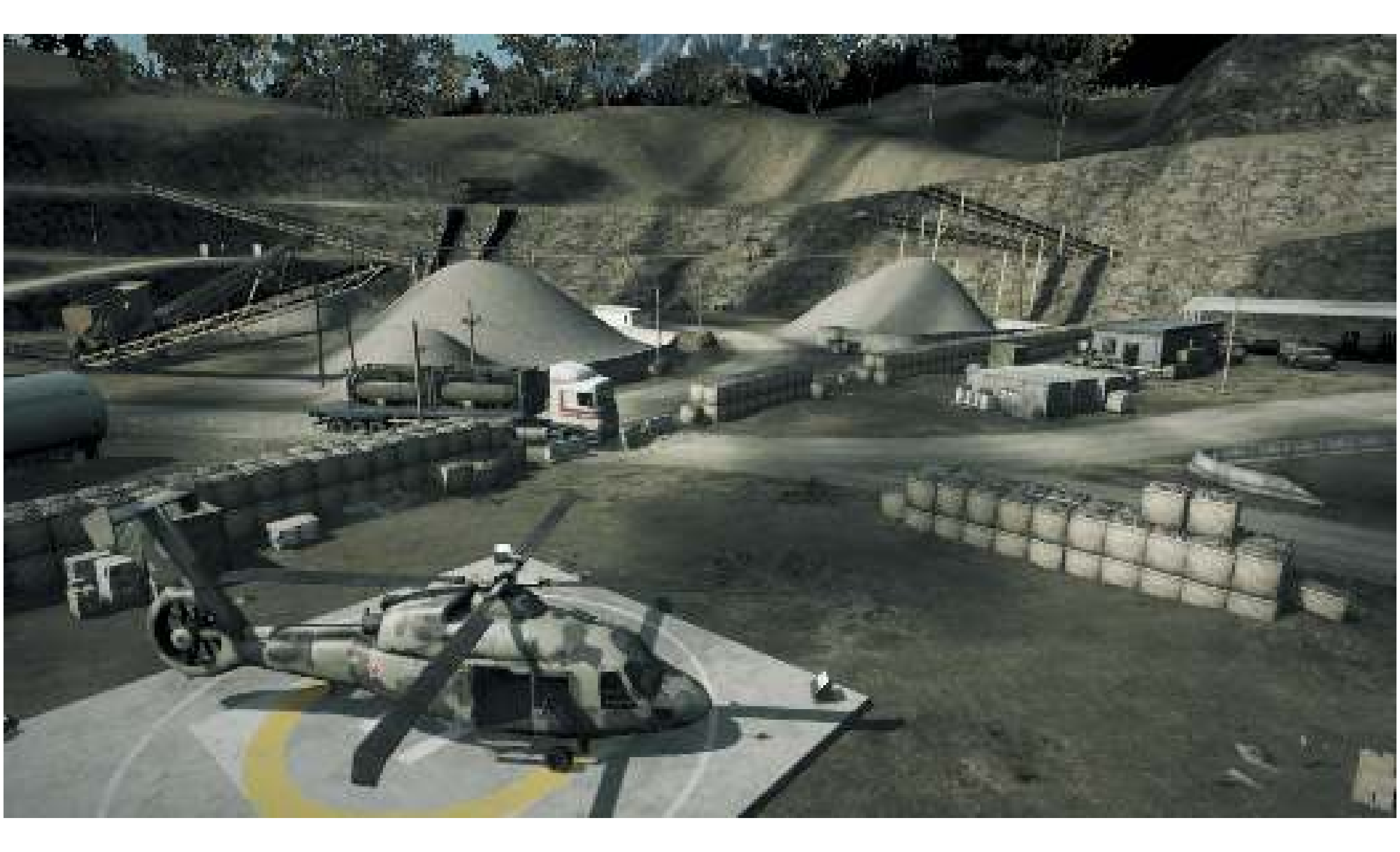
The US Base is nestled against the cliff side, just below Damavand Peak on the map's southern edge. There aren't many vehicles spawned here, so most of the US team must advance to the nearby control points on foot.

Players that manage to get in a HMMWV at the start of a match should pass on capturing the Factory Valley (A) and South Entrance (B) control points and make a move for the Tunnel (C) before the RU team can do the same.

US infantry and the M1 Abrams can handle taking the nearby points, but the speed of the HMMWV is essential for capturing the Tunnel (C) early on. The AH-6J Little Bird is spawned on the helipad to the east and is great for harassing RU ground units to the north.

You can also use this scout helicopter to covertly drop troops at the distance North Entrance (D) and Mining Area (E) control points.

RU BASE



Base Assets

Name	Quantity	Respawn Time
GAZ-3937 Vodnik	2	20 sec.
T-90A	1	60 sec.
Z-11W	1	90 sec.

Like the US team, the RU team only has a few vehicles that spawn at their base, which require careful deployment during the early moments of a match.

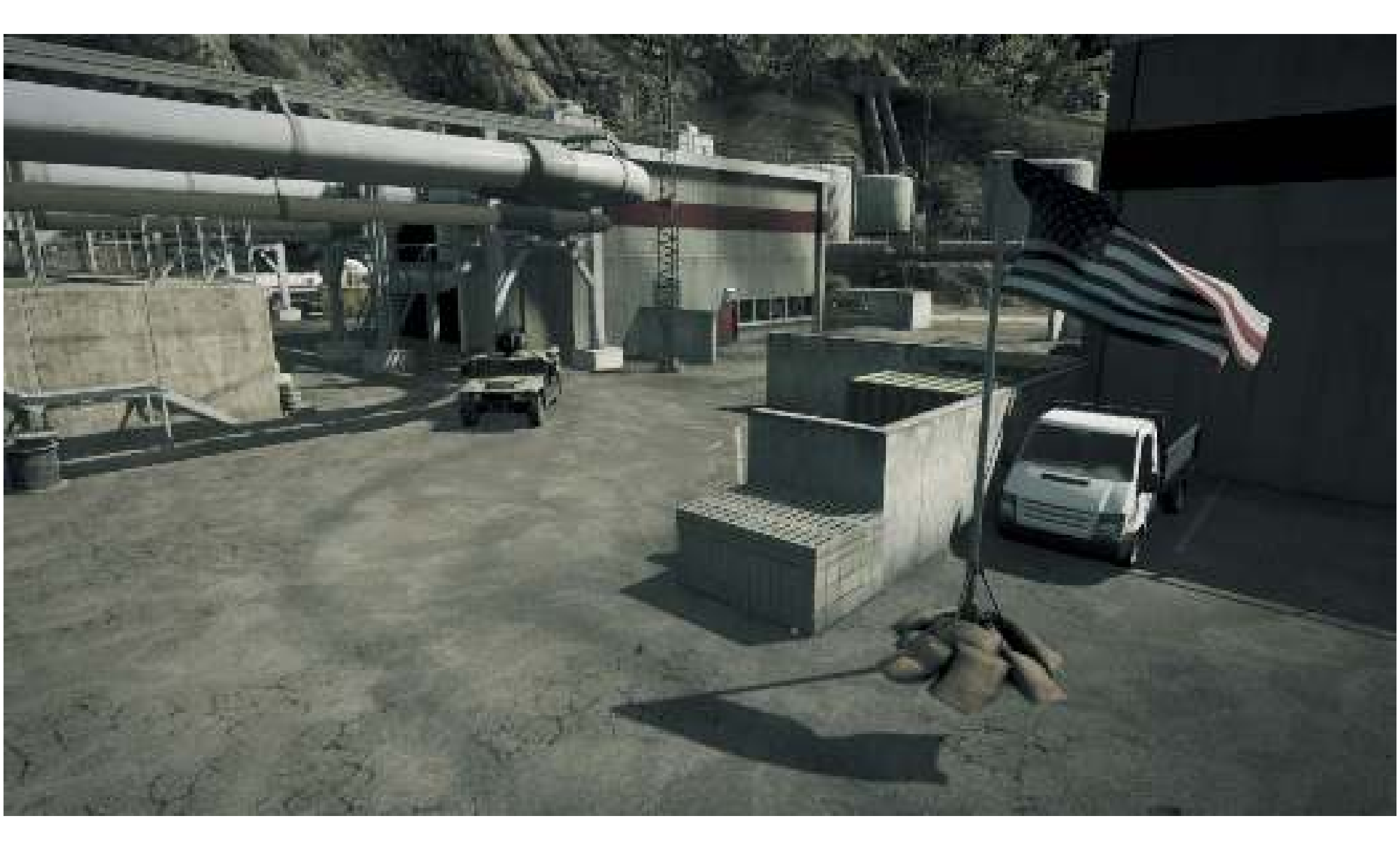
Vodnik drivers should wait until every seat is filled, then head directly for the Tunnel (C) control point. Capturing this central control point early on and reinforcing it is extremely important.

The nearby Mining Area (E) and North Entrance (D) control points can be captured by infantry and the T-90A. The Z-11W scout helicopter spawns on the helipad to the west of the RU Base.

While the helicopter is useless for attacking or defending the Tunnel (C) it comes in handy for launching raids on distant control points like the South Entrance (B) and Factory Valley (A).

However, the RU team is strongest when consolidating their forces at the three control points closest to their base.

A: FACTORY VALLEY



Control Point Assets

US Control	RU Control	Respawn Time
M1114 HMMWV (1)	—	20 sec.

The Factory Valley (A) control point is centered around a massive industrial complex surrounded by chain-link fences and several large warehouses.

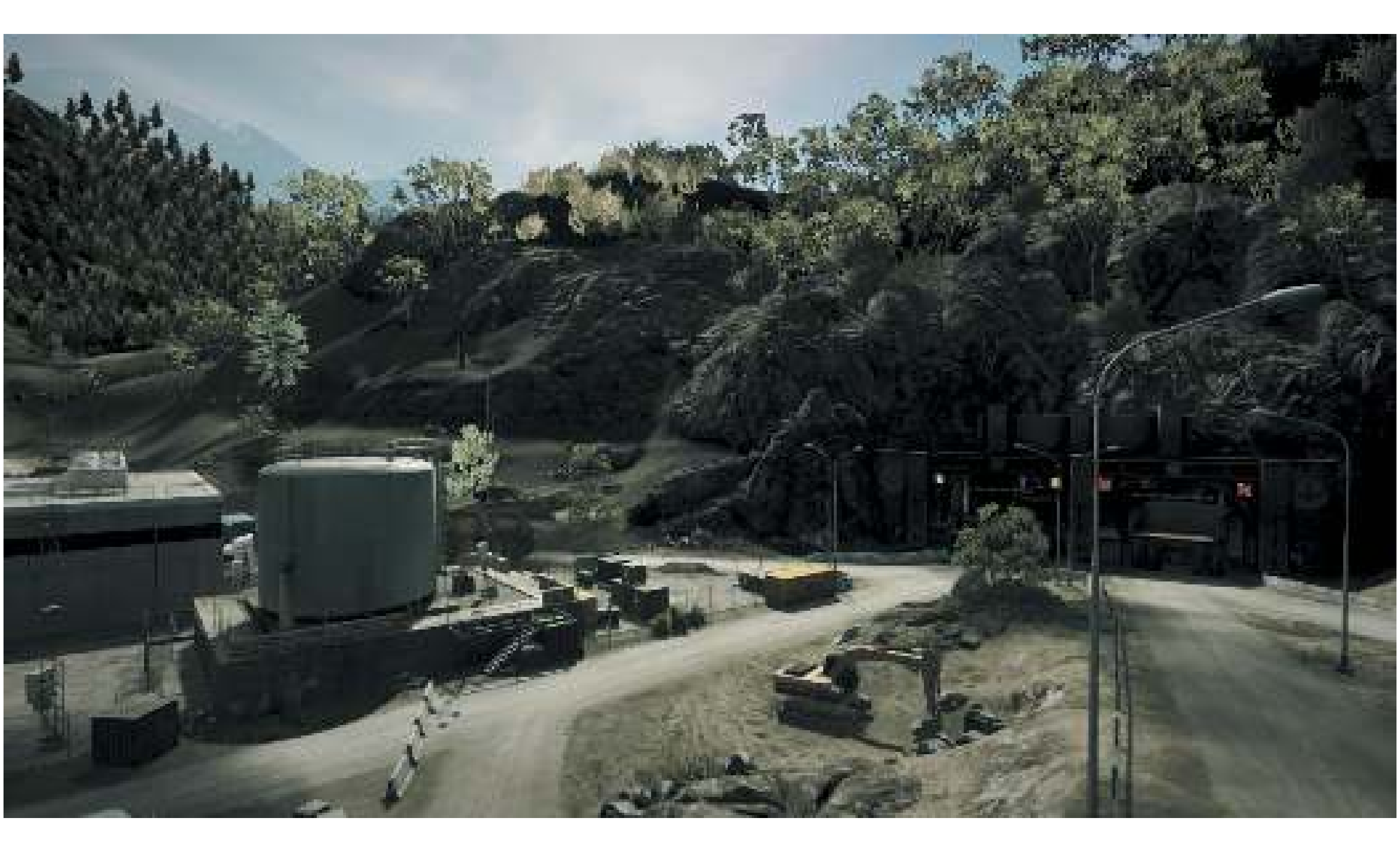
The flag is located in an open area in the complex, near a forklift and some shipping containers. Despite the area's open nature, there are still plenty of places to hide while capturing or contesting the flag.

However, given the control point's close proximity to the US Base, the Factory Valley is likely to stay in US control for the duration of the match.

Outside of their base, this is the only control point that supplies the US team with an extra vehicle, which makes it a location worth defending.

The HMMWV deployed here can play a vital role in defending the nearby South Entrance (B) control point from RU attacks originating from the Tunnel (C).

B: SOUTH ENTRANCE



The South Entrance (B) is definitely within the US team's sphere of influence given its proximity to the Factory Valley (A). The US team should use this control point as a first line of defense in the event the RU team takes the Tunnel (C) control point.

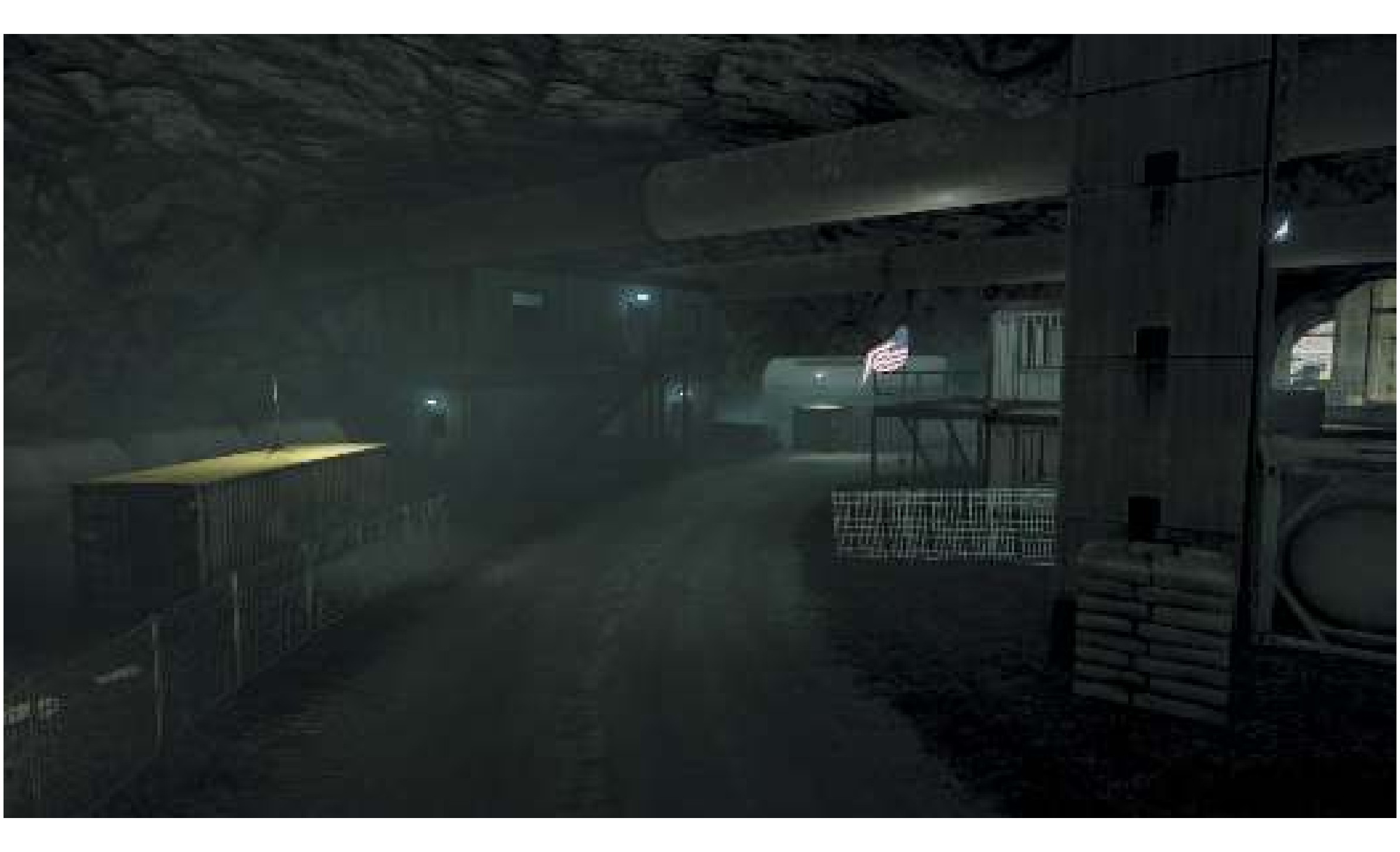
From this location, it's easy to pick off enemy troops and vehicles emerging from the dark Tunnel cutting through the large mountain to the north. Use the turret on an HMMWV to suppress and cut down an RU troops that come rushing out of the Tunnel.

The flag here is located near a fork in the road by the Tunnel's entrance, making it easy for both infantry and vehicles to capture. The chain-link fence surrounding the flag can be easily cut with a knife.

So if you find yourself standing on the road, slice your way through the fence and seek cover near one of the shipping containers south of the flagpole while capturing or contesting this point.

When playing as the US, make sure at least one squad defends this point at all times to prevent the RU team from gaining a foothold on the south side of the map.

C: TUNNEL



The Tunnel (C) control point supplies no vehicles to either team, but it remains the most crucial point on the map. With five control points on this map, whichever team controls the Tunnel has a good chance of bleeding the opposing team's ticket count and all but guarantee a victory.

The flag is located along a side road on the east side of the Tunnel and can be captured or contested from within the nearby buildings.

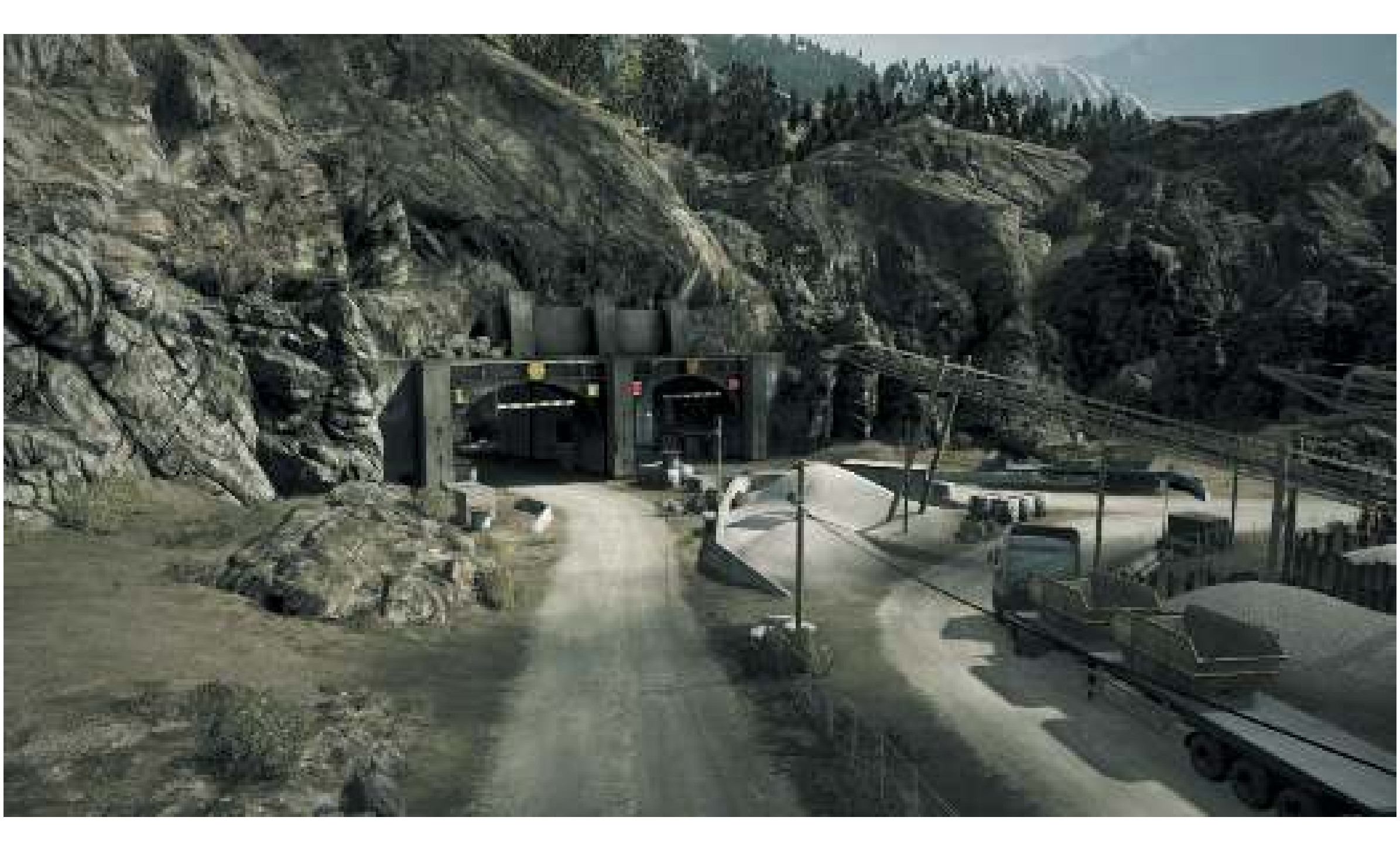
While the main Tunnel entrances to the south and north are the only approaches for vehicles, infantry can utilize the narrow side passages on the eastern edge of the Tunnel to access this area directly.

This is the preferred method of advancing on this area while on foot, allowing infantry to detour heated vehicle battles on the main road. However, these narrow passages can be deadly if properly defended by opposing forces.

The Tunnel is very dark, so make use of Tactical Lights and Laser Sights to blind your opponents. The IRNV (IR 1x) scope and Flash Suppressor are also useful here if you wish to avoid detection.

This is particularly useful for defenders—find a nice corner with a good view of the flag, and pick off any attackers that move into view. If necessary, don't forget to move vehicles from your base to this point to better defend it against enemy attack.

D: NORTH ENTRANCE



The North Entrance (D) serves as a forward base for the RU team, providing a spawn point near the Tunnel. Because the North Entrance is located on the north side of the map, the RU team should have little problem maintaining control of this location throughout the duration of the match.

But if the US team holds the Tunnel (C), RU troops should be prepared to fend off attackers here. Like at the South Entrance (B), the flag here is located right next to the road outside the Tunnel and can be captured by either vehicles or infantry.

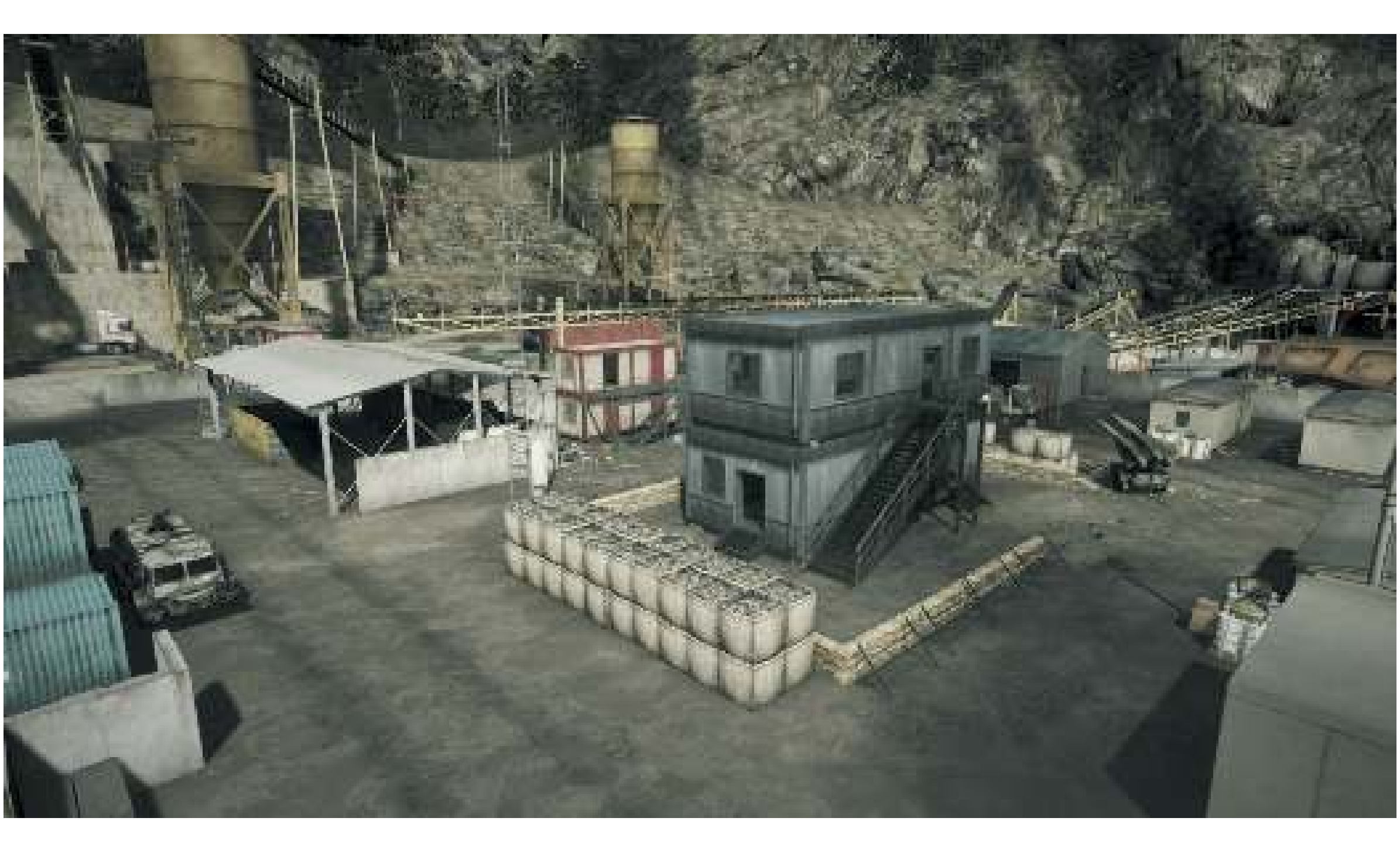
The lack of cover along the road makes it safer for infantry to slice through the nearby fence and seek cover among the rusty metal retaining walls to the north.

However, there are plenty of hiding spots for attackers and defenders alike, so it may require a thorough patrol of the area before you can eliminate opposing forces within the flag's capture radius.

The RU team should always post a squad of defenders here in an effort to prevent US troops from advancing through the Tunnel and gaining a foothold on the north side of the map.

If the North Entrance falls to the US, they'll have an easier time taking the nearby Mining Area (E), thereby securing a near rout of the RU team.

E: MINING AREA



Control Point Assets

US Control	RU Control	Respawn Time
—	GAZ-3937 Vodnik (1)	20 sec.

Located a short hike south of the RU Base, the Mining Area (E) is likely to stay under the RU team's control for most of the match.

This control point supplies the RU team with an extra Vodnik, which is ideal for launching fast attacks on the Tunnel (C) or defending the nearby North Entrance (D).

The flag here is located within the small office-like structure. However, the flag can be converted or contested from outside the building as well.

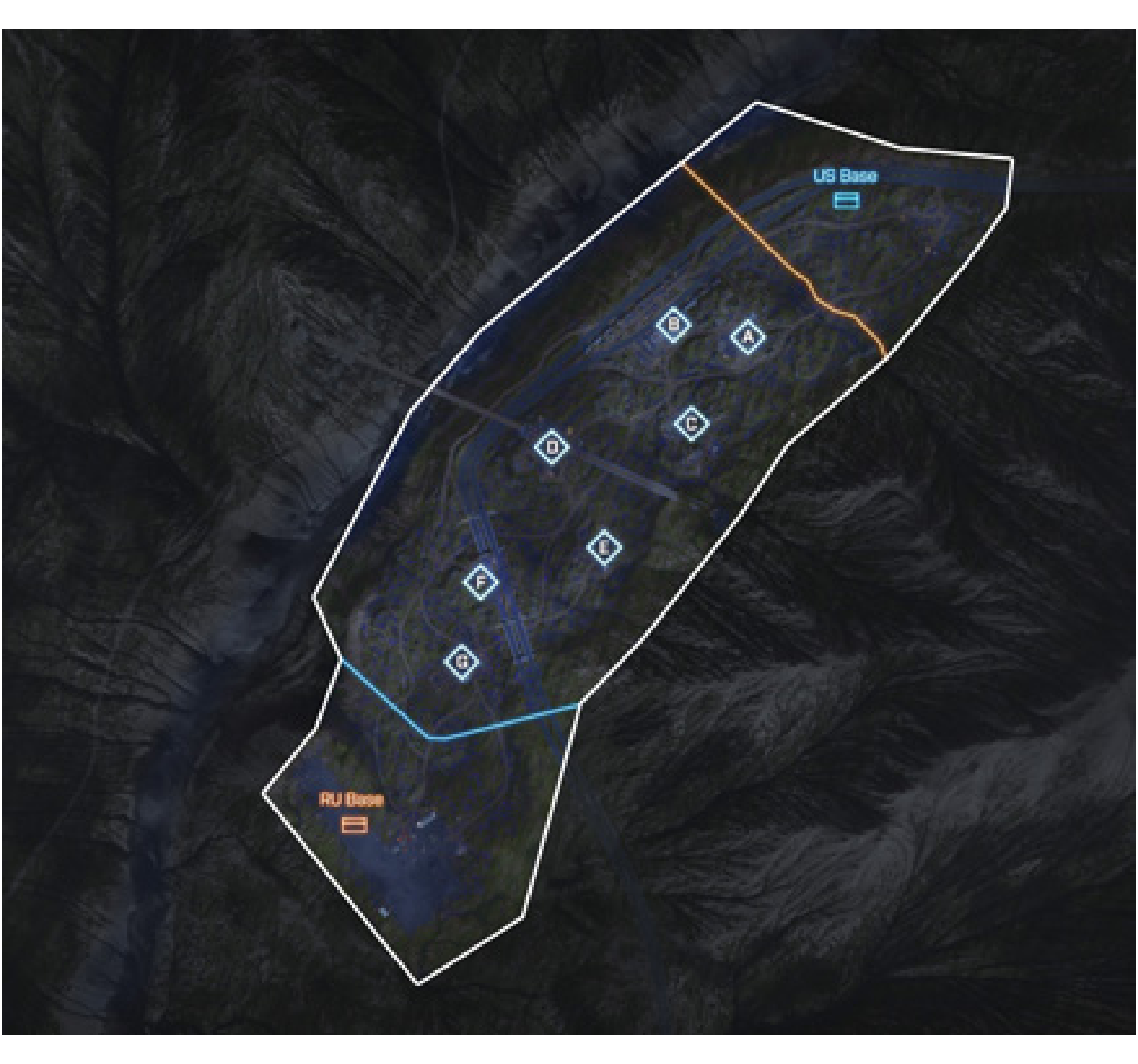
However, the surrounding objects make it difficult (and potentially dangerous) to maneuver large vehicles like tanks in this area. So this area is best attacked and defended by infantry.

There are plenty of hiding spots surrounding the control point, making it relatively easy to defend. However, once secured, the RU team is best served by focusing most defensive efforts around the North Entrance (D) and Tunnel (C).

Still, don't neglect this control point entirely as it may still be captured by US aerial attacks staged with their scout helicopter.

Conquest 64

Death Valley



To secure a victory in this elongated valley, both teams need to take a disciplined approach when it comes to defending and allocating resources. There are seven flags up for grabs, grouped in three separate zones. On the north side of the valley the logging camp (A), construction site (B), and power station (C) form a tight cluster of control points well within the US team's sphere of influence given their proximity to the US base. In the southern half of the valley, the RU team often exerts control over the anti-air site (E), highway control (F), and communication station (G) control points. That leaves the train yard (D) in a sort of no-man's land in the center of the map. In close matches, the train yard (D) ends up being the fulcrum on which the balance of power tilts as both teams seek a four-flag majority. Adding more incentive, whichever team controls the train yard (D) also gains access to a gunship, giving the controlling team even more firepower and airborne deployment options. So instead of spreading forces thin throughout the map, each team should try to control their respective side of the valley (north or south) as well as the train yard (D) in the center. With four flags in your team's possession, the enemy ticket count will begin to drain. Hold tight at four control points until your team has at least a 100 ticket advantage before attempting to capture any more flags.

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US Base

Base Assets

Name	Quantity	Respawn Time
Growler ITV	2	20 sec.
M1128	3	40 sec.
M1 Abrams	2	60 sec.
AH-6J Little Bird	1	60 sec.
AH-1Z Viper	1	60 sec.
F/A-18E Super Hornet	2	40 sec.

The US team deploys from their base on the north edge of the valley. The distance between the US base and the nearest control points is significant, so don't try to hike in on foot. Instead, drive or hitch a ride on one of the many vehicles provided at this base. Securing control points at the start of the match is crucial. The fastest ground vehicles provided are the Growler ITVs and the M1128 tank destroyers. These vehicles are well suited for capturing the nearby logging camp (A), construction site (B), and power station (C). Meanwhile, use the AH-6J Little Bird to transport a squad to the train yard (D) near the center of the map. The primary role of the F/A-18E Super Hornets is to provide air superiority, protecting friendly ground units from attacks by the RU team's jets and helicopters. The US jets must also protect assets spawning at the base. The US helicopters can also assist in shooting down enemy aircraft but are better suited for close air support, knocking out enemy tanks and tank destroyers.

RU Base

Base Assets

Name	Quantity	Respawn Time
VDV Buggy	2	20 sec.
SPRUT-SD	3	40 sec.
T-90A	2	60 sec.
Z-11W	1	60 sec.
Mi-28 Havoc	1	60 sec.
SU-35BM Flanker-E	2	40 sec.

The RU team starts the battle from their base on the south side of the valley. When spawning here always look for a vehicle before moving out. Likewise, when driving or piloting a vehicle, wait a few extra seconds before taking off so your teammates have a chance to climb aboard. Transporting troops to the map's center is a crucial part of securing the central control points. Early on, use the VDV Buggies and the SPRUT-SD tank destroyers to capture the communication station (G), highway control (F), and anti-air site (E). The Z-11W is ideal for moving troops to the more distant control points, like the train yard (D). The US team's aircraft pose a constant threat to ground units both at the RU team's base and at control points. So get the SU-35BMs in the air as fast as possible in an effort to counter attacks by the US jets and helicopters. The Z-11W and Mi-28 can be fitted with anti-air missiles as well, helping achieve air superiority. But these helicopters are also effective air-to-ground weapons platforms. Talented RU helicopter pilots can dish out some heavy damage to the wide variety of US vehicles scattered across the map—guided missiles are very effective.

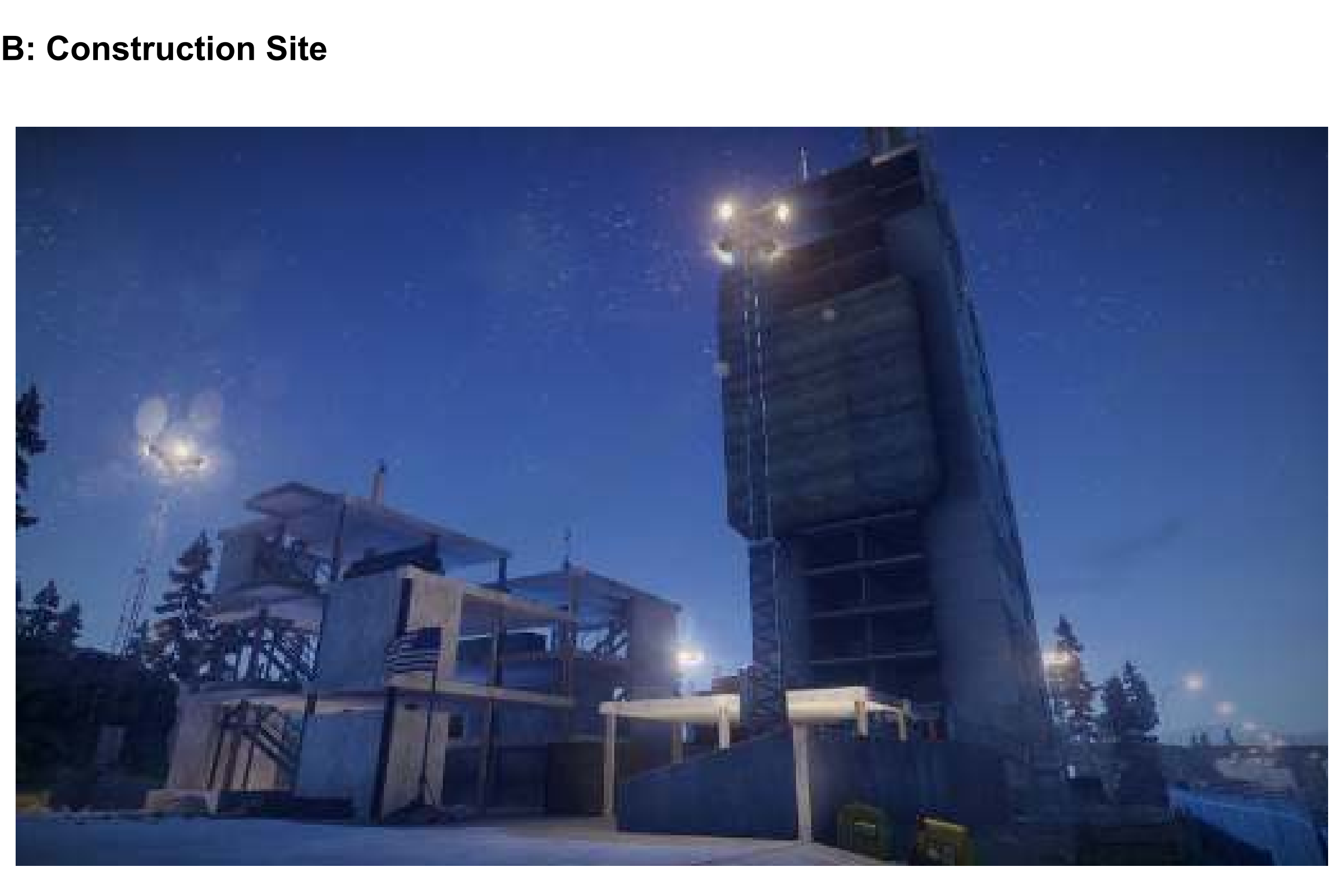
A: Logging Camp

Control Point Assets

US Control	RU Control	Respawn Time
Quad Bike (1)	Quad Bike (1)	5 sec.
M1128 (1)	SPRUT-SD (1)	60 sec.
M142 (1)	BM-23 (1)	50 sec.

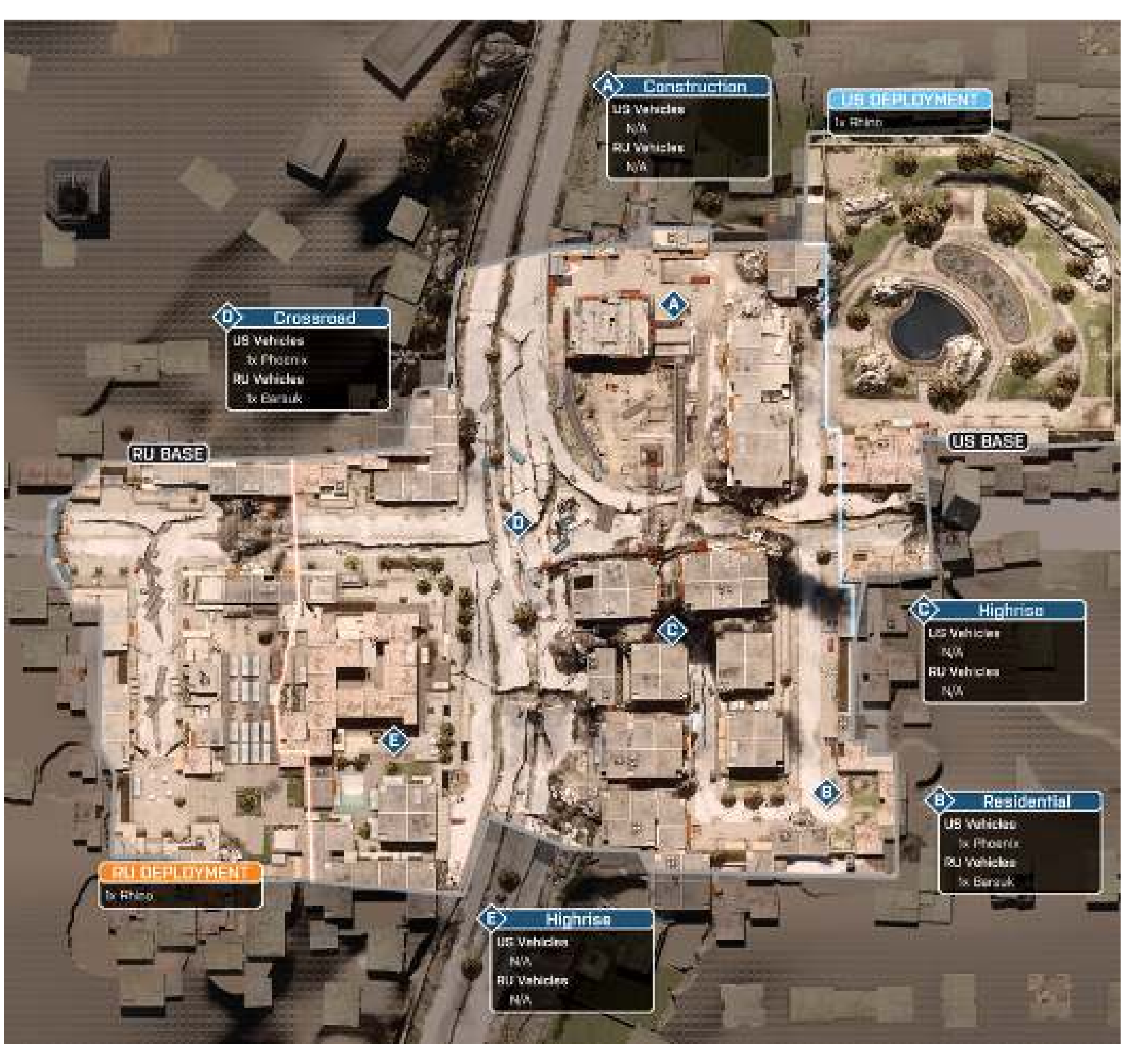
The logging camp (A) is the northernmost control point, putting it well within the US team's sphere of influence. Because of its proximity to the US base, the logging camp (A) is likely to remain under US control for most of the match. But the vehicles spawned here also benefit the RU team. The control point produces a quad bike, tank destroyer, and mobile artillery unit for each team. Both the M142 and BM-23 artillery units are valuable additions well-suited for bombarding enemy-held control points during attacks. In the event of an RU capture of the logging camp (A), the BM-23's rockets can also be turned north to engage US ground units approaching from the US base. The only other artillery units produced on the map are spawned at the communication station (G) to the south. So holding this control point is important to both teams if they want to exert control over the nearby construction site (B) and power station (C). The flag here is located in the middle of the facility and can be easily accessed via the adjacent dirt roads—defenders should consider mining the area around the flag. If you're not in an armored vehicle and attempting to convert or contest this flag, look for cover among the stacks of logs within the flag's capture radius. This is a large facility with many hiding spots for defenders, so keep your head on a swivel.

B: Construction Site



Conquest 64

Epicenter



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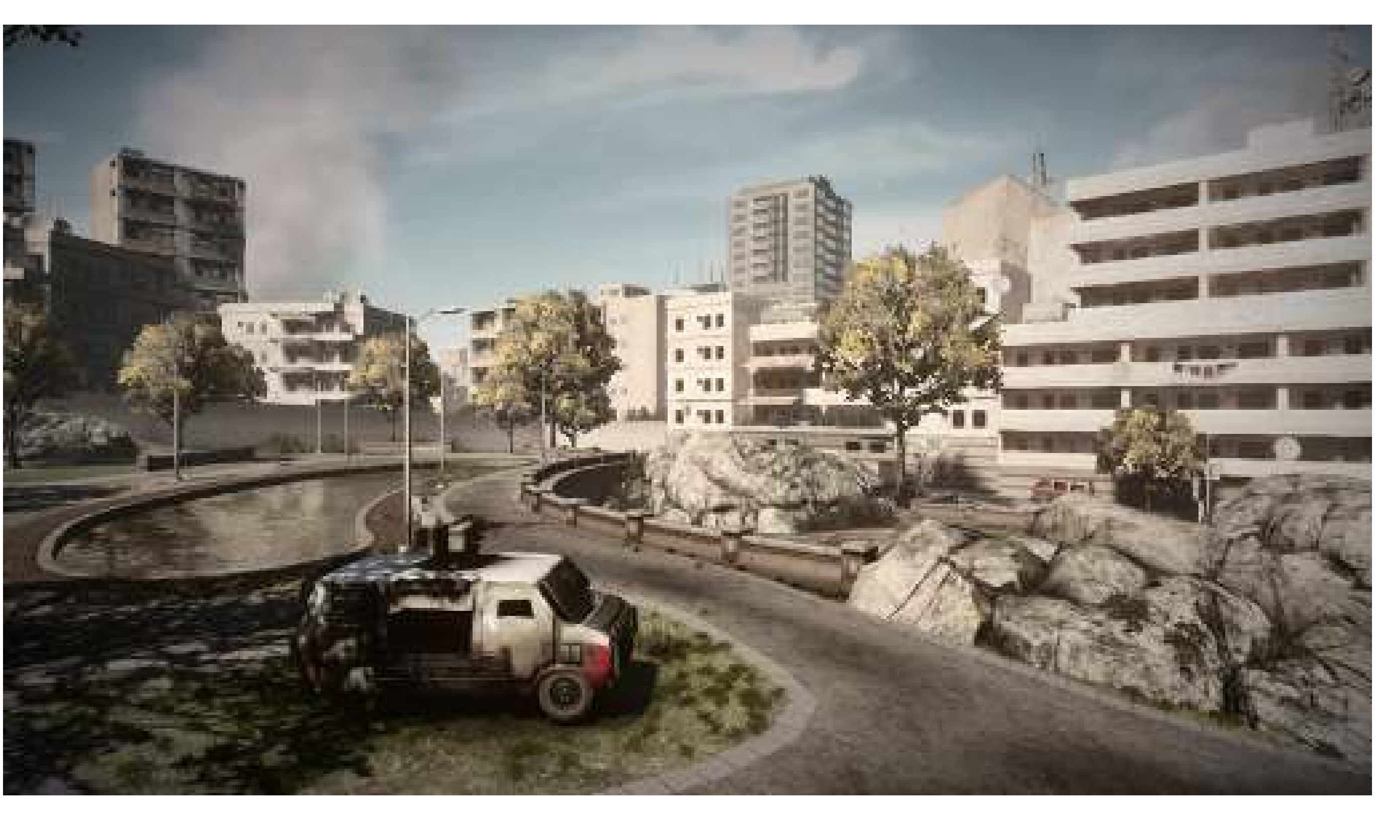
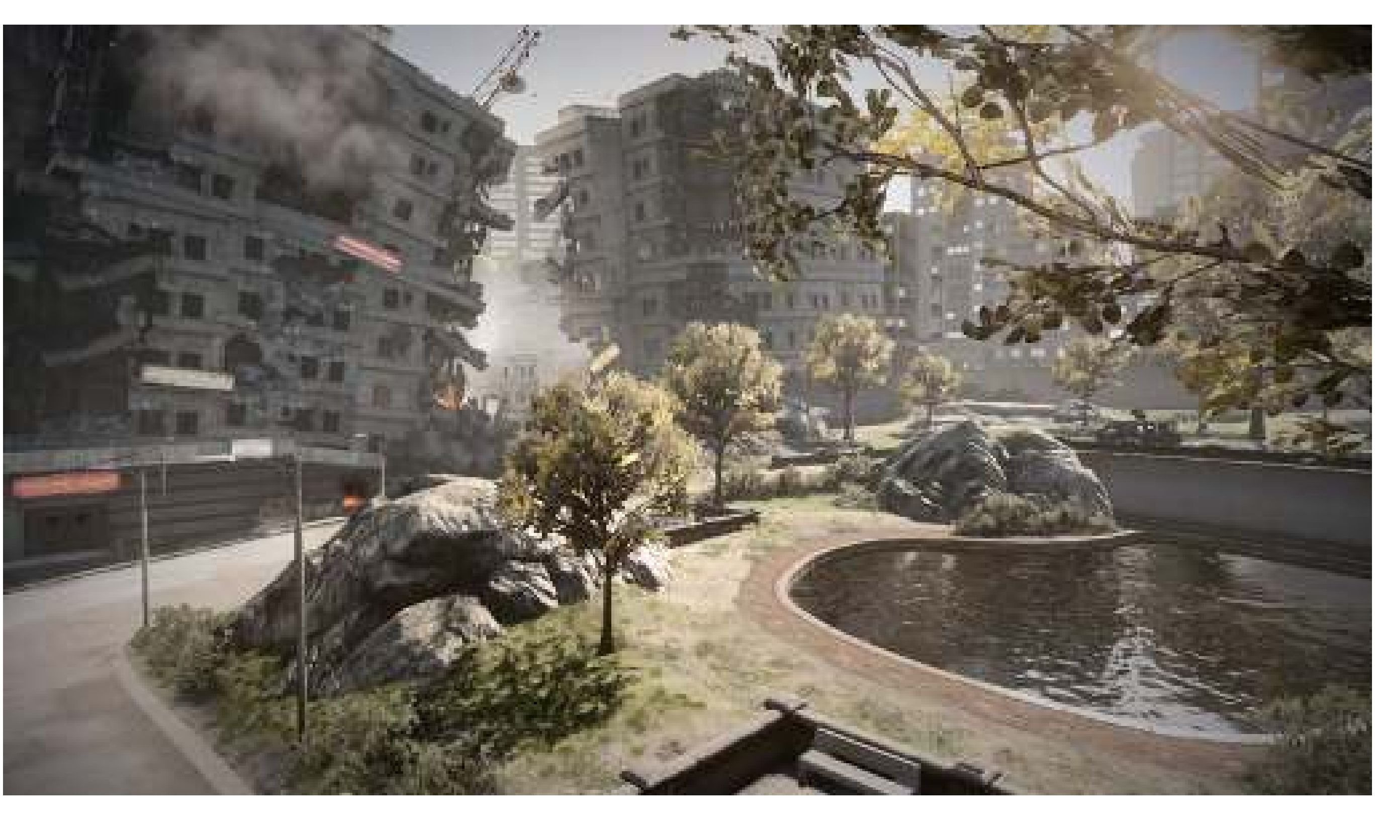
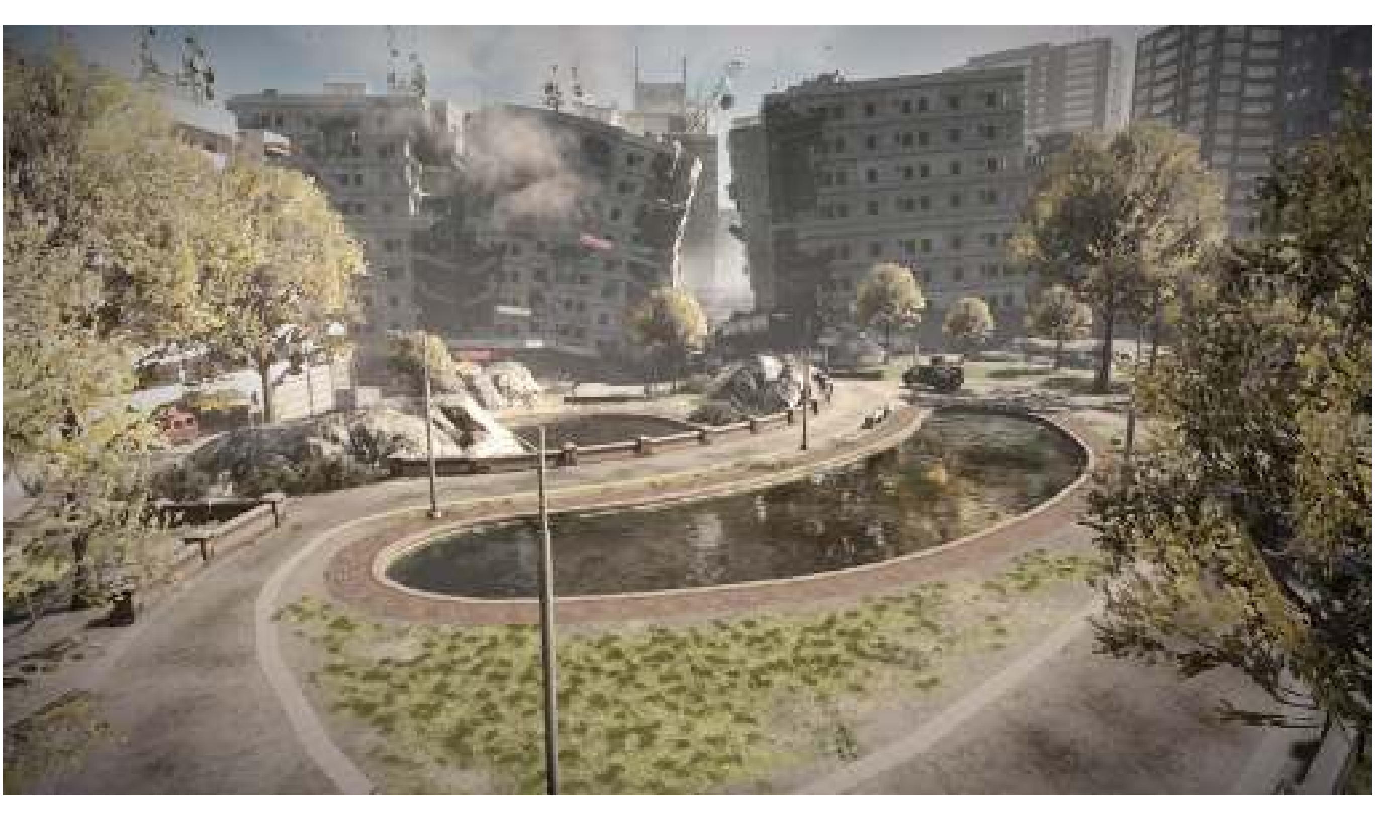
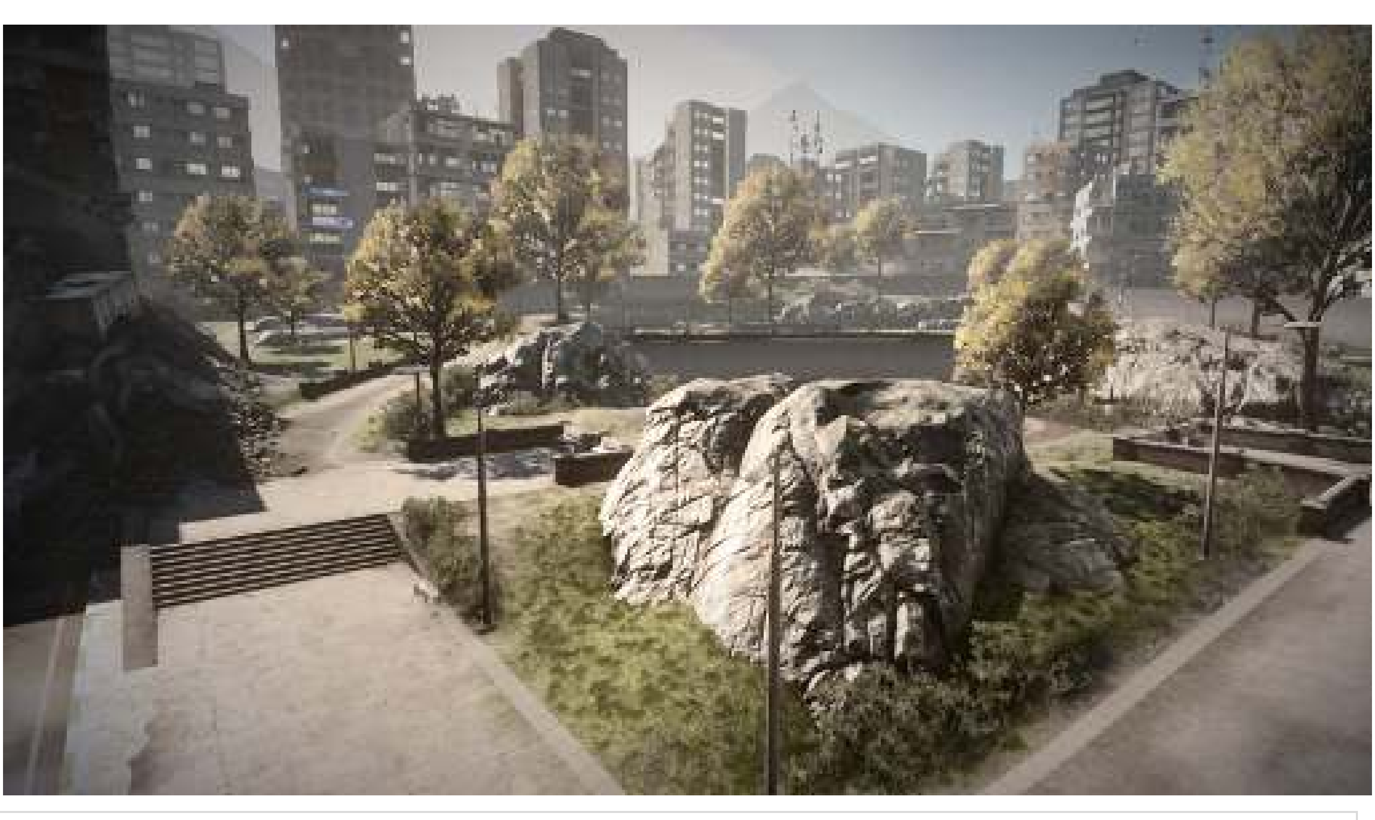
In this larger Conquest variant, the map is the same size and only one extra control point has been added bringing the total number of flags to five. As a result, both teams should strive to carve out their territory by capturing and holding no fewer than three flags to bleed the opposing team's ticket count. For the US team, it makes the most sense to form a defensive line along the eastern part of the city by holding the Construction (A), Residential (B), and Highrise (C) flags. While the RU team has no problem capturing the Hotel (E) and Crossroad (D), securing a third flag can sometimes be problematic—go for the Residential (B) or Highrise (C) control points. When playing on a full server with 64 players, this moderately sized map becomes very crowded and chaotic. But resist the urge to run around, hopscotching from one flag to the next. Instead, make a concerted effort to defend the flags your team has captured. By utilizing the narrow alleys and cramped streets as choke points, a single squad should have no problem locking down each control point. The Highrise (C) and Crossroad (D) are the most hotly contested, so never let these flags get captured without putting up a fight.

US Base







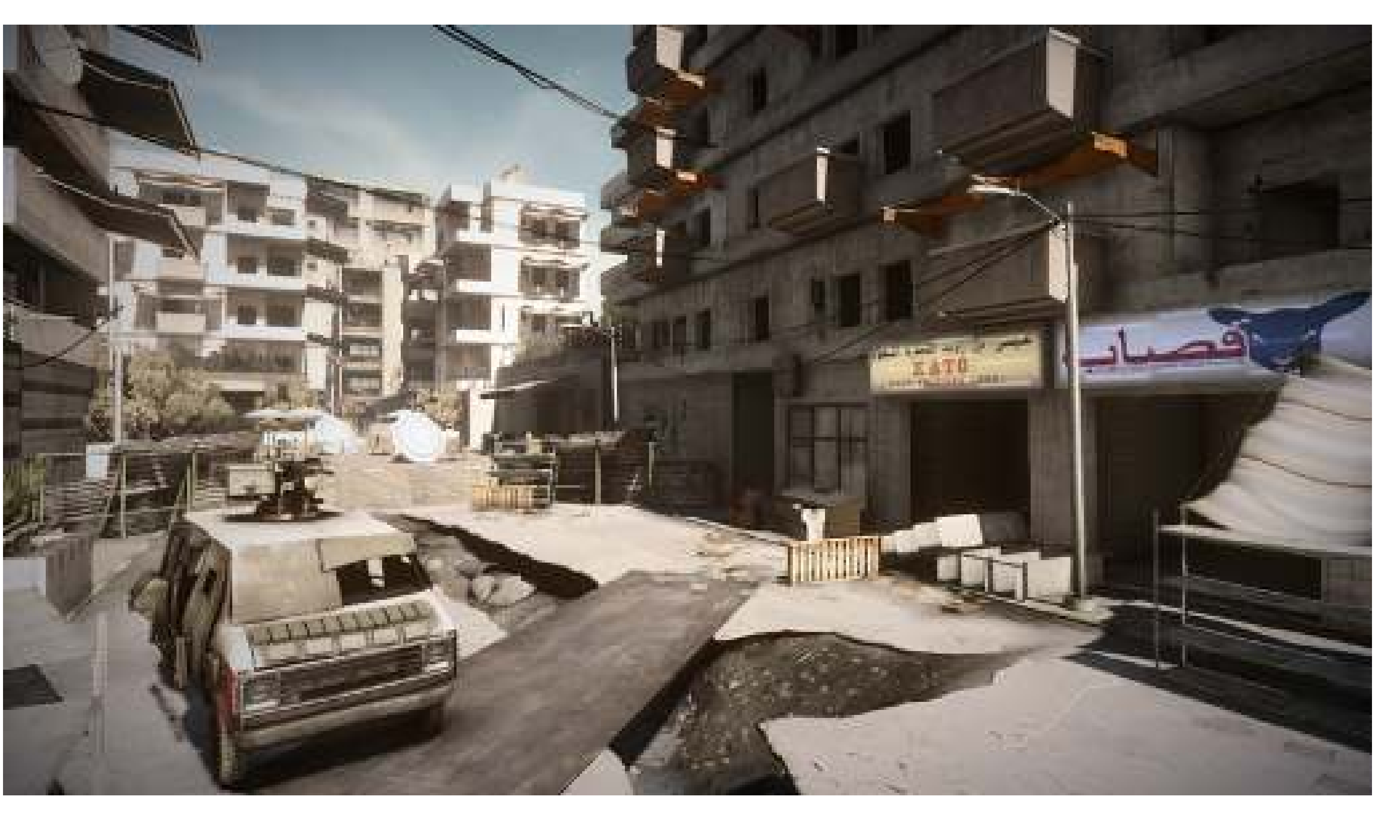


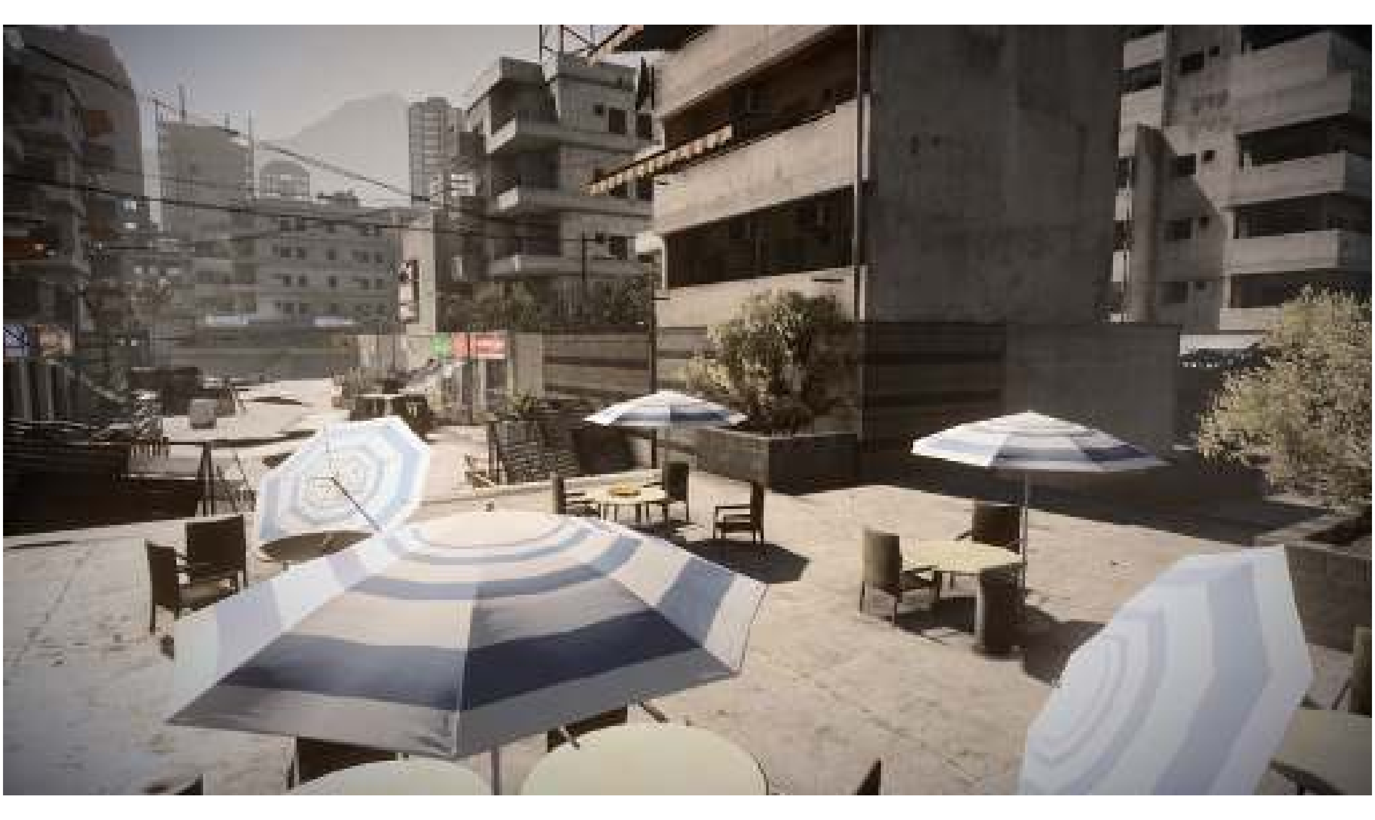
Base Assets

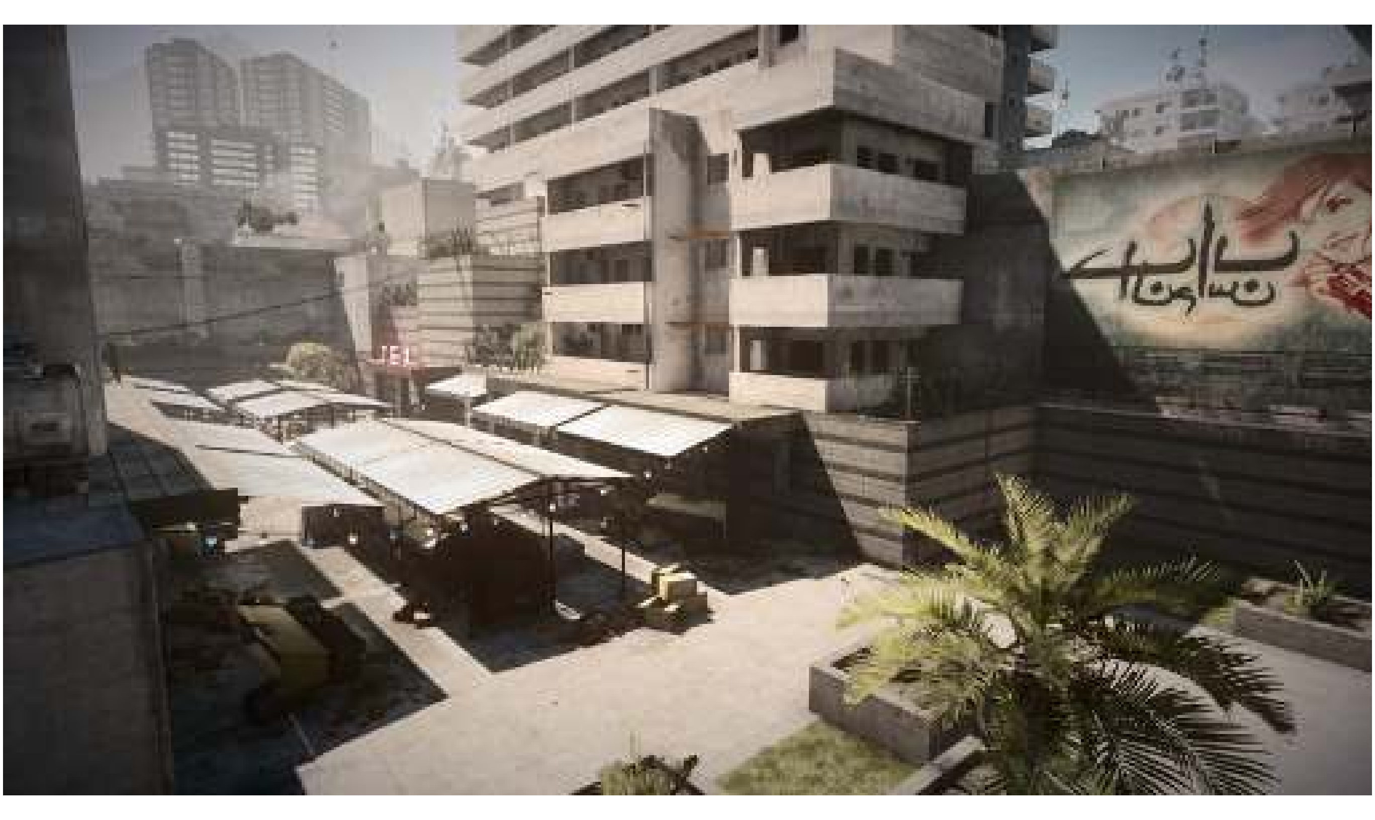
Name	Quantity	Respawn Time
Rhino	1	30 sec.

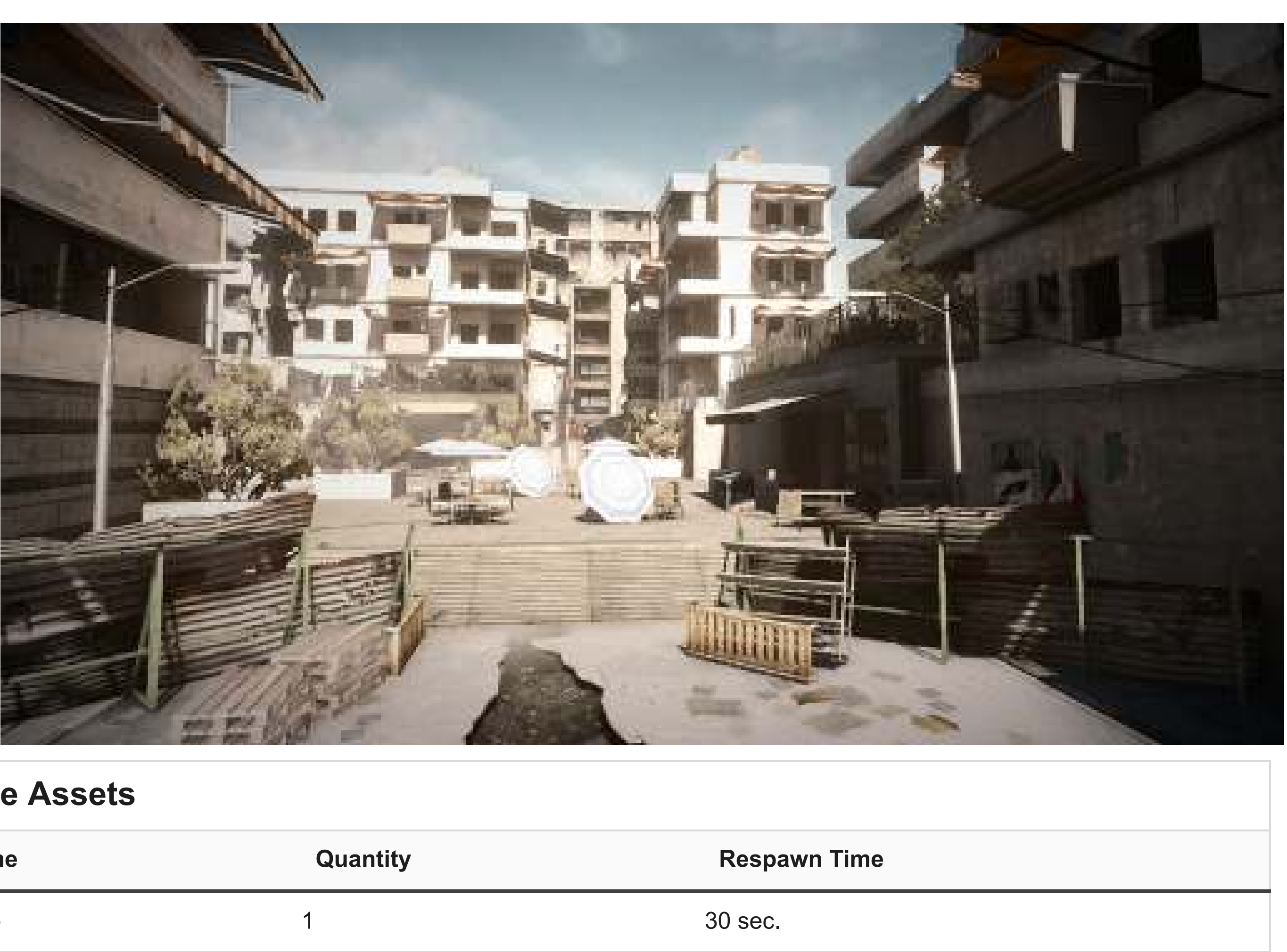
The US team deploys from the park on the northeast edge of the map, not far from the nearby Construction (A) control point. The serene ponds and quaint playground stand in stark contrast to the surrounding destruction. But don't spend much time enjoying the scenery here—there's a battle to win! While the team has one Rhino at their disposal, most of the team will be stuck hoofing it through the heavily damaged city. If you find yourself in the driver seat of the Rhino, make the most of this vehicle by racing to a distant control point like the Highrise (C)—just watch your speed because the debris-littered streets are filled with obstacles that could potentially flip the van. Securing this central flag early on during a match can help give your team the upper hand. While the Rhino and its crew head for the Highrise (C), the rest of the team should sprint to the Construction (A) and Residential (B) control points. If your team acts fast in a coordinated fashion, you stand a good chance of securing three out of the five control points on the map, thereby forcing the RU team to incur a drain on their ticket count.

RU Base







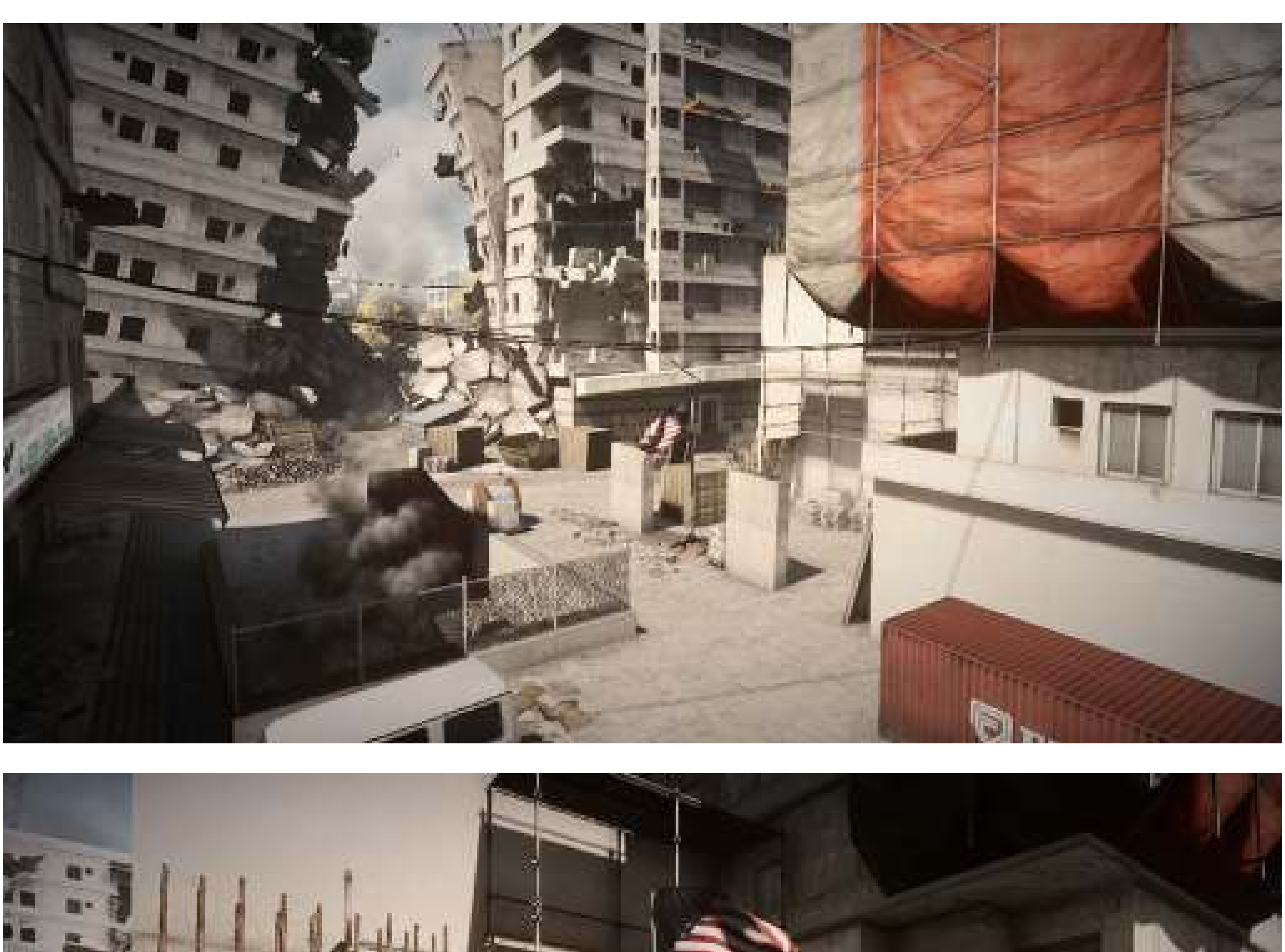


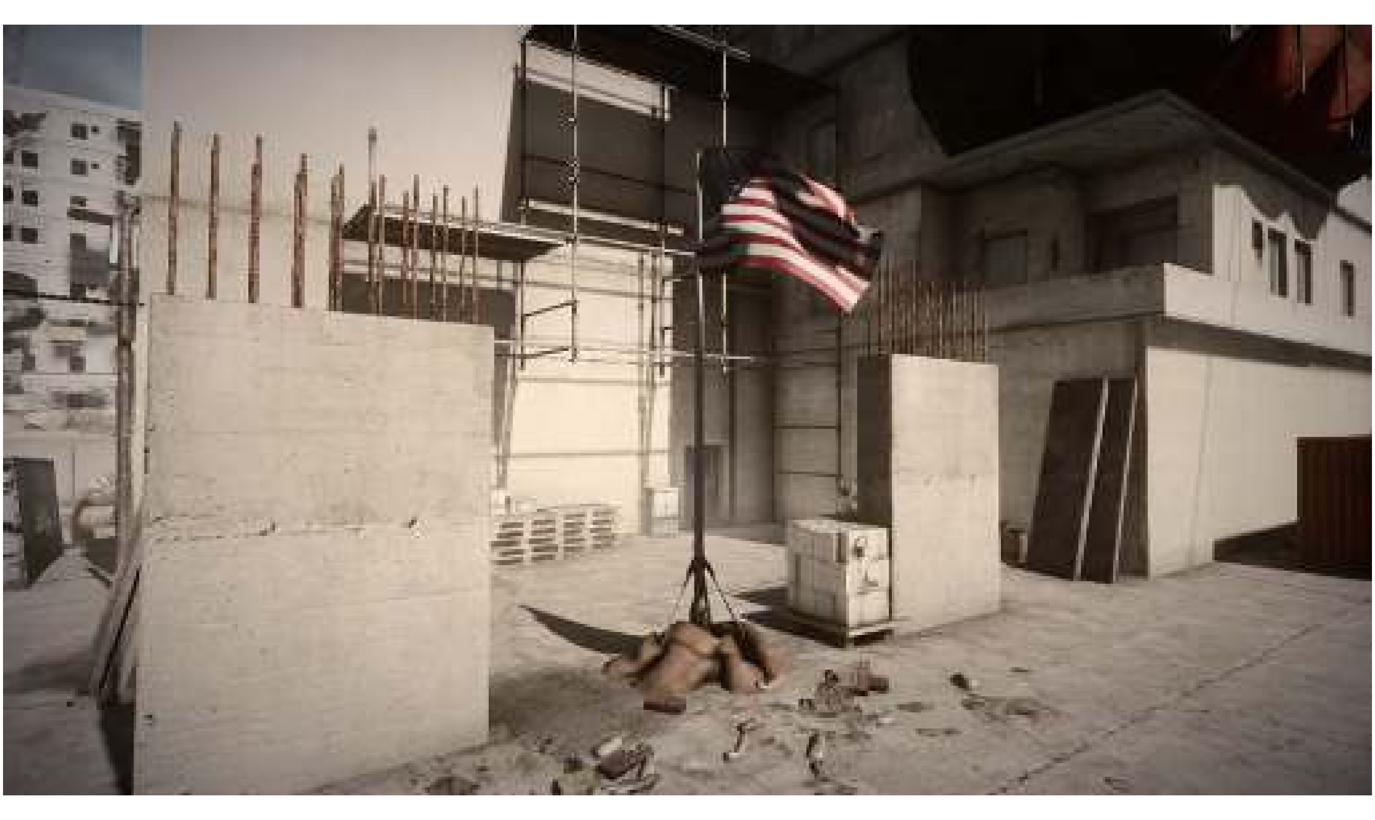
Base Assets

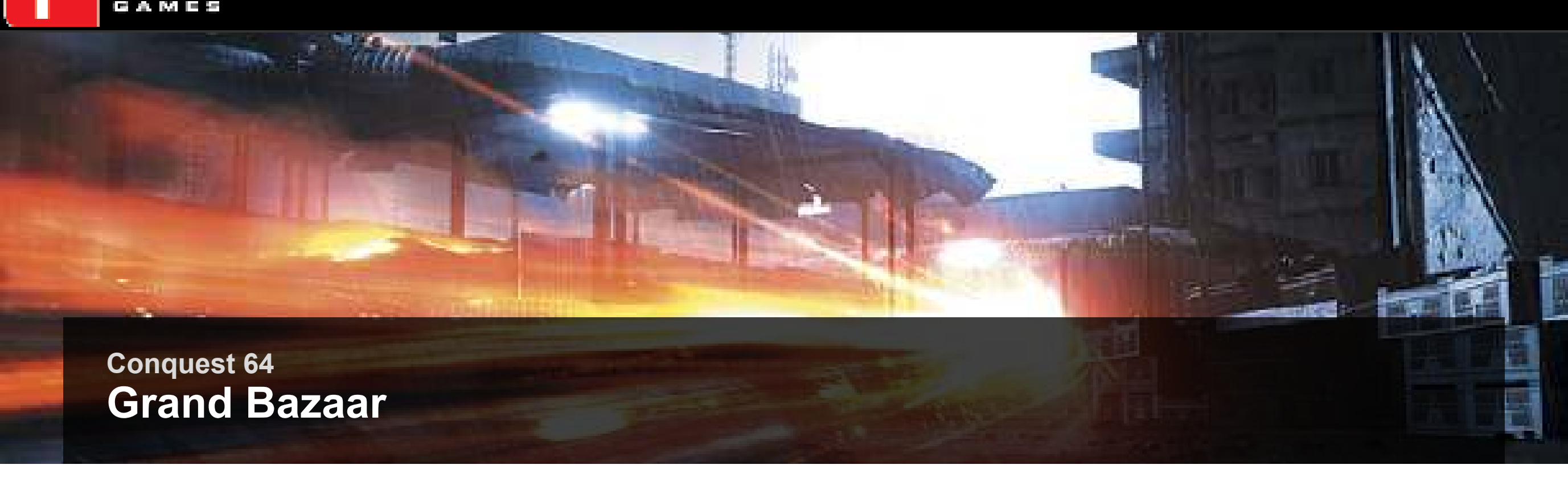
Name	Quantity	Respawn Time
Rhino	1	30 sec.

Deploying from the streets and alleys in the southwest corner of the map, the RU team has the best chance of securing the Hotel (E) before pushing deeper into the rubble-filled city. Like the US team, the RU team has only one Rhino at their disposal, which leaves most of the team on foot. When driving the Rhino, fill the vehicle to capacity before racing into the city so that you can transport as many troops as possible to the contentious control points in the middle of the map. The Rhino is the RU team's best chance of reaching and capturing the Highrise (C) or Residential (B) control points before the US team arrives early during a match. Whether riding in the Rhino or moving out on foot, securing the Hotel (E) and Crossroad (D) is the primary goal of troops spawning at the RU Base. Although it serves as a form of transportation, don't underestimate the effectiveness of the Rhino's weapons. When parked in the street west of the Crossroad (D), the Rhino is an ideal weapons platform that is perfect for targeting US troops rushing in from the east.

A: Construction







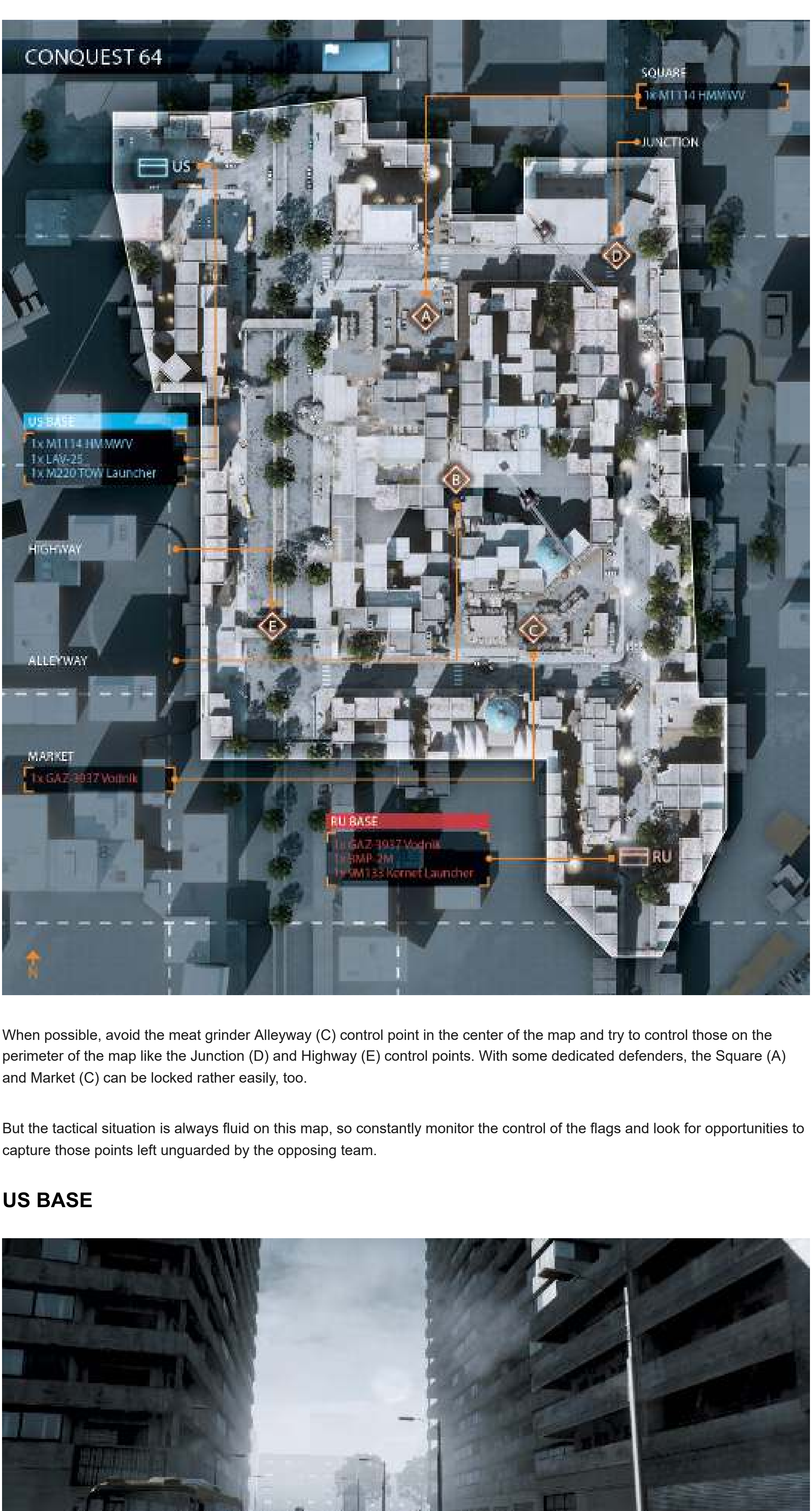
Conquest 64

Grand Bazaar

Given the large number of players, this is a relatively compact map. So prepare to rub elbows with plenty of teammates and enemies. This is largely an infantry battle, but don't neglect the firepower offered by the few vehicles available.

The machine gun turrets mounted on each vehicle have a zoom option so gunners can accurately engage targets at long range. This allows the vehicles to completely dominate the city streets—zones infantry should avoid completely or cross while at running at a full sprint.

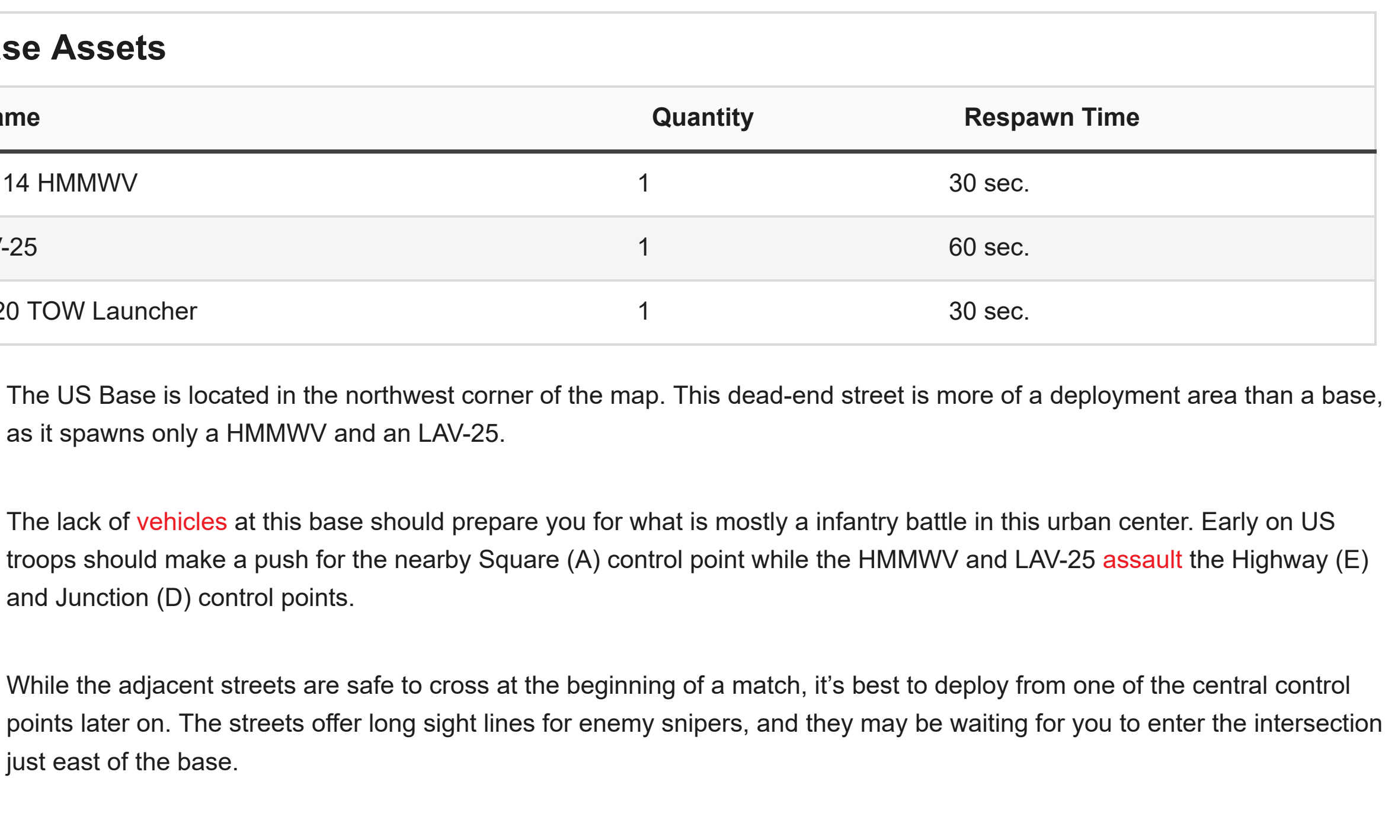
With five control points on the map, your team needs to hold at least three flags to initiate a drain on the opposing team's ticket count.



When possible, avoid the meat grinder Alleyway (C) control point in the center of the map and try to control those on the perimeter of the map like the Junction (D) and Highway (E) control points. With some dedicated defenders, the Square (A) and Market (C) can be locked rather easily, too.

But the tactical situation is always fluid on this map, so constantly monitor the control of the flags and look for opportunities to capture those points left unguarded by the opposing team.

US BASE



Base Assets

Name	Quantity	Respawn Time
M1114 HMMWV	1	30 sec.
LAV-25	1	60 sec.
M220 TOW Launcher	1	30 sec.

The US Base is located in the northwest corner of the map. This dead-end street is more of a deployment area than a base, as it spawns only a HMMWV and an LAV-25.

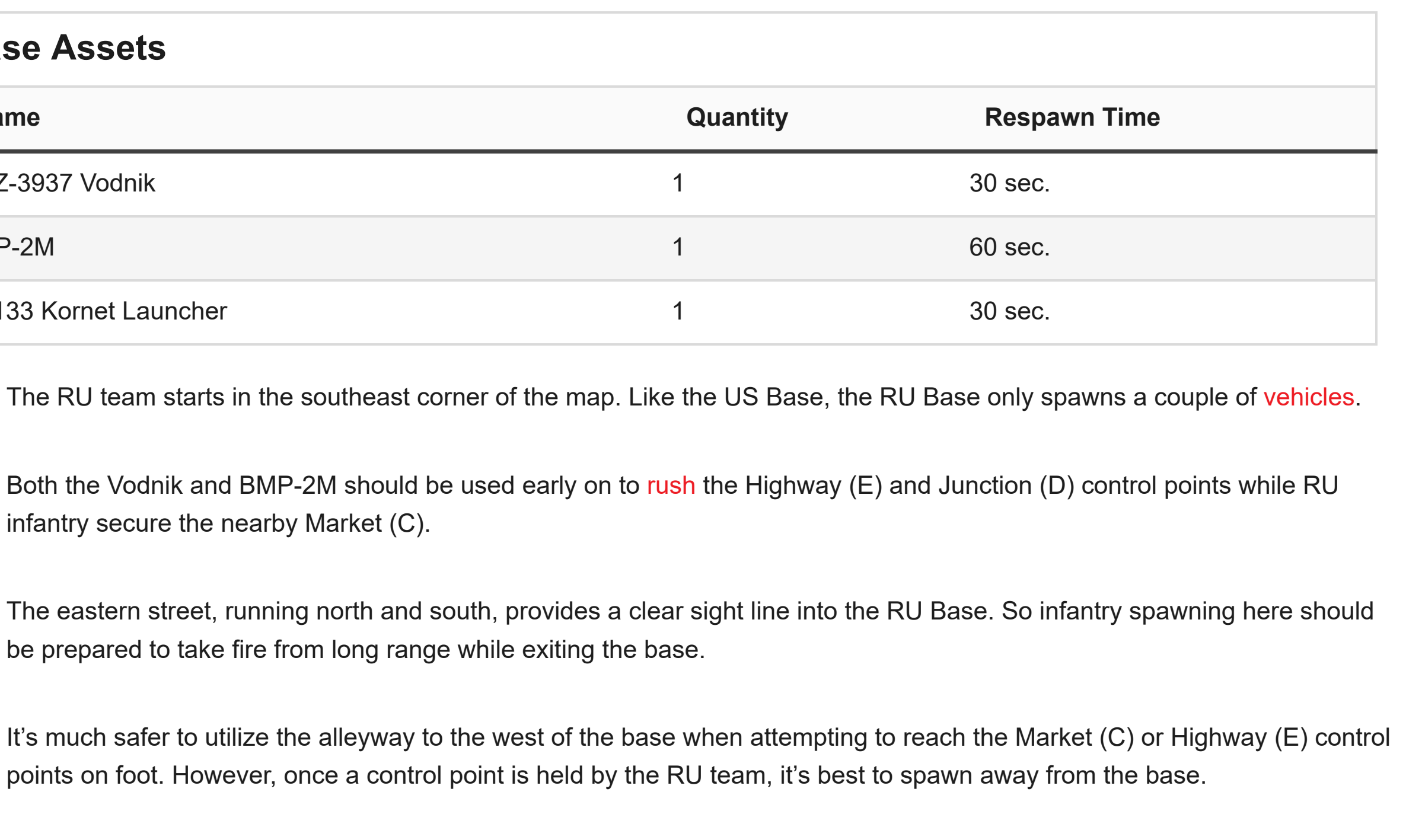
The lack of vehicles at this base should prepare you for what is mostly a infantry battle in this urban center. Early on US troops should make a push for the nearby Square (A) control point while the HMMWV and LAV-25 assault the Highway (E) and Junction (D) control points.

While the adjacent streets are safe to cross at the beginning of a match, it's best to deploy from one of the central control points later on. The streets offer long sight lines for enemy snipers, and they may be waiting for you to enter the intersection just east of the base.

So unless there are vehicles available, avoid spawning at the US Base once a match gets underway. There is an alley just south of the deployment area that offers a relatively safe way to travel south on foot.

This is a good way to make the approach to the Highway (E) control point.

RU BASE



Base Assets

Name	Quantity	Respawn Time
GAZ-3937 Vodnik	1	30 sec.
BMP-2M	1	60 sec.
9M133 Kornet Launcher	1	30 sec.

The RU team starts in the southeast corner of the map. Like the US Base, the RU Base only spawns a couple of vehicles.

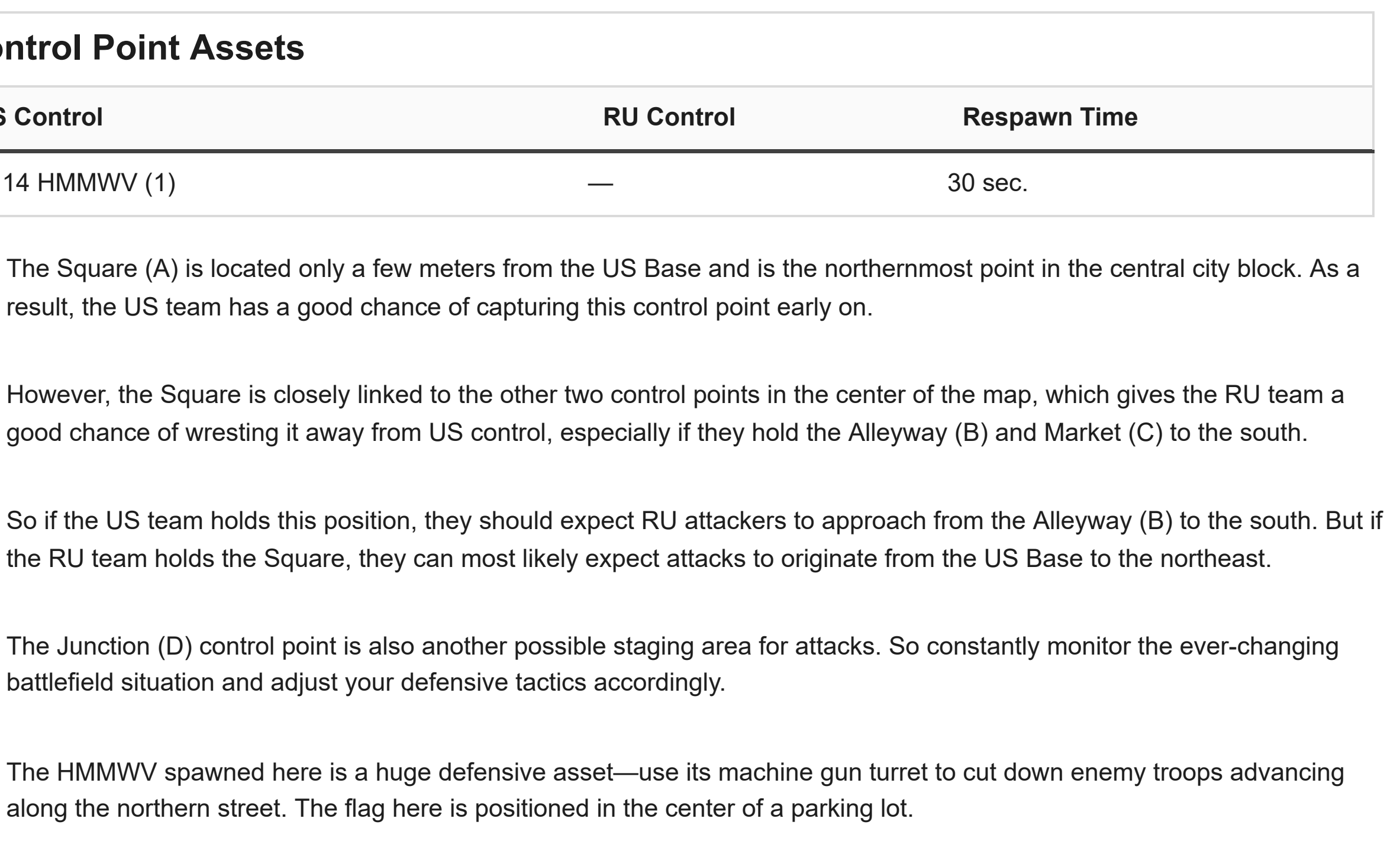
Both the Vodnik and BMP-2M should be used early on to rush the Highway (E) and Junction (D) control points while RU infantry secure the nearby Market (C).

The eastern street, running north and south, provides a clear sight line into the RU Base. So infantry spawning here should be prepared to take fire from long range while exiting the base.

It's much safer to utilize the alleyway to the west of the base when attempting to reach the Market (C) or Highway (E) control points on foot. However, once a control point is held by the RU team, it's best to spawn away from the base.

This will put you (and your squad) closer to the action while keeping you safe from enemy snipers scanning for prey on the city streets.

A: SQUARE



Control Point Assets

US Control	RU Control	Respawn Time
M1114 HMMWV (1)	—	30 sec.

The Square (A) is located only a few meters from the US Base and is the northernmost point in the central city block. As a result, the US team has a good chance of capturing this control point early on.

However, the Square is closely linked to the other two control points in the center of the map, which gives the RU team a good chance of wresting it away from US control, especially if they hold the Alleyway (B) and Market (C) to the south.

So if the US team holds this position, they should expect RU attackers to approach from the Alleyway (B) to the south. But if the RU team holds the Square, they can most likely expect attacks to originate from the US Base to the northeast.

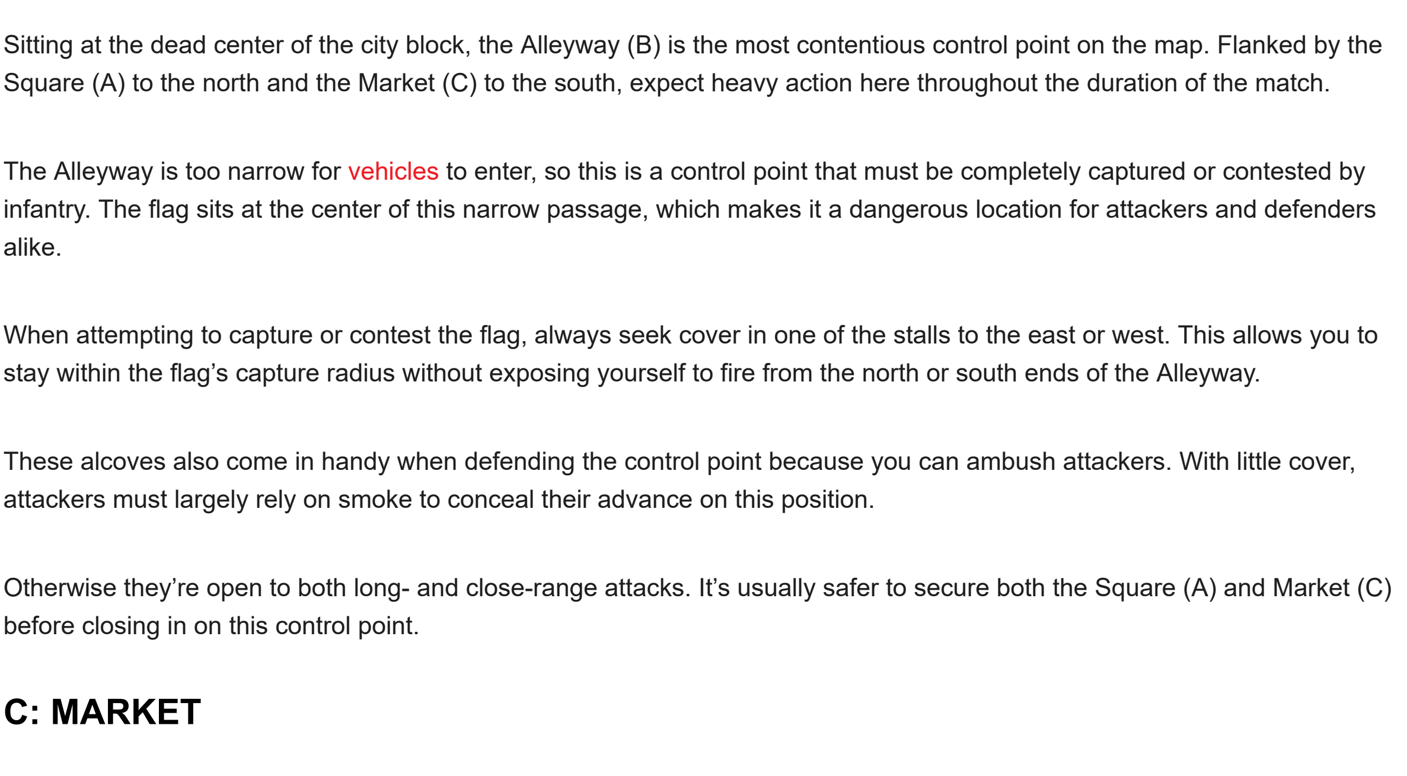
The Junction (D) control point is also another possible staging area for attacks. So constantly monitor the ever-changing battlefield situation and adjust your defensive tactics accordingly.

The HMMWV spawned here is a huge defensive asset—use its machine gun turret to cut down enemy troops advancing along the northern street. The flag here is positioned in the center of a parking lot.

Instead of taking cover near the explosive vehicles, consider hiding near one of the yellow dumpsters while capturing or contesting the flag.

If you're attacking this point from the west, the concrete wall on the western edge of the square can be destroyed and you can create new entry points.

b: ALLEYWAY



Sitting at the dead center of the city block, the Alleyway (B) is the most contentious control point on the map. Flanked by the Square (A) to the north and the Market (C) to the south, expect heavy action here throughout the duration of the match.

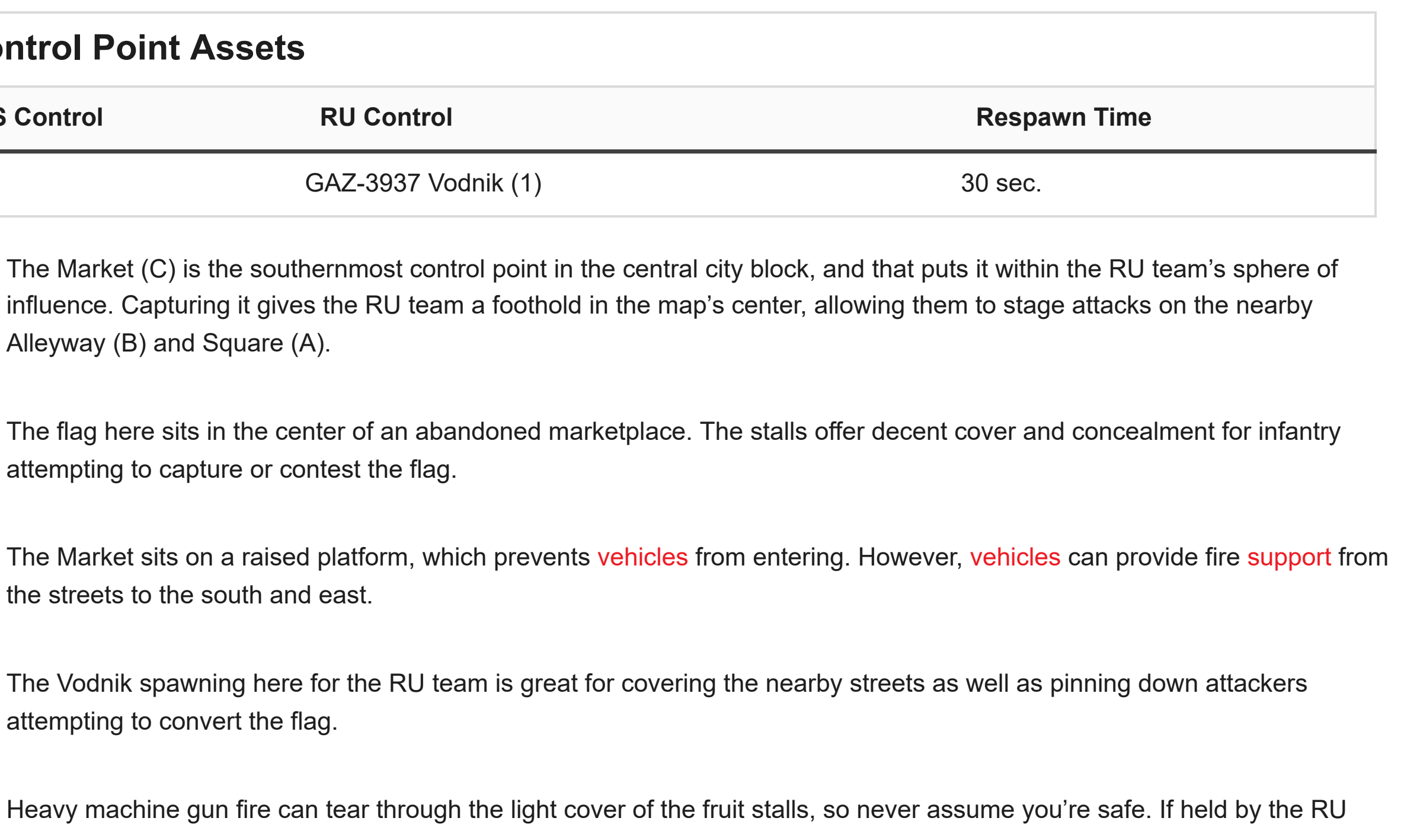
The Alleyway is too narrow for vehicles to enter, so this is a control point that must be completely captured or contested by infantry. The flag sits at the center of this narrow passage, which makes it a dangerous location for attackers and defenders alike.

When attempting to capture or contest the flag, always seek cover in one of the stalls to the east or west. This allows you to stay within the flag's capture radius without exposing yourself to fire from the north or south ends of the Alleyway.

These alcoves also come in handy when defending the control point because you can ambush attackers. With little cover, attackers must largely rely on smoke to conceal their advance on this position.

Otherwise they're open to both long- and close-range attacks. It's usually safer to secure both the Square (A) and Market (C) before closing in on this control point.

C: MARKET



Control Point Assets

US Control	RU Control	Respawn Time
—	GAZ-3937 Vodnik (1)	30 sec.

The Market (C) is the southernmost control point in the central city block, and that puts it within the RU team's sphere of influence. Capturing it gives the RU team a foothold in the map's center, allowing them to stage attacks on the nearby Alleyway (B) and Square (A).

The flag here sits in the center of an abandoned marketplace. The stalls offer decent cover and concealment for infantry attempting to capture or contest the flag.

The Market sits on a raised platform, which prevents vehicles from entering. However, vehicles can provide fire support from the streets to the south and east.

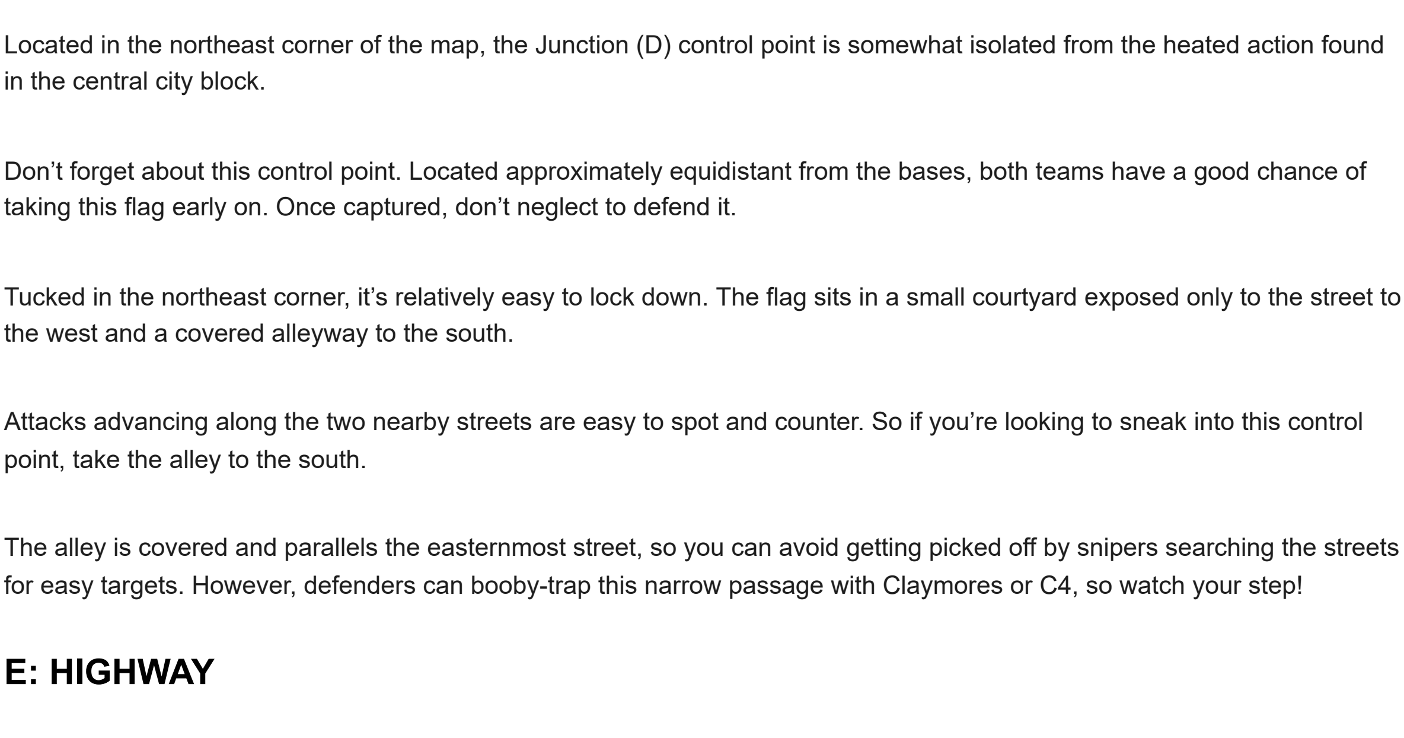
The Vodnik spawning here for the RU team is great for covering the nearby streets as well as pinning down attackers attempting to convert the flag.

Heavy machine gun fire can tear through the light cover of the fruit stalls, so never assume you're safe. If held by the RU team, most attacks originate from the Alleyway (B) to the north or the Highway (E) control point to the west.

But if the US team manages to hold this control point, they can expect stiff resistance coming from the RU Base to the southeast. There are a couple of balconies on the north side of the Market that are ideal for defending this location from above.

However, attackers that manage to sneak in and take cover among the fruit stands may be hard to spot from a distance. It requires a more close-quarters approach to defense—use a shotgun!

D: JUNCTION



Located in the northeast corner of the map, the Junction (D) control point is somewhat isolated from the heated action found in the central city block.

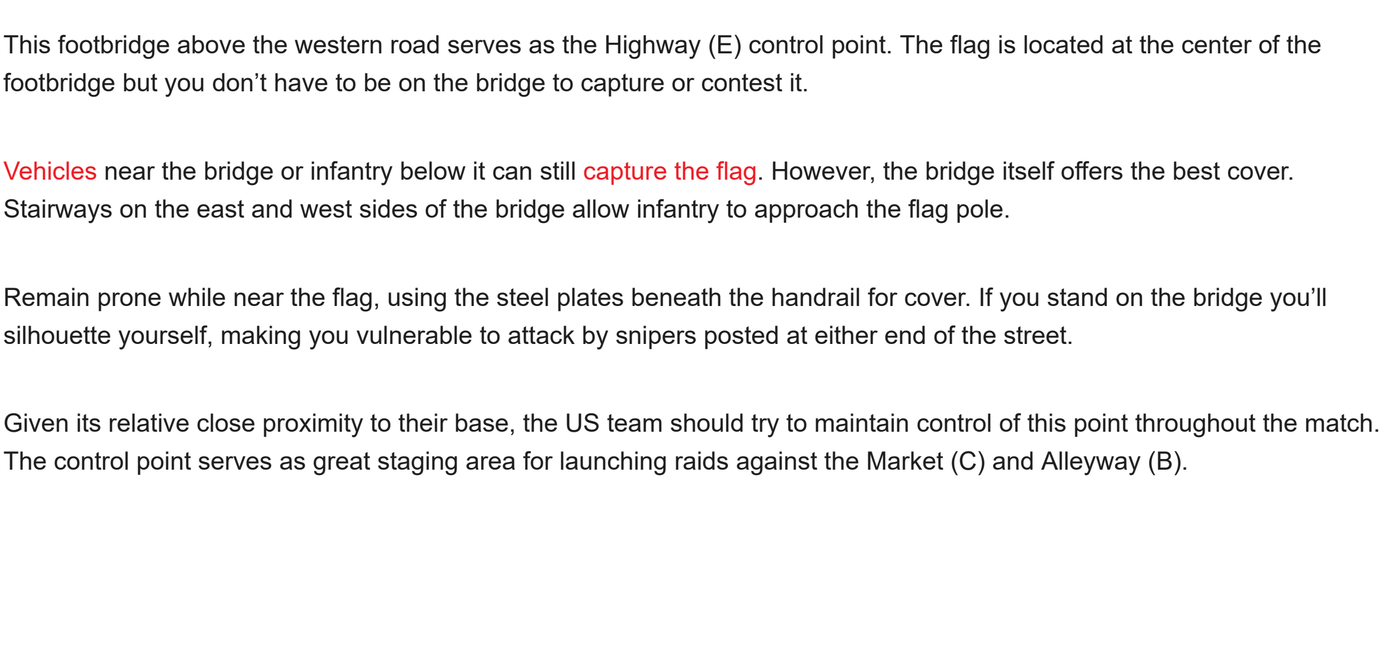
Don't forget about this control point. Located approximately equidistant from the bases, both teams have a good chance of taking this flag early on. Once captured, don't neglect to defend it.

Tucked in the northeast corner, it's relatively easy to lock down. The flag sits in a small courtyard exposed only to the street to the west and a covered alleyway to the south.

Attacks advancing along the two nearby streets are easy to spot and counter. So if you're looking to sneak into this control point, take the alley to the south.

The alley is covered and parallels the easternmost street, so you can avoid getting picked off by snipers searching the streets for easy targets. However, defenders can booby-trap this narrow passage with Claymores or C4, so watch your step!

E: HIGHWAY



This footbridge above the western road serves as the Highway (E) control point. The flag is located at the center of the footbridge but you don't have to be on the bridge to capture or contest it.

Vehicles near the bridge or infantry below it can still capture the flag. However, the bridge itself offers the best cover. Stairways on the east and west sides of the bridge allow infantry to approach the flag pole.

Remain prone while near the flag, using the steel plates beneath the handrail for cover. If you stand on the bridge you'll silhouette yourself, making you vulnerable to attack by snipers posted at either end of the street.

Given its relative close proximity to their base, the US team should try to maintain control of this point throughout the match. The control point serves as great staging area for launching raids against the Market (C) and Alleyway (B).

Conquest 64

Gulf of Oman

In this epic battle, the US occupies the four southern control points near the coast while the RU team holds the three flags within the city to the north.

Click here for interactive maps

US Deployment

Base Assets

Vehicle	Image	Quantity	Respawn Time
AH-1Z Viper		1	40 sec.
UH-1Y Venom		1	30 sec.
F-35B Joint Strike Fighter		2	40 sec.
RHIB		2	5 sec.
Centurion C-RAM		1	N/A

Since the RU team begins with a slight flag deficit, they start the round with 30 more tickets than their opponents.

RU Deployment

Base Assets

Vehicle	Image	Quantity	Res Tim
VDV Buggy		1	5 sec
BTR-90		1	30 se
T-90A		1	30 se
Mi-28 Havoc		1	40 se
SU-35BM Flanker-E		2	40 se
Pantsir S-1		1	N/A

With seven flags total, each team must try to hold at least four to drain the opposing team's ticket count.

A: Fort River

Control Point Assets

US Control	RU Control
 DPV (1)	
 LAV-25 (1)	 BTR (1)

With four flags already in their possession, the US team should simply defend the flags they already have, putting the pressure on the RU team.

B: Olive Fort

Control Point Assets

US Control	RU Control
 DPV (1)	
 M1 Abrams (1)	 T-90A (1)

Initially there's no need to go on the offensive, so hold tight at least until your team has a 100 ticket advantage. The RU team must quickly coordinate an attack against one of the US-held control points to halt the drain on their ticket count.

C: Veteren's Retreat

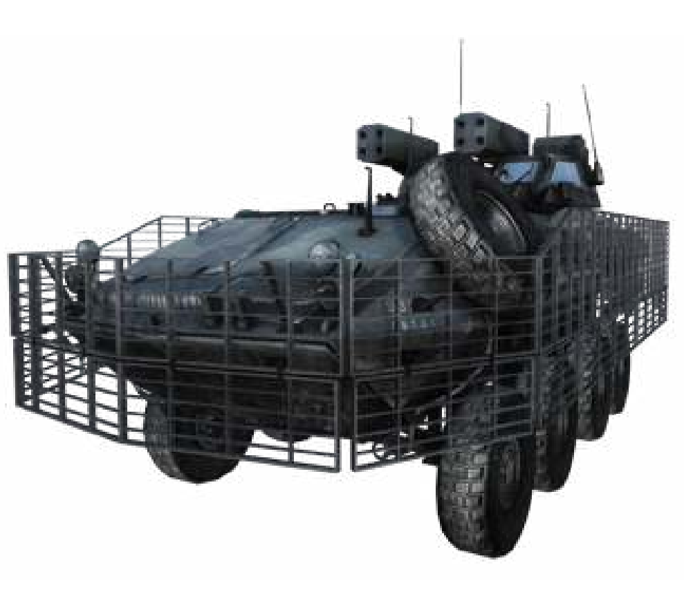
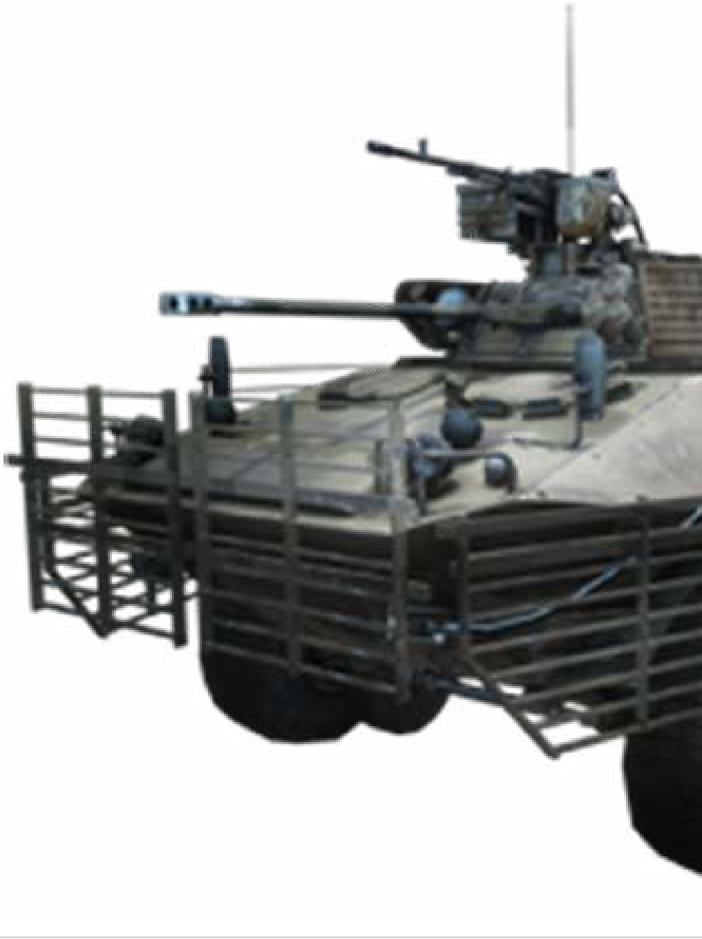
Control Point Assets

US Control	RU Control
 DPV (1)	

One of the flanking control points such as the Fort River (A) or Beach Landing (D) are good choices. But if the US team is on a defensive footing, it will take a coordinated effort to wrestle one of these flags away from your opponents.

D: Beach Landing

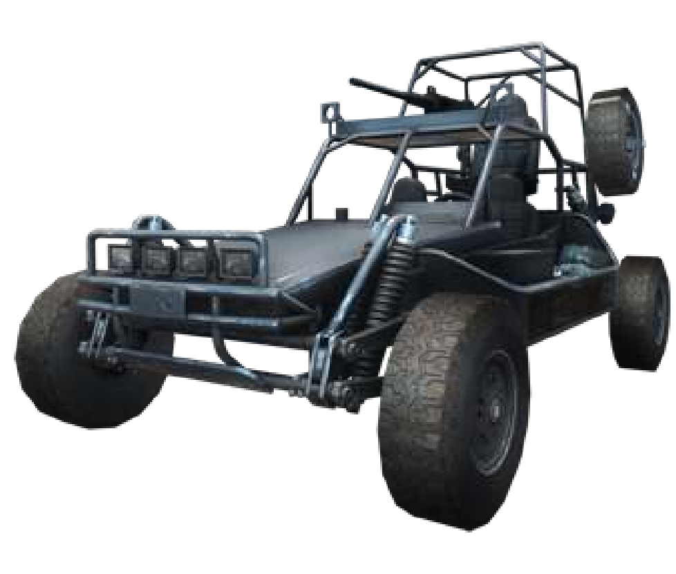
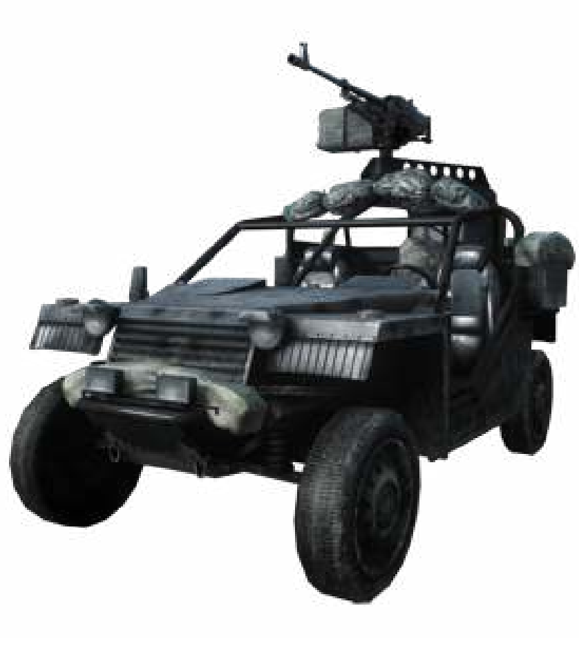
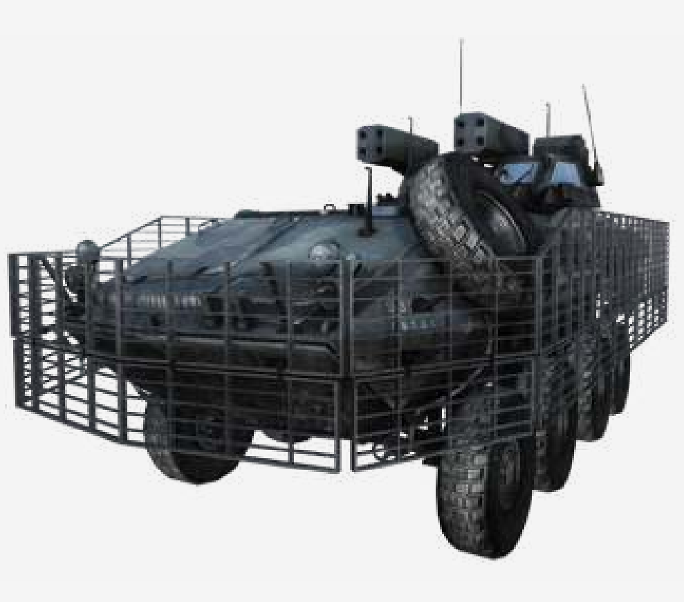
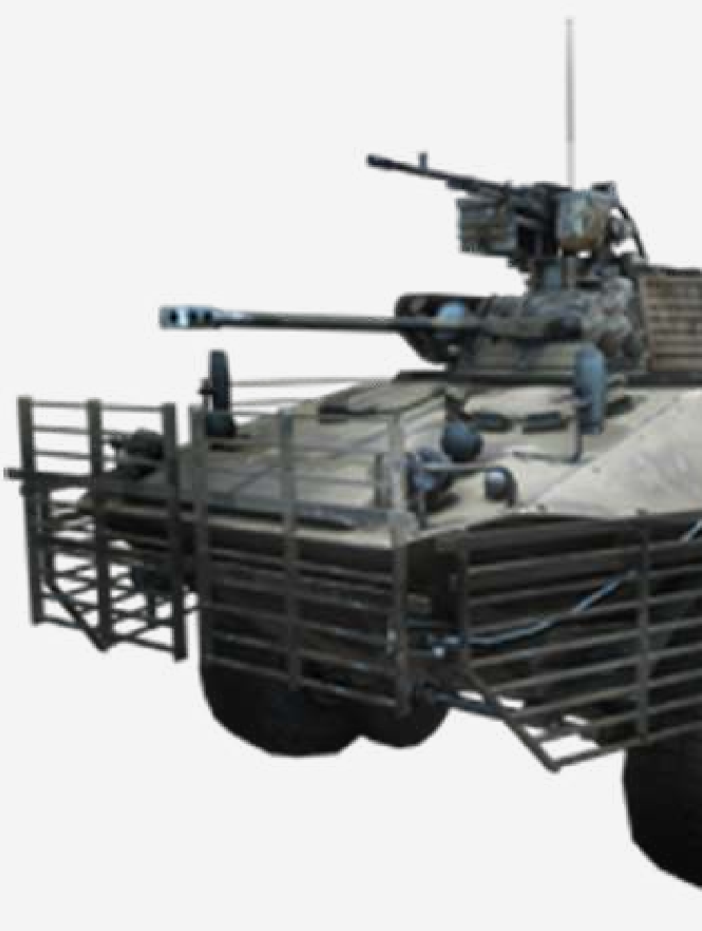
Control Point Assets

US Control	RU Control
	

Strike with overwhelming force, using jets, helicopters, tanks, and IFVs to secure a flag as quickly as possible.

E: Construction Site

Control Point Assets

US Control	RU Control
	
	

A skilled and coordinated push by the RU team can secure all the flags and thus force the US team to deploy from their carrier while bleeding tickets.

F: City

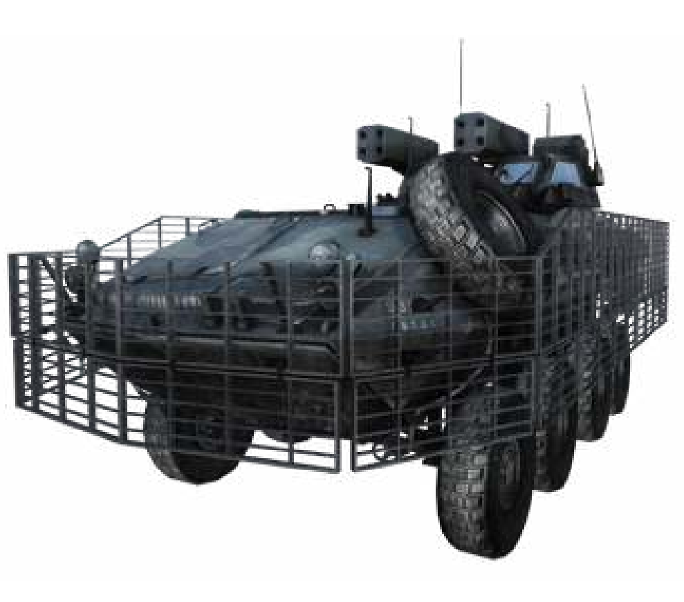
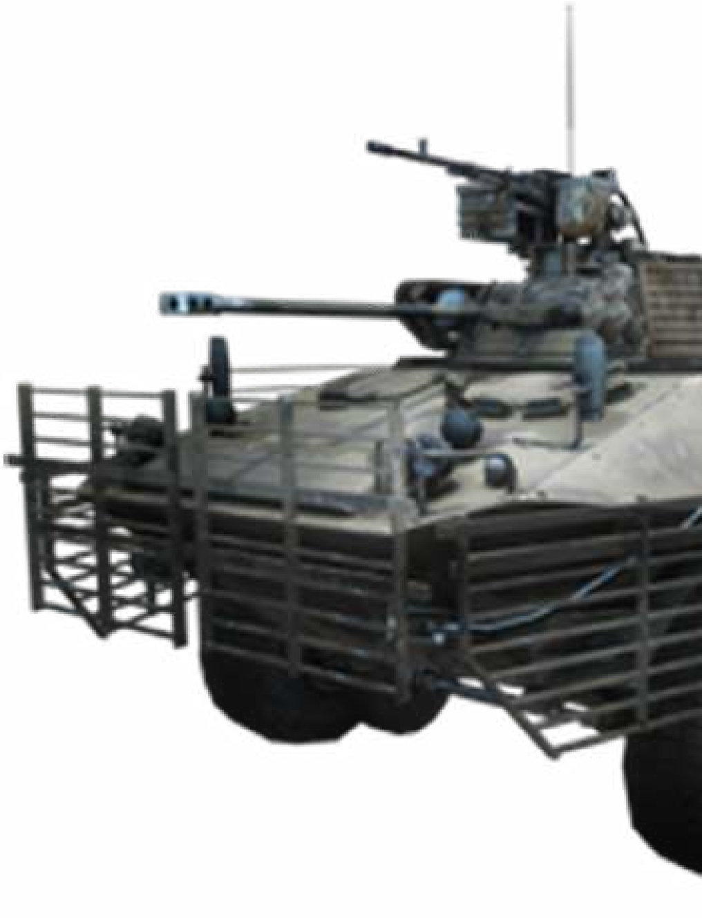
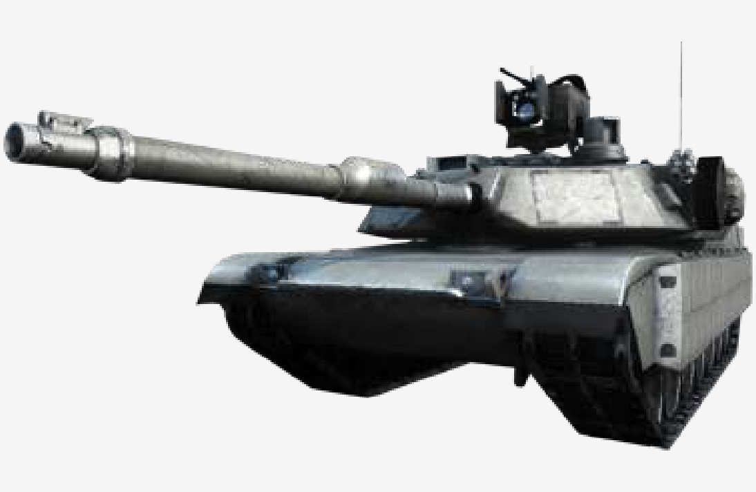
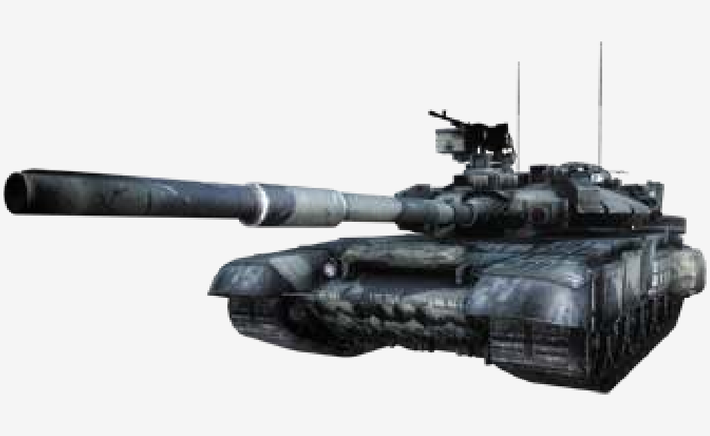
Control Point Assets

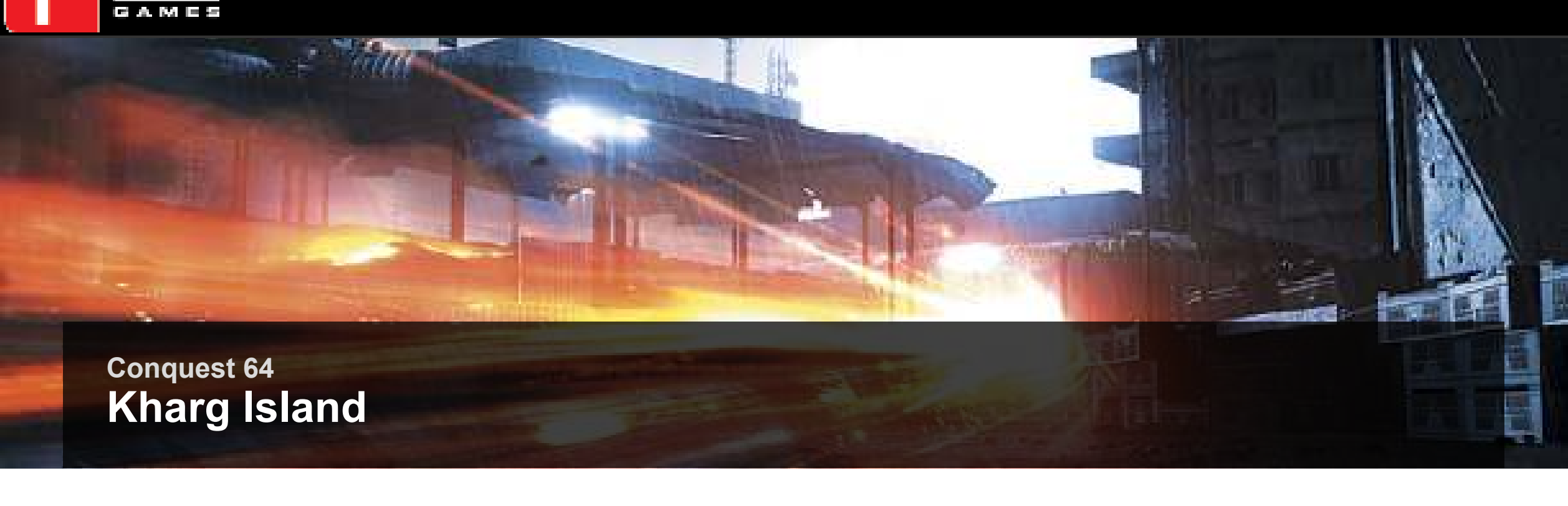
US Control	RU Control
 DPV (1)	

But when playing the RU team, don't get too ambitious. Start by securing four flags, then consider expanding your offensive to the remaining control points.

G: Hotel

Control Point Assets

US Control	RU Control
	
	

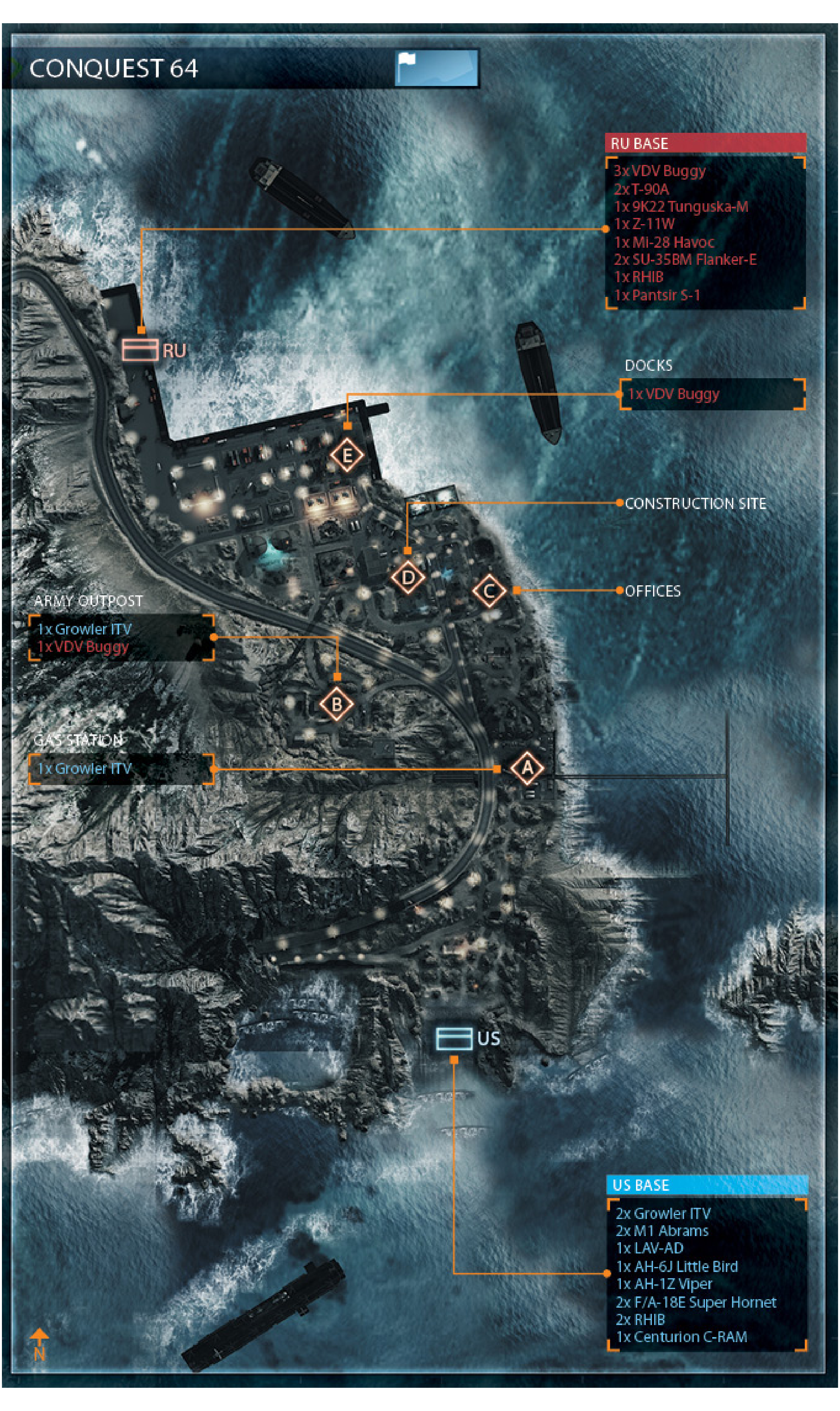


Conquest 64

Kharg Island

With 64 players and over a dozen vehicles on the map at any given time, this battle is downright chaotic. So do your best to stay focused on the big picture as tanks rumble across the landscape and jets streak overhead.

There are five control points on this map. Your team must hold at least three flags to begin bleeding the opposing team's ticket count.



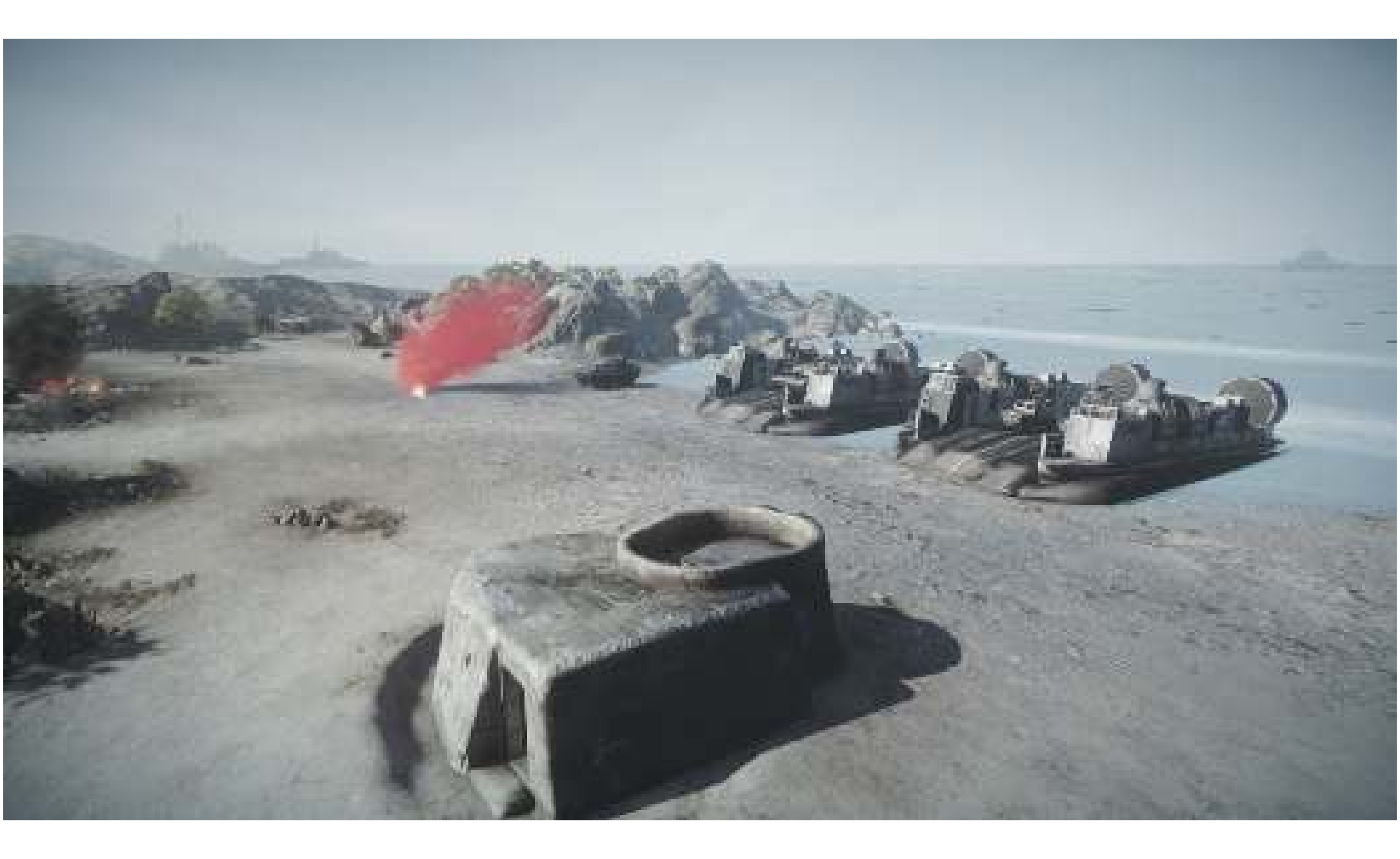
The action here is extremely fluid and requires careful team coordination. The best way to go about this is by assigning each squad a single control point to attack and defend throughout the duration of the match.

This helps ensure that captured control points are defended at all times. So before the match starts, call out which control point your squad will cover to help guarantee that each squad covers a different flag.

The central control points like the Offices (C) and Construction Site (D) may require the full-time attention of two squads each. In a full 64-player match, you have the manpower to defend each control point with at least one squad, so don't let the enemy score easy captures.

Rid your team of the bad habits and defend each control point. To maintain a constant presence at their assigned control point, squads should deploy a Radio Beacon nearby so they have a spawn point whether they hold the flag or not.

US BASE



Base Assets

Name	Quantity	Respawn Time
Growler ITV	2	10 sec.
M1 Abrams	2	20 sec.
LAV-AD	1	60 sec.
AH-6J Little Bird	1	90 sec.
AH-1Z Viper	1	90 sec.
F/A-18E Super Hornet	2	40 sec.
RHIB	2	10 sec.
Centurion C-RAM	1	—

The US Base is spread across two locations, so be careful where you choose to spawn. All of the ground vehicles spawn on the beach, which is on the southern shoreline of the island.

The US team also gets an RHIB at the beach; it can make sneaky ocean attacks on the coastal control points to the north. All the air assets, a RHIB, and the Centurion C-RAM spawn on the aircraft carrier south of the beach.

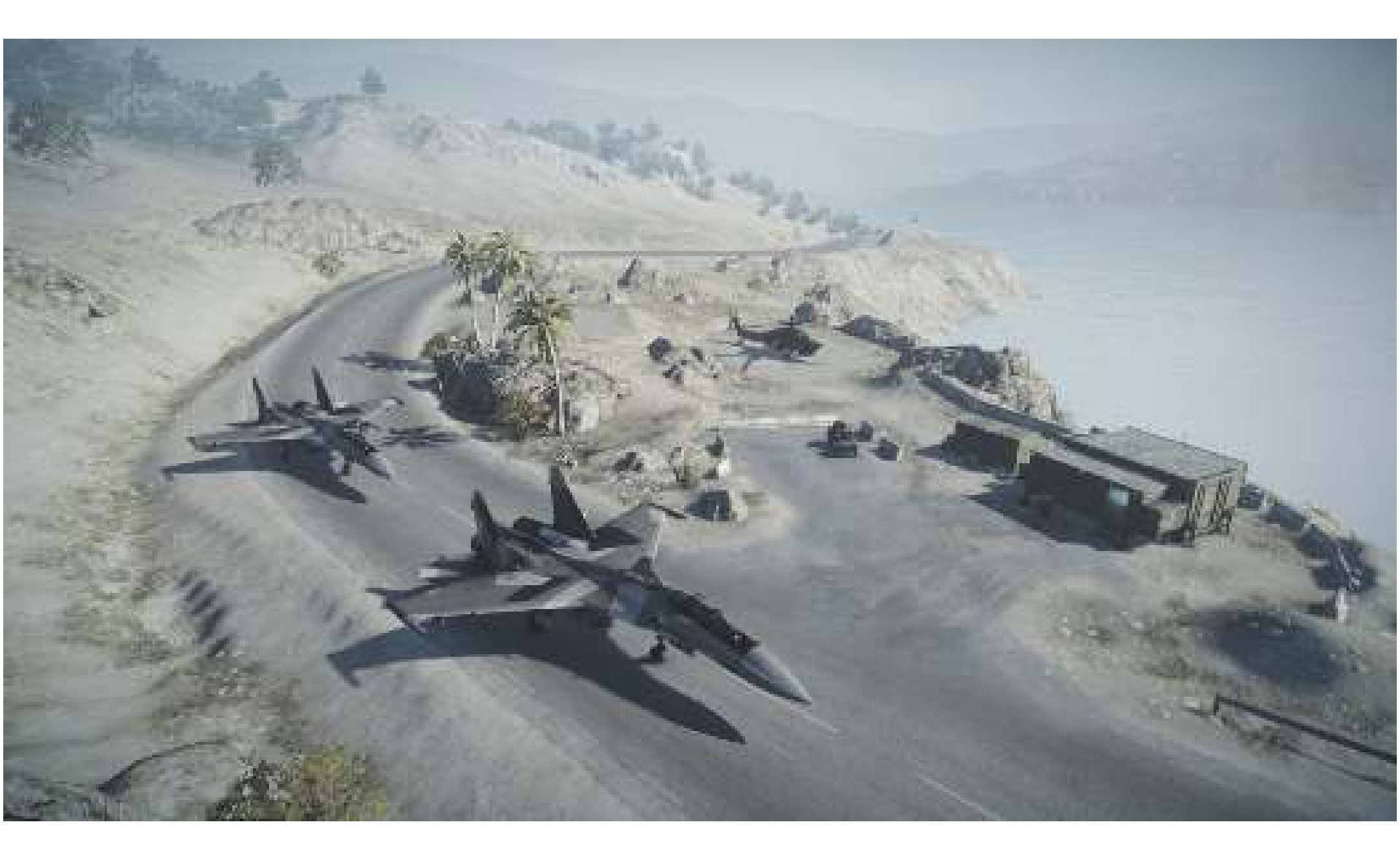
If you want to fly, spawn directly into the Super Hornets, Viper, or Little Bird. Otherwise you'll appear belowdecks and have to take the second RHIB to shore.

At the start of a round, make a quick move to capture the Gas Station (A) and Army Outpost (B) with the ground vehicles. Pilots may want to ditch their aircraft to capture the Offices (C) or Construction Site (D), too.

Capturing four control points early on can pay off in the long run. However, getting teammates to the map's center takes communication and coordination, so don't leave the base in an empty vehicle—always offer squad and teammates a ride.

Otherwise, it's a very long hike to the nearest control point.

RU BASE



Base Assets

Name	Quantity	Respawn Time
VDV Buggy	3	10 sec.
T-90A	2	20 sec.
9K22 Tunguska-M	1	40 sec.
Z-11W	1	90 sec.
Mi-28 Havoc	1	90 sec.
SU-35BM Flanker-E	2	40 sec.
RHIB	1	10 sec.
Pantsir S-1	1	—

Like the US Base, there are two different spawn locations for the RU team. The bulk of their ground vehicles (and one RHIB) are located on a dock on the northeastern coast of the island.

Even infantry spawning here will have no problem reaching the nearby Docks (E) control point. The RU team's air assets (and one VDV Buggy) spawn along the main coastal highway to the northeast.

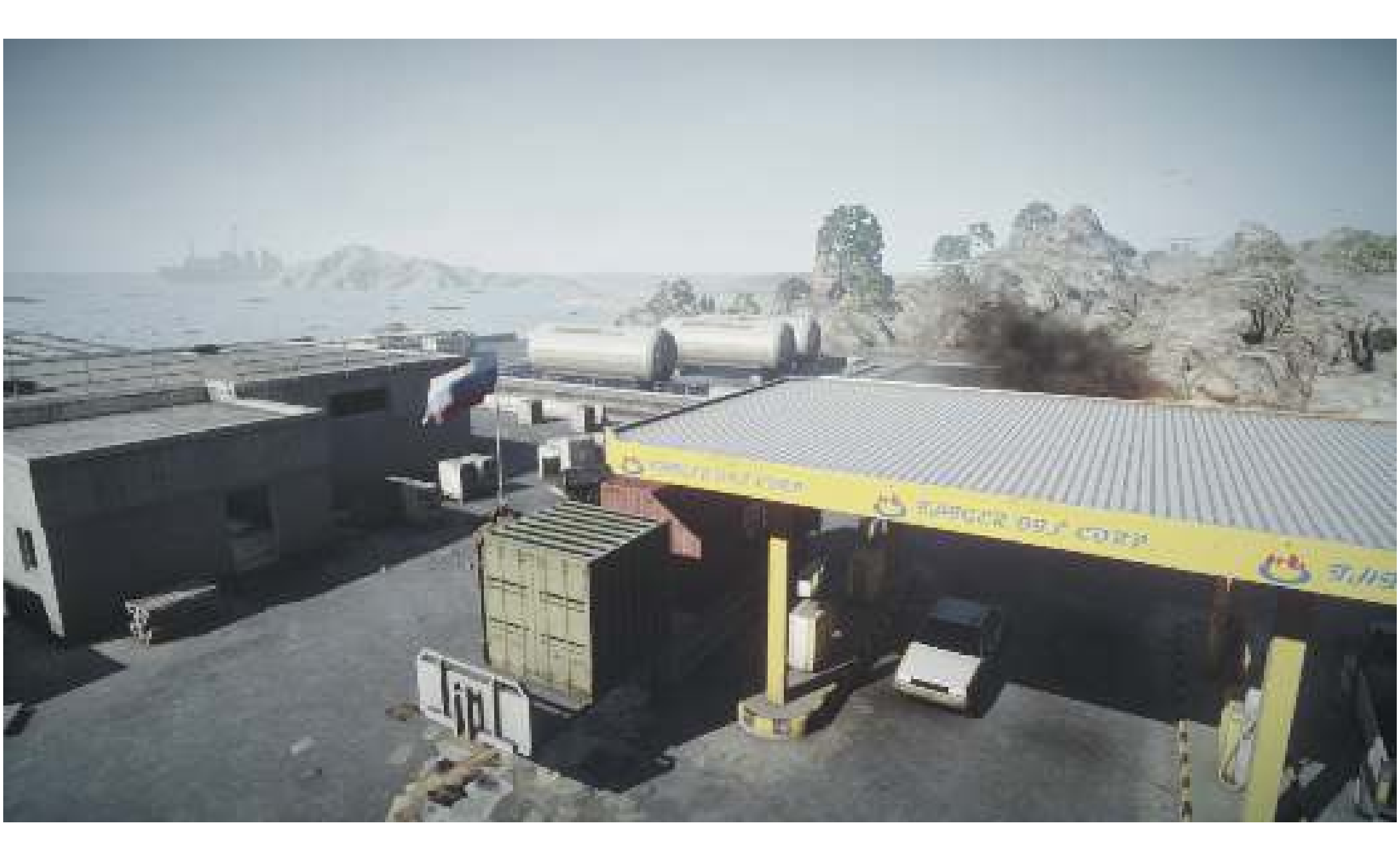
Spawn directly into the helicopters or jets for guaranteed access. If you don't get in the choppers or jets, you can always take the VDV Buggy to the front lines. The RU team is well positioned to take at least three control points early on.

But speed is essential, so communicate with teammates to ensure that the vehicles are utilized to their full potential to reach the Docks (E), Construction Site (D) and Offices (C) control points early on.

Work together to capture and secure these points early to initiate a drain on the US team's ticket count. From that point, the RU team can go on defense.

But very few vehicles are produced by the control points so don't forget to move ground vehicles forward to aid the defensive efforts around each control point.

A: GAS STATION



Control Point Assets

US Control	RU Control	Respawn Time
Growler ITV (1)	—	10 sec.

Located only a few hundred meters north of the US Base, the Gas Station (A) is likely to stay under US control for the duration of the match.

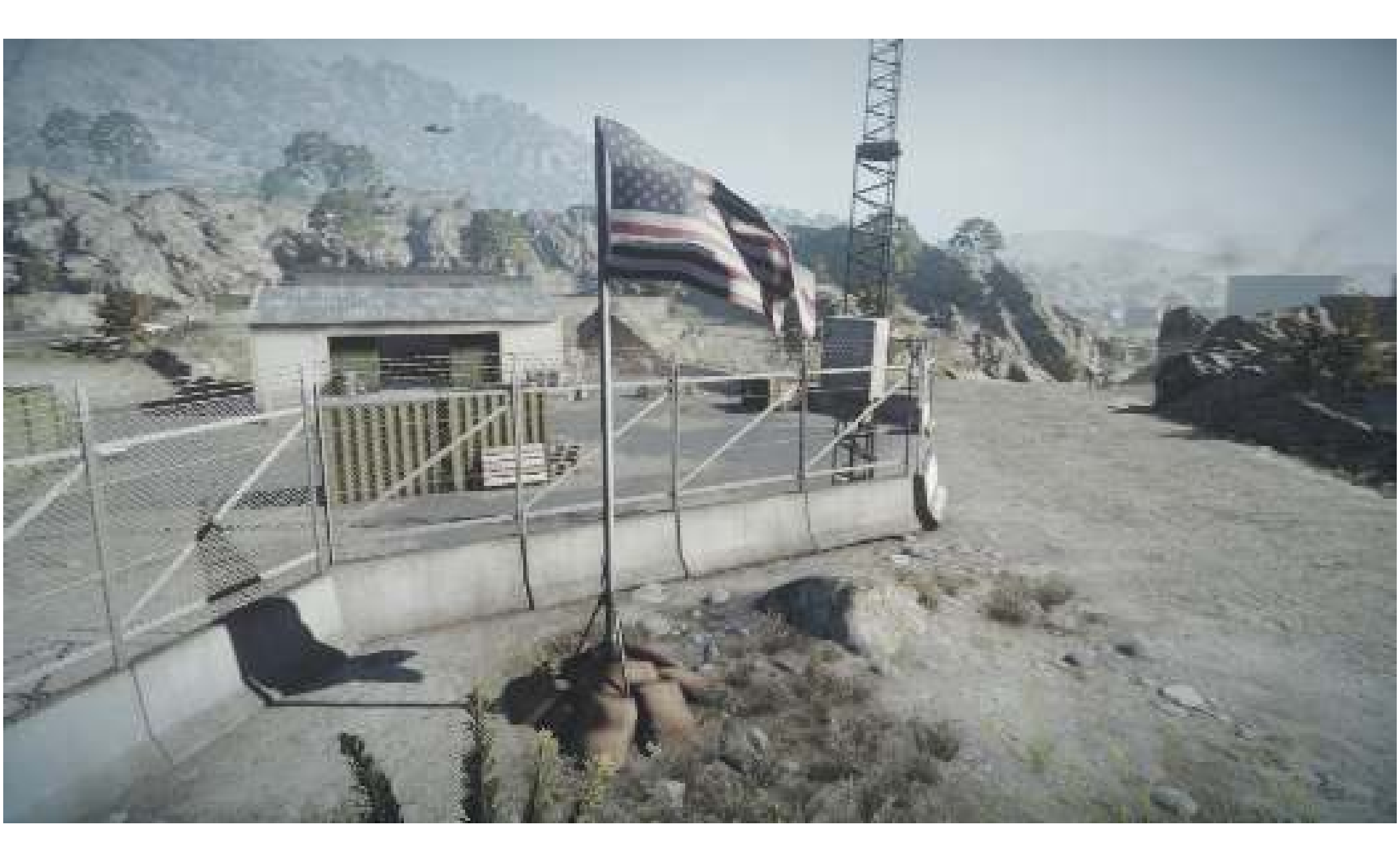
While the control point supplies the US with only an extra Growler ITV, simply having a spawn point within striking distance of the nearby Army Outpost (B) and Offices (C) is well worth the effort it takes to hold this flag.

Otherwise, US troops spawning back at the US Base have a long journey ahead of them. However, all the explosive gas pumps, fuel tanks, and vehicles make it a relatively dangerous place to loiter.

When capturing or contesting the flag, always seek cover in the concrete building just east of the flagpole.This will keep you relatively safe from strafing runs by enemy aircraft as well as any secondary explosions.

While the road to the west is the most obvious route to this control point, it can also be accessed from the sea to the east. Use a RHIB to sneak in from the coast and establish a foothold on the east side of the Gas Station.

B: ARMY OUTPOST



Control Point Assets

US Control	RU Control	Respawn Time
Growler ITV (1)	VDV Buggy (1)	10 sec.

As the most inland control point, it's easy to forget about the Army Outpost (B) in the hills to the west.

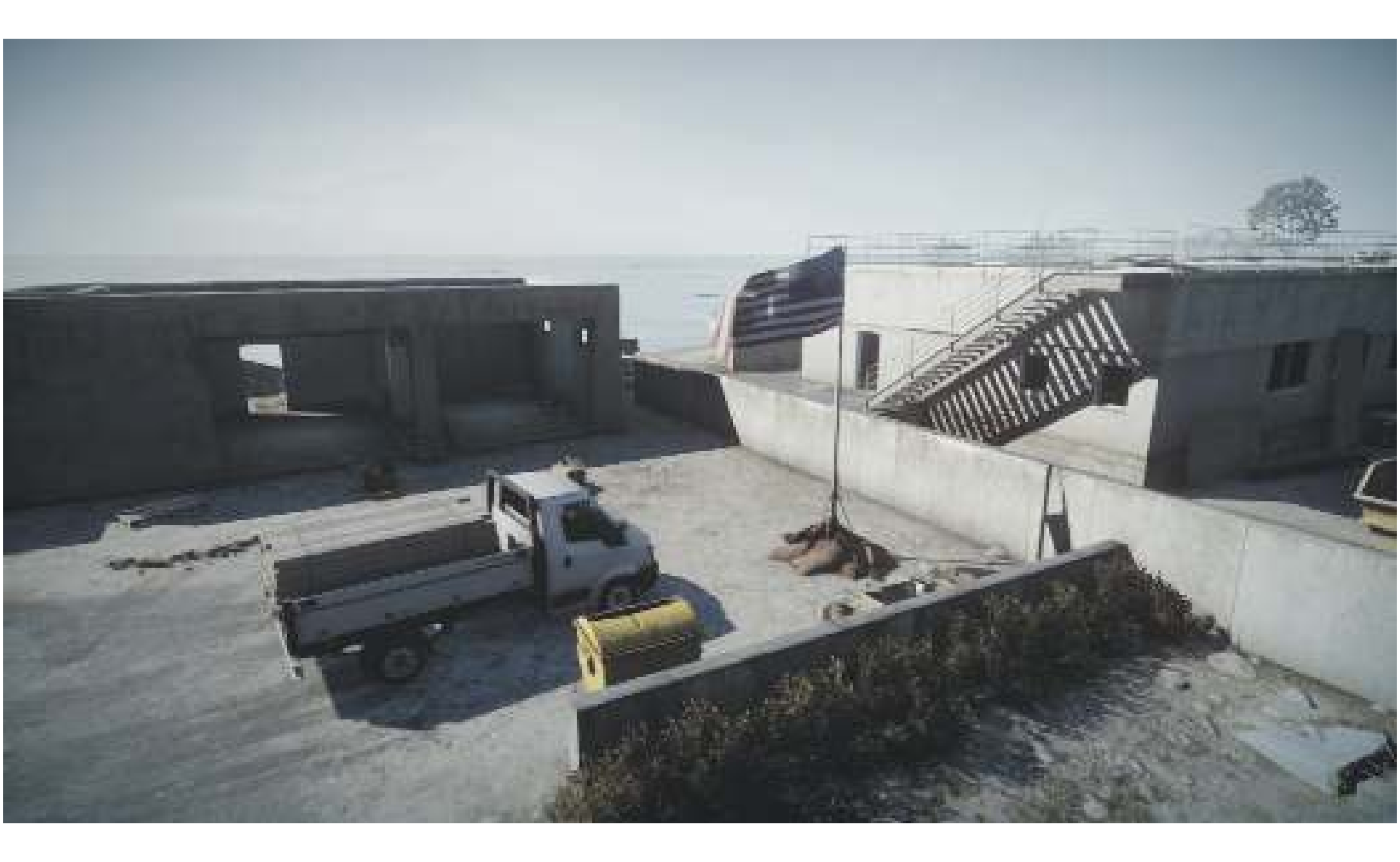
Despite it's relatively remote location, this control point is just as crucial as any other on the map because it provides a spawn point as well as a Growler ITV for the US team and a VDV Buggy for the RU team.

This semi-fortified outpost is easily accessed via the two dirt roads branching off the main highway. The flag is located right next to the dirt road, making it easy for vehicles to capture.

But take a more cautious approach if the flag is held by the opposing team. The surrounding buildings, guard towers, and elevated rocks to the west provide excellent overwatch positions, allowing defenders to covertly pick-off attackers from long range.

There isn't much cover near the flagpole, so utilize smoke to conceal your position while attempting to convert the flag. Once held, the Army Outpost serves as a great staging area for attacks on the central control points like the Construction Site (D) Offices (C).

C: OFFICES



Although the Offices spawn no vehicles for either team, as a central control point it's likely to see plenty of action throughout the battle. Given its location near the center of the map, this control point is really up for grabs at the start of a round.

Both teams should consider rushing this location early on with their fastest vehicles. Capturing it first may mean ditching a jet or chopper. The flag sits out in the open, not far from the road to the west.

While capturing or contesting this point, scatter around the flag's capture radius, preferably taking cover in the nearby buildings. Like the Gas Station (A), this control point sits on the coast, so it is good candidate for amphibious assaults.

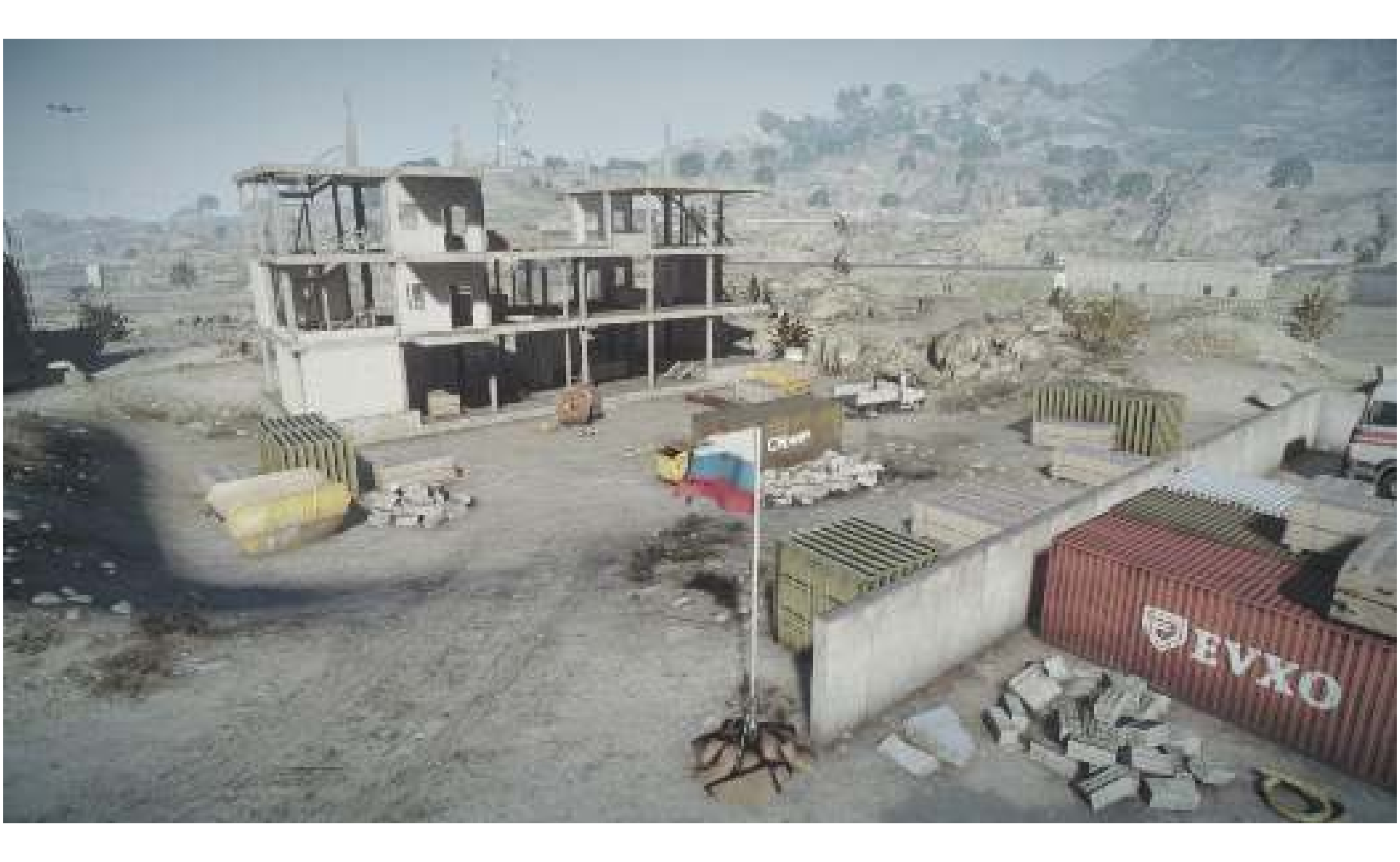
The road access also makes it easy to capture in any ground vehicle. Defenders here have a relatively easy time watching the flag from a distance.

The partially constructed three-story buildings across the street to the west offer excellent views of the flag. But defenders posted here might not be able to spot infantry hiding in the nearby buildings.

So regular sweeps of the buildings are necessary to prevent covert captures. Or simply level the buildings and surrounding concrete walls to deny attackers a hiding spot within the flag's capture radius.

If playing a match with a full complement of 64 players, don't leave this flag undefended. Defending here is a full-time job that never gets dull, especially when playing on a full server.

D: CONSTRUCTION SITE



Like the Offices (C), the Construction Site (D) is another central control point likely to see heavy action. If captured and properly defended, this flag can be a tough one to wrestle away from a determined team.

Because it is surrounded by tall buildings and other structures, defenders here have an easy time watching the flag from a distance. Therefore, always approach this flag with caution and be ready to take cover.

Tanks have a relatively easy time rushing the flag's capture radius and converting the flag. However, tanks (and any other vehicles) should be prepared for the presence of mines and C4 placed near the flagpole.

Defenders determined to hold on to this position should place a Radio Beacon in or near the large warehouse to the west.

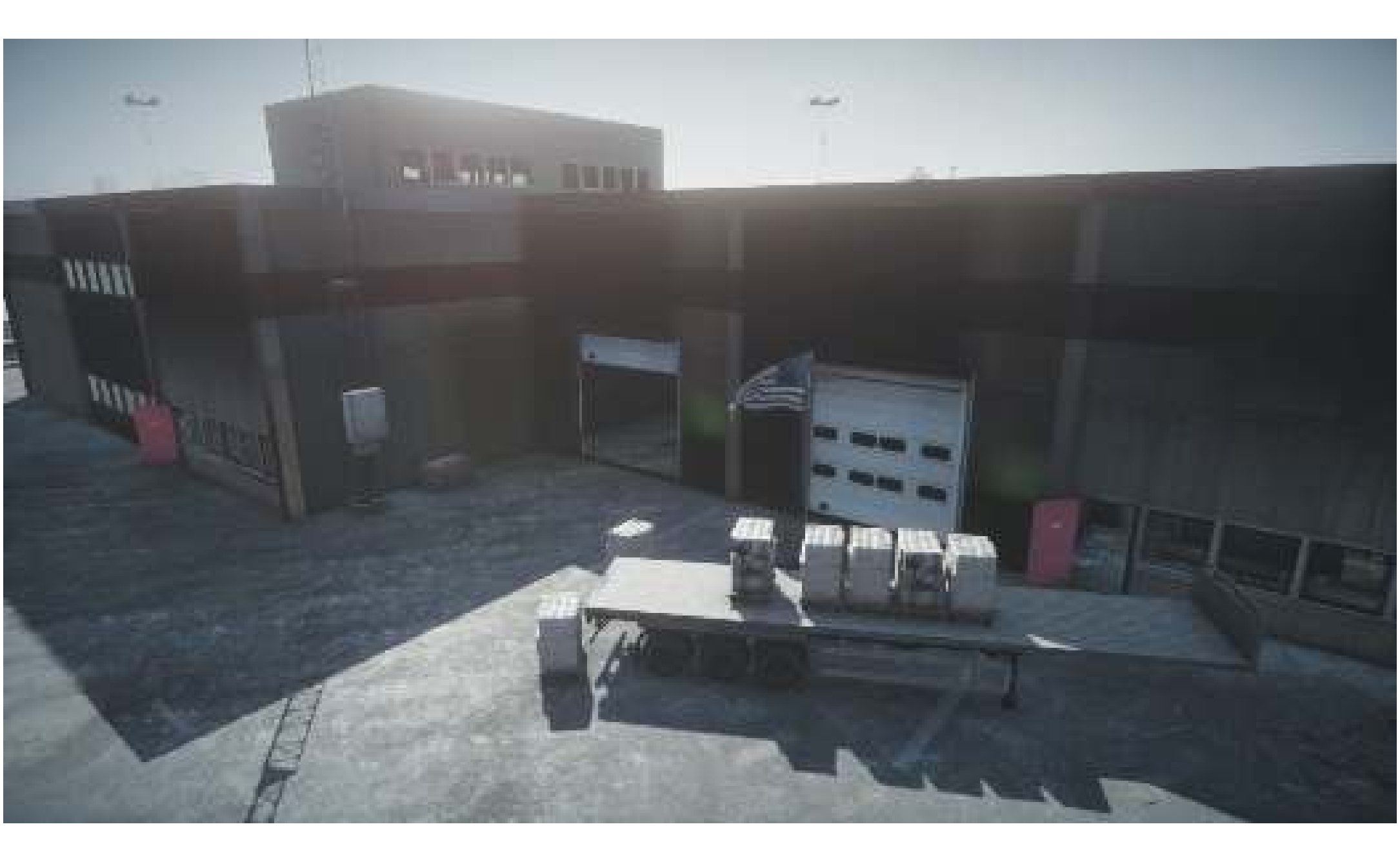
Therefore, even if the opposing team converts the flag, your squad will still have a spawn point at the Construction Site, which allows for a quick counteroffensive.

The Construction Site spawns no vehicles for either team so be sure to reinforce it with ground assets brought up from your team's base.

This is often a frontline control point, so the more firepower you can bring here, the more likely your team is to hold this flag. Constantly monitor the ever-changing tactical situation.

Be ready to defend attacks coming from the nearby Offices (C) to the west, the Docks (E) to the north, and the Army Outpost (B) to the south. In a large match, it may take two squads to adequately lock down this flag.

E: DOCKS



Control Point Assets

US Control	RU Control	Respawn Time
—	VDV Buggy (1)	10 sec.

The Docks (E) are a short distance from the RU Base, which gives the RU team the best chance of capturing this control point and holding it for the duration of the match.

The Docks spawn one VDV Buggy for the RU team and it is ideal for launching high-speed raids on the nearby Construction Site (D) and Offices (C) control points.

The flag is located on the west side of a large warehouse. Vehicles parked near the flag or infantry hiding in the warehouse can capture or contest this point.

So instead of simply watching the flag from one angle, defenders must rely on regular patrols to counter potential sneak attacks coming from the warehouse.

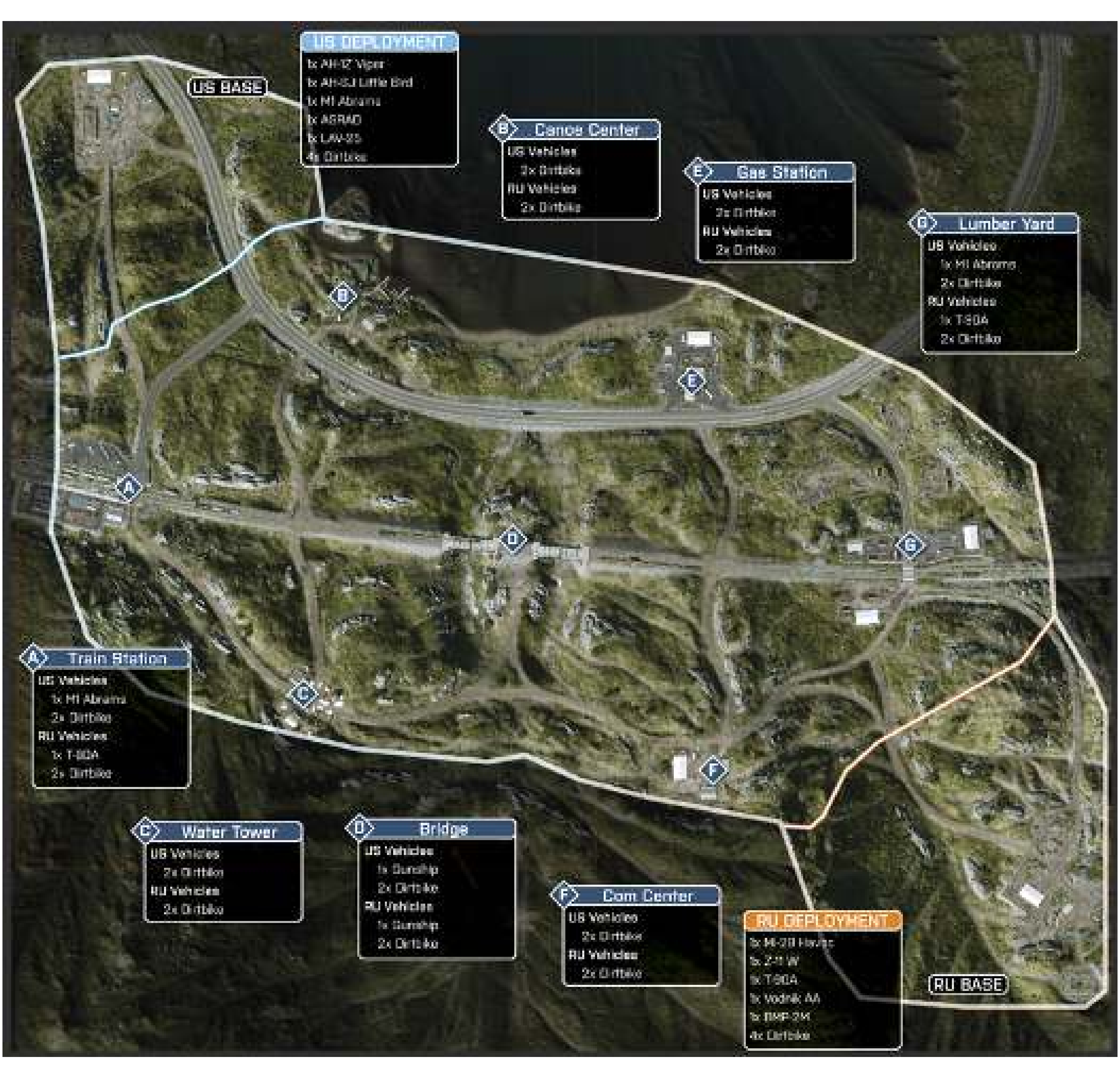
One popular avenue of attack is from the ocean to the east. Attackers can dock RHIBs near one of the ladders to the north or east and infiltrate the warehouse to covertly convert the flag.

Defenders posted on the warehouse roof have a good view of the surrounding area and can spot attacks coming from the sea—but always stay prone to avoid silhouetting yourself.

The large collection of shipping containers to the west offers plenty of hiding spots. This is a good place for both attackers and defenders to place Radio Beacons, which help guarantee a spawn point at this location regardless of which team holds the flag.

Conquest 64

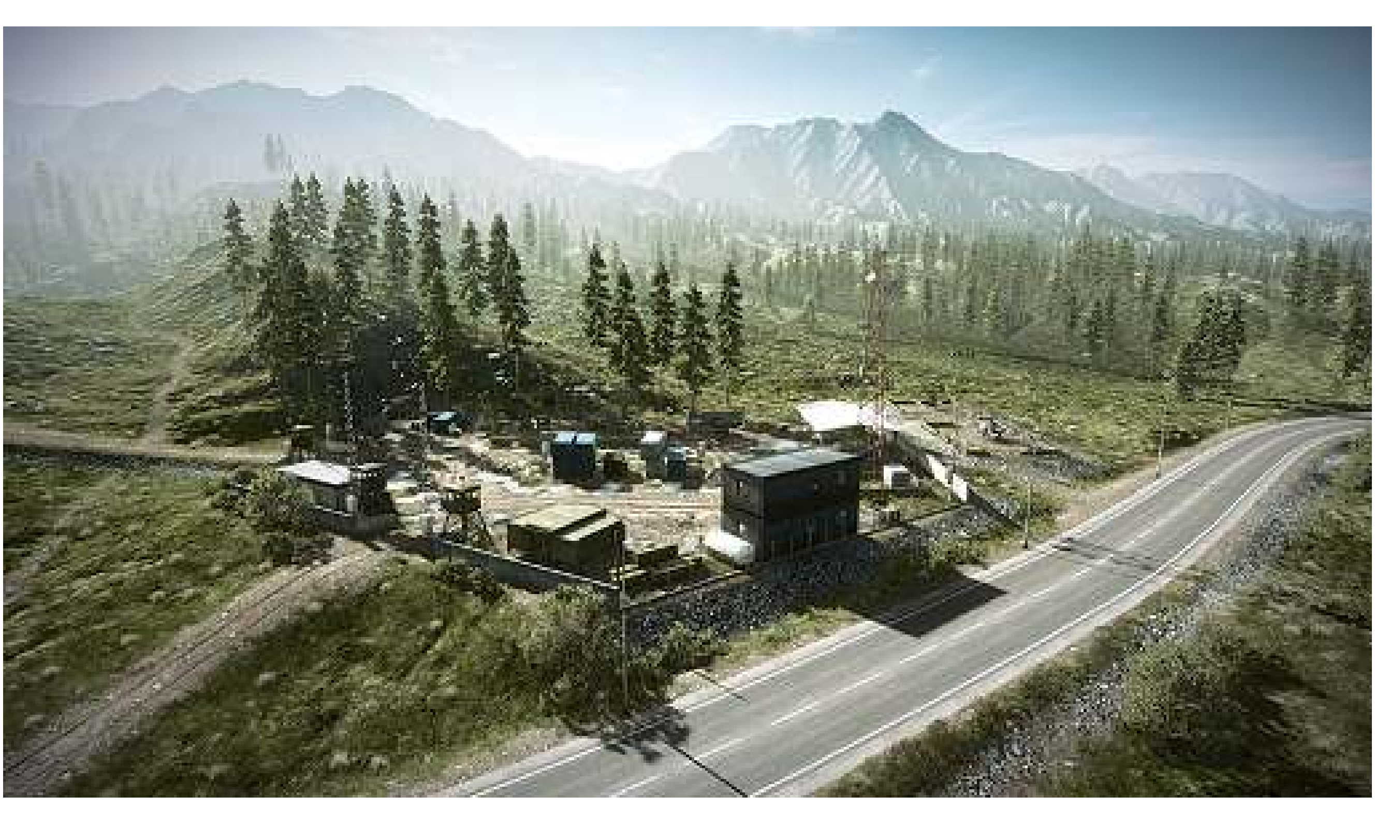
Kiasar Railroad

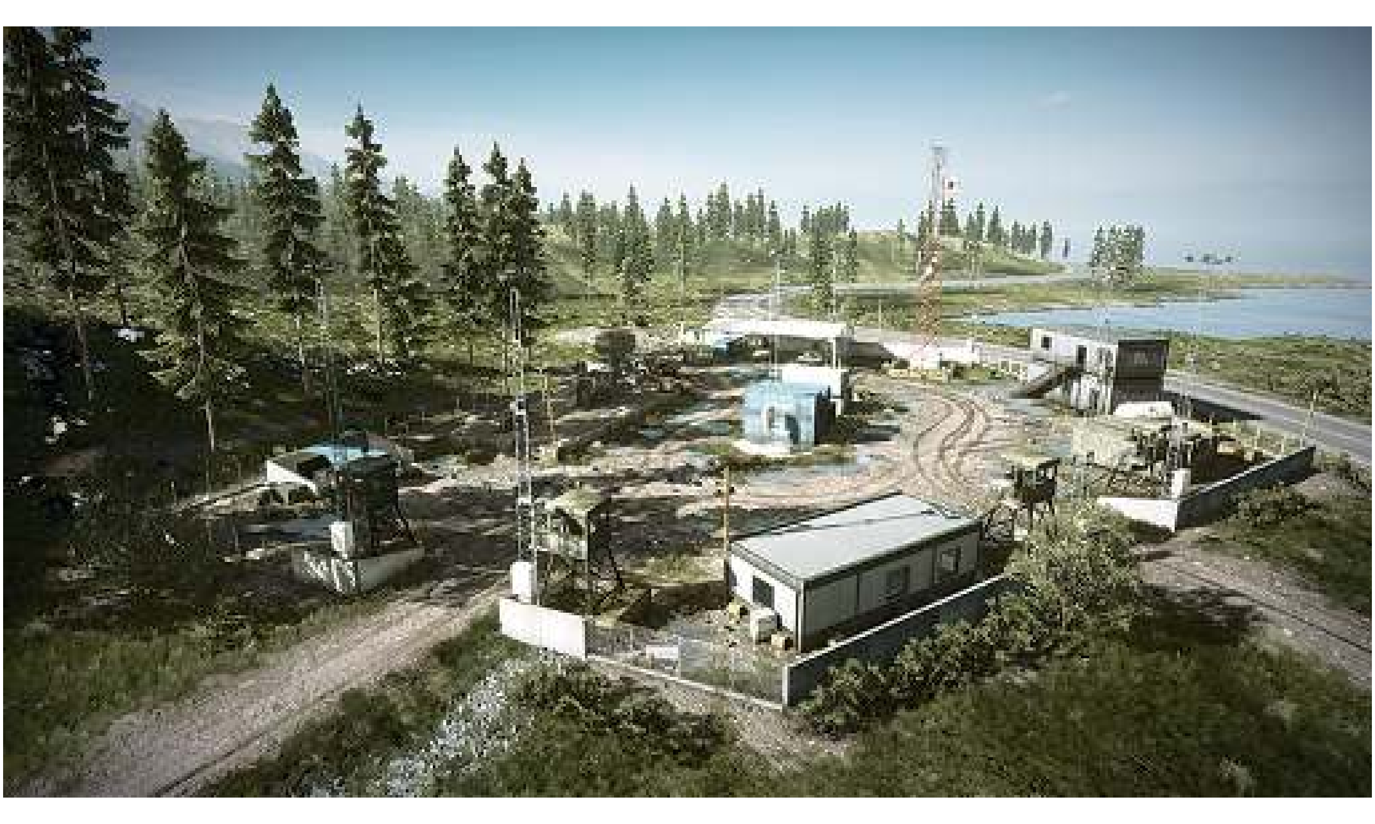

US DEPLOYMENT
1x AH-1Z Viper
1x AH-6J Little Bird
1x M1 Abrams
1x ASRAD
1x LAV-25
4x Dirtbike
US BASE
B Canoe Center
US Vehicles
2x Dirtbike
RU Vehicles
2x Dirtbike
E Gas Station
US Vehicles
2x Dirtbike
RU Vehicles
2x Dirtbike
G Lumber Yard
US Vehicles
1x M1 Abrams
2x Dirtbike
RU Vehicles
1x T-90A
2x Dirtbike
A Train Station
US Vehicles
1x M1 Abrams
2x Dirtbike
RU Vehicles
1x T-90A
2x Dirtbike
C Water Tower
US Vehicles
2x Dirtbike
RU Vehicles
2x Dirtbike
D Bridge
US Vehicles
1x Gunship
2x Dirtbike
RU Vehicles
1x Gunship
2x Dirtbike
F Com Center
US Vehicles
2x Dirtbike
RU Vehicles
2x Dirtbike
RU DEPLOYMENT
1x Mi-28 Havoc
1x Z-11 W
1x T-90A
1x Vodnik AA
1x BMP-2M
4x Dirtbike
RU BASE
A
B
C
D
E
F
G

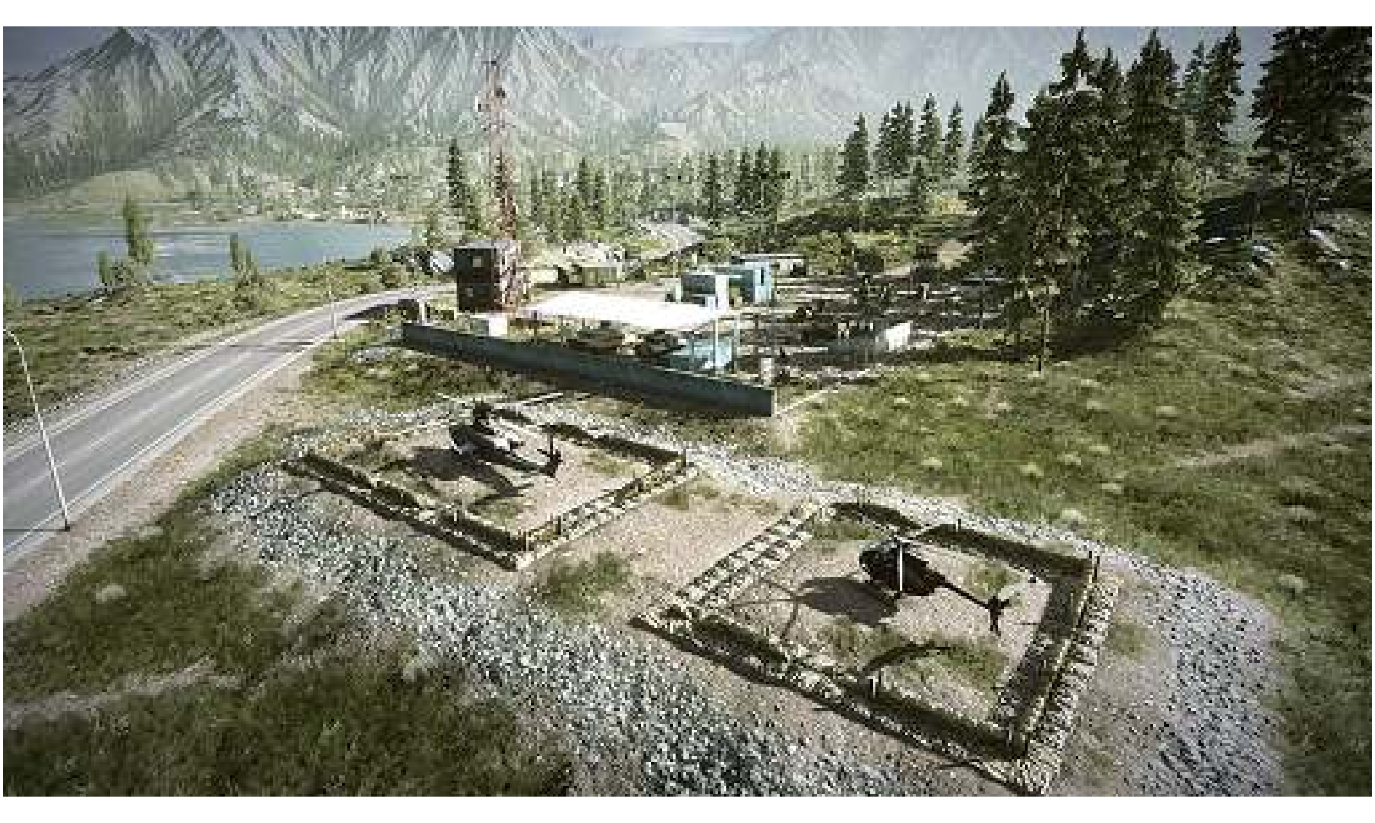
Click here for interactive maps

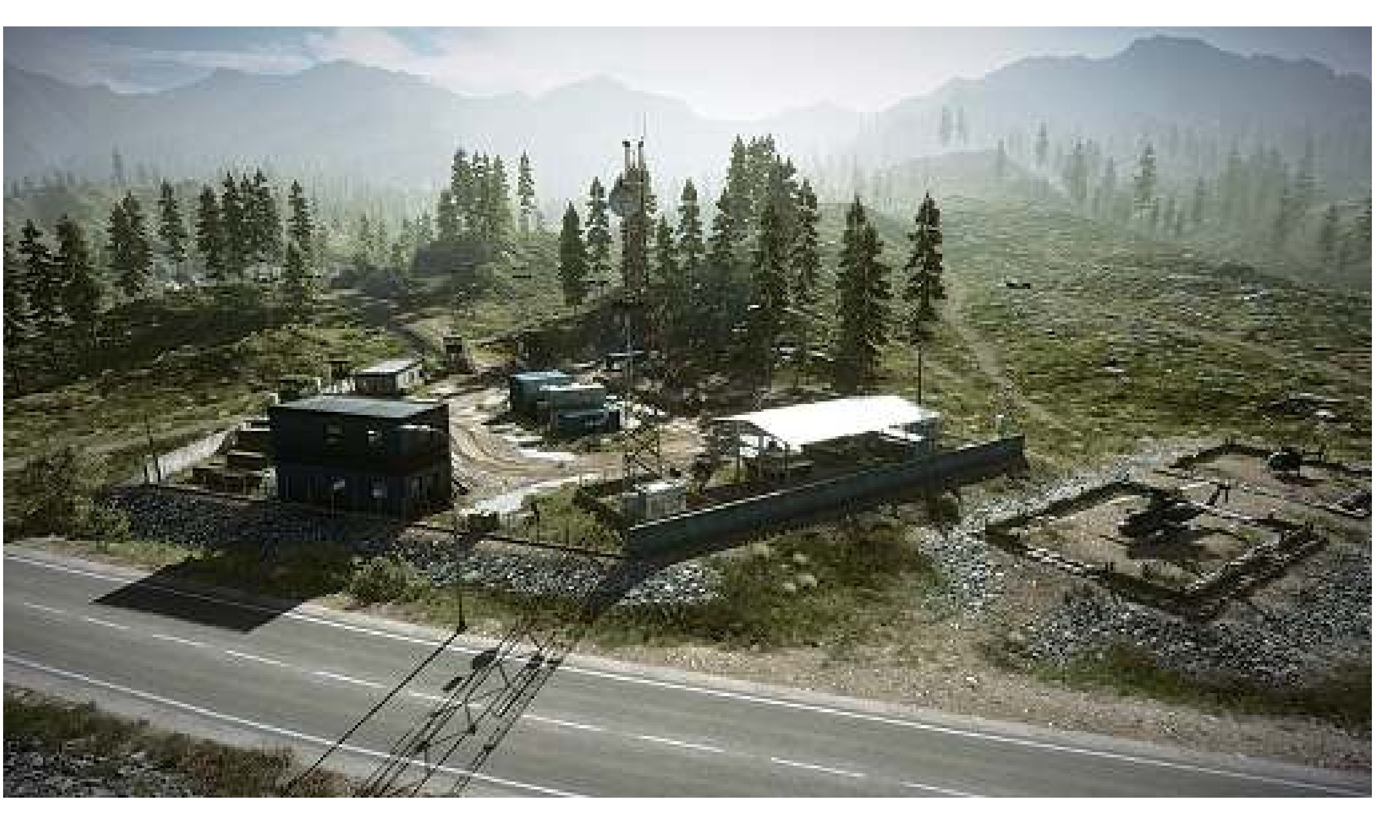
During Conquest 64, the map territory is expanded to include the Train Station (A) and Lumber Yard (G) as control points, resulting in seven control points being contested. This expansion also pushes back the deployment zones of both teams, with the US team deploying from the northwest edge of the map and the RU team deploying from the southeast. This shift in deployment positions also results in a staggered advantage for both teams, with the Train Station (A) and Canoe Center (B) being quickly captured by the US team and the Lumber Yard (G) and Com Center (F) being captured early on by the RU team. Once again, the Bridge (D) is in the center, and is flanked by the Water Tower (C) and the Gas Station (E). This distribution of control points leaves the central three points up for contention by both teams, as neither team deploys within their immediate vicinity. The result is a frantic battle in which beating your enemy requires consideration of how to best defend against attacks on the map's uneven terrain. One advantage afforded to both teams in is the tank, but this lumbering vehicle is better suited to performing patrols through the map's north side on the road near the lake.

US Base



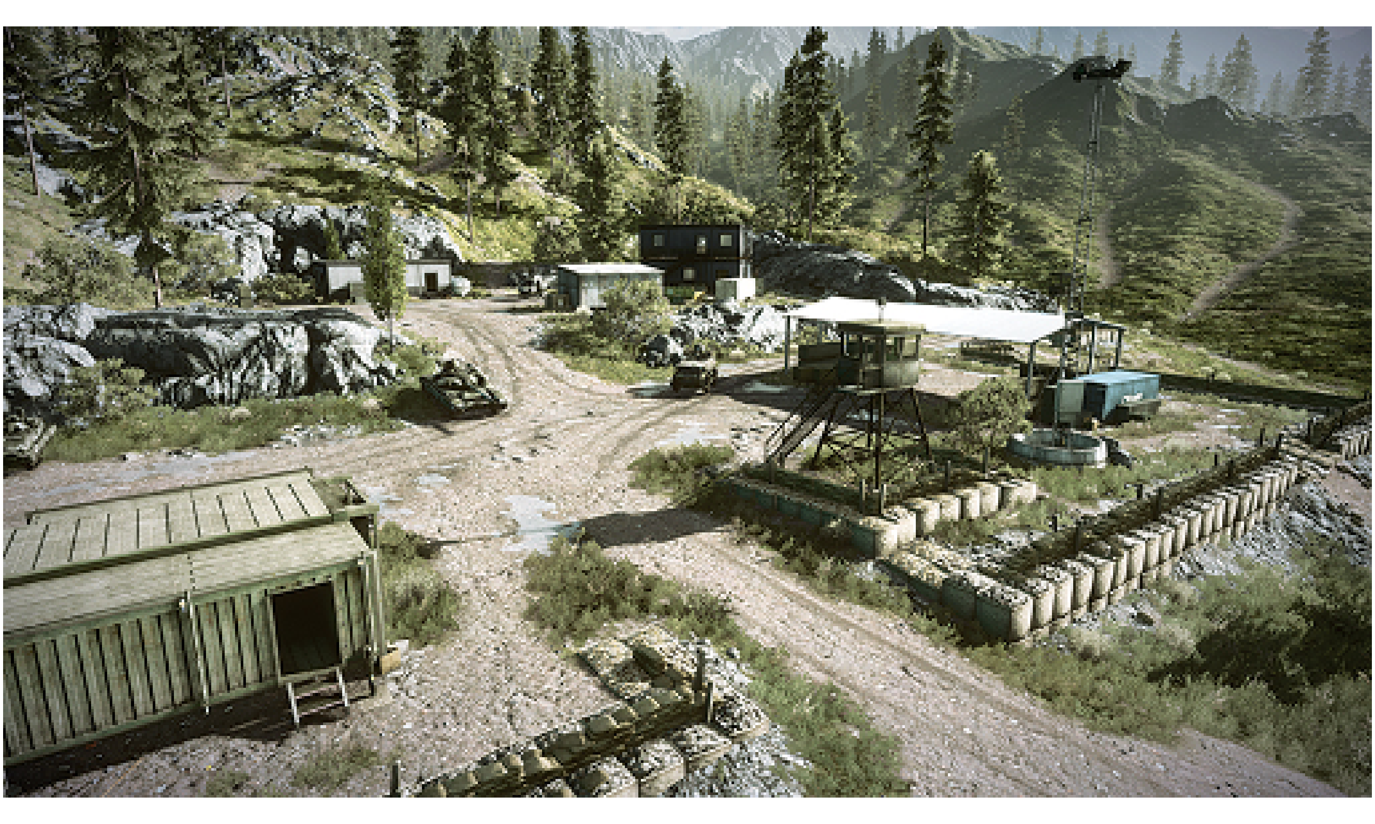


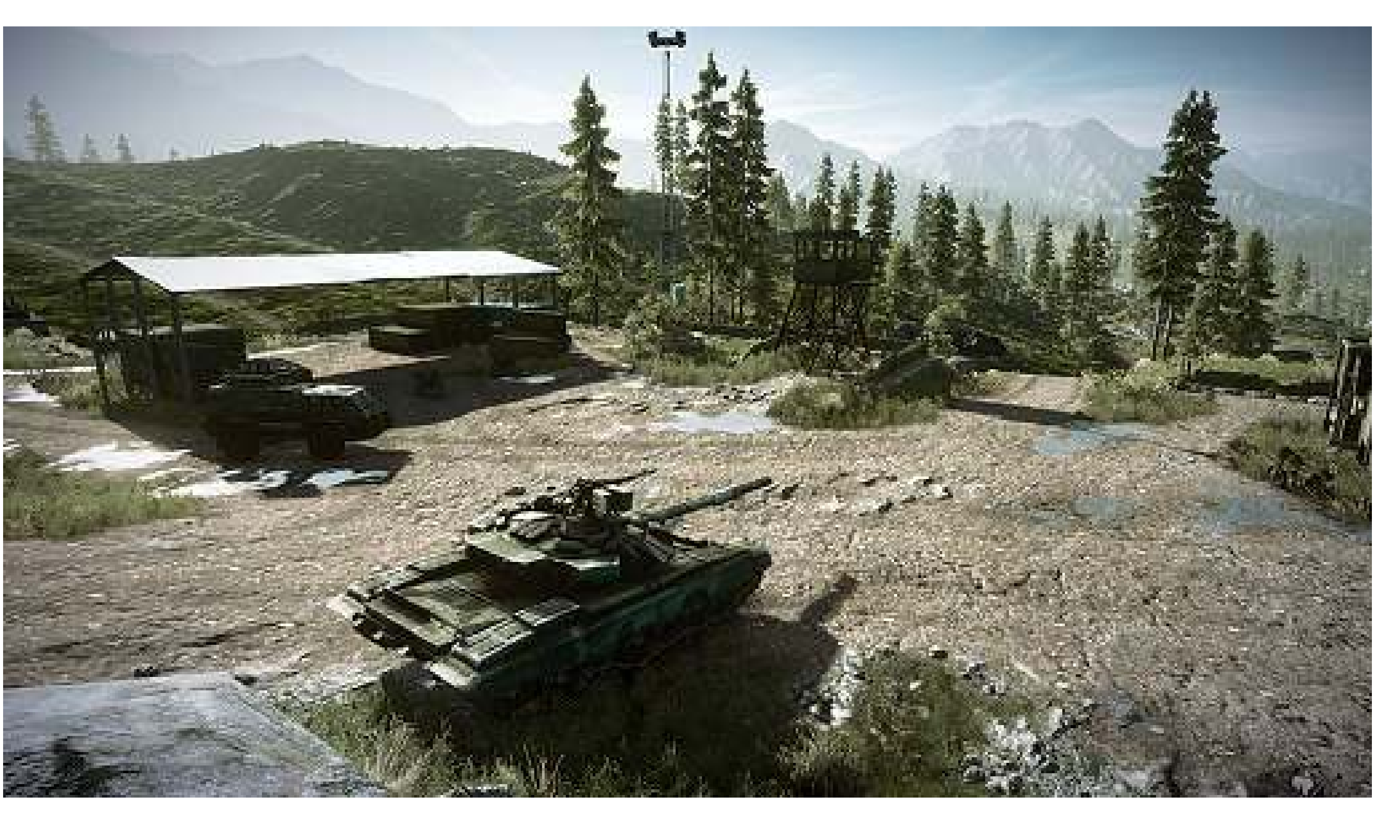


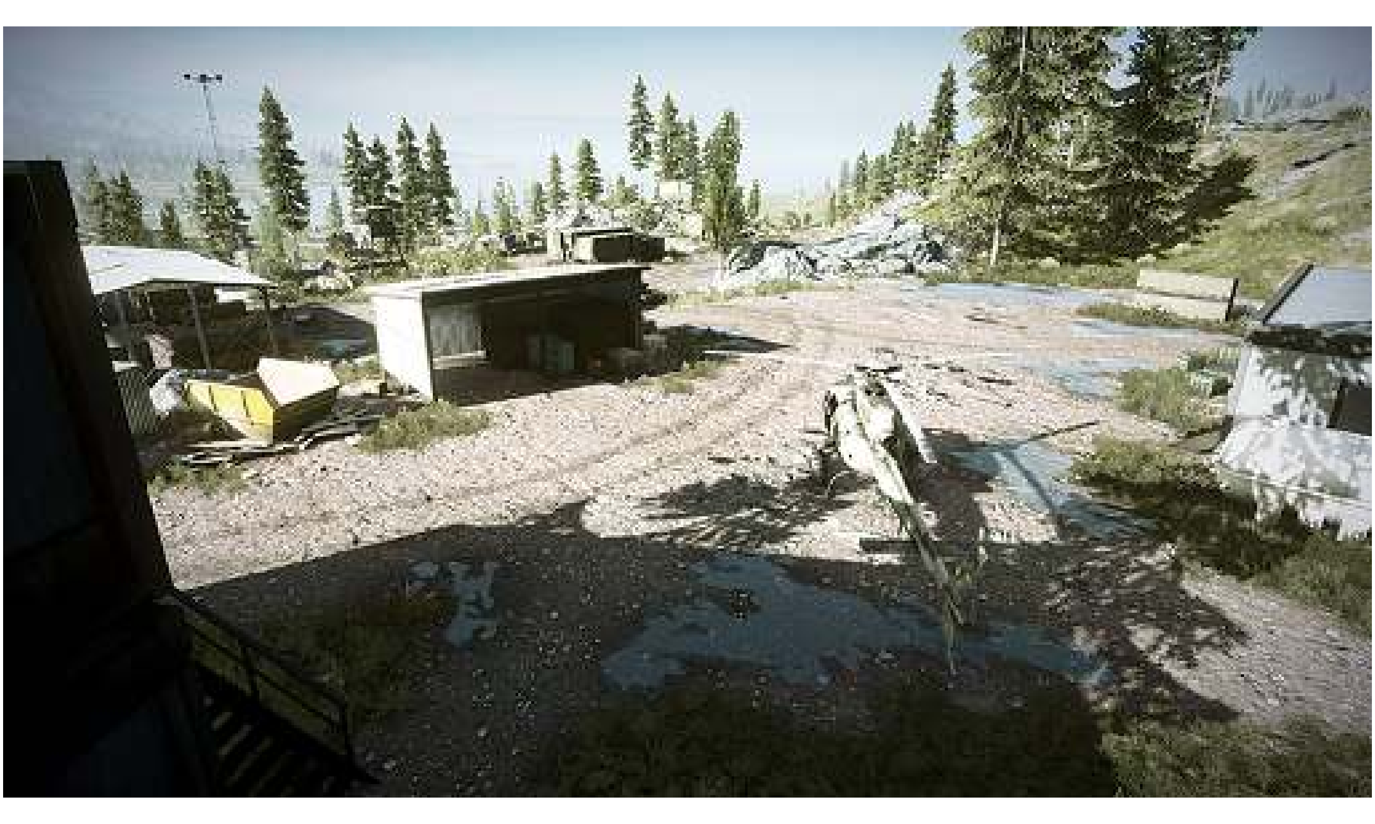


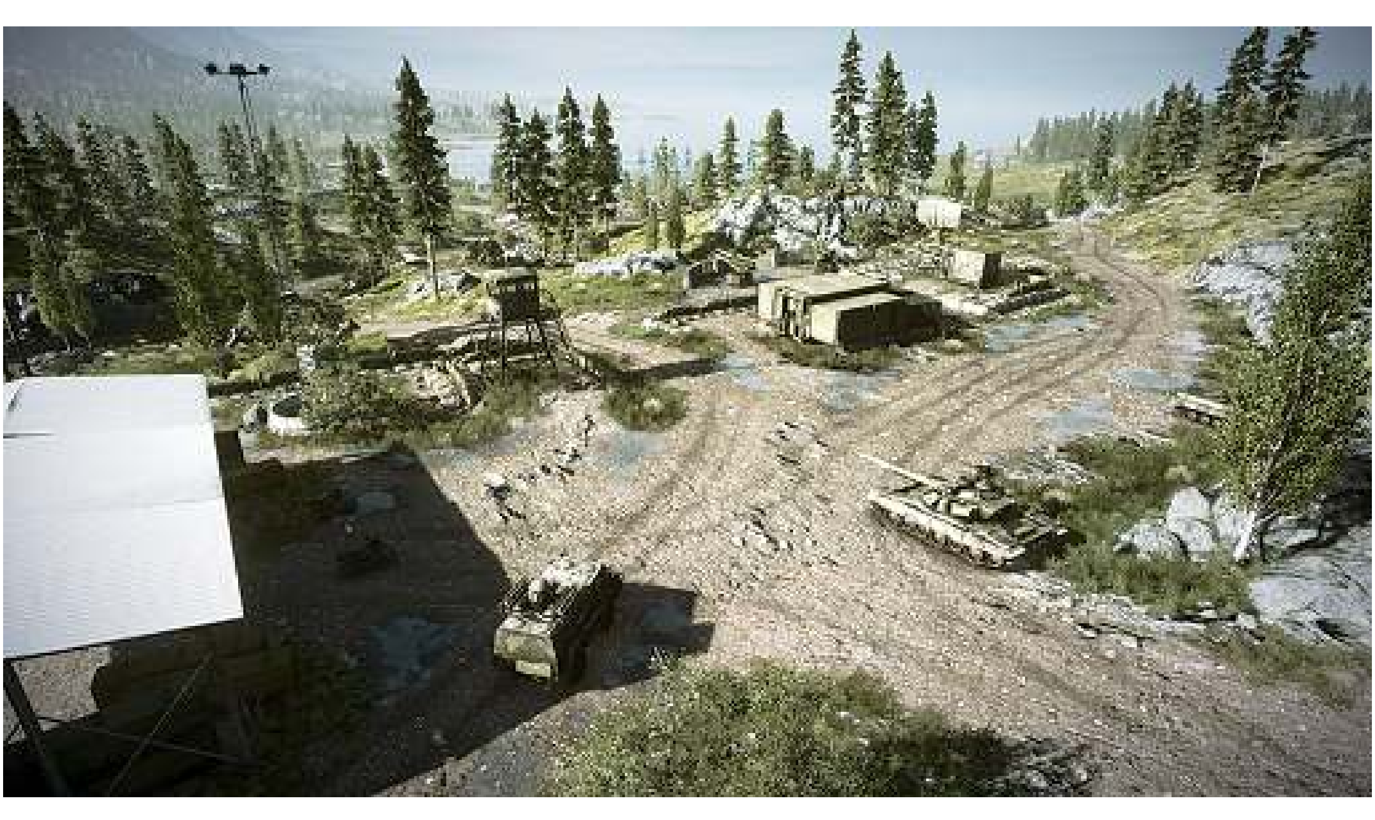
Deploying from the northwest, the US team is poised to quickly capture the Canoe Center (B), which is located on the edge of the lake. After claiming this point, the team can proceed to the southwest and claim the Train Station (A) with little resistance. The team would be wise to divide its resources to accomplish this, with squads moving to the Train Station (A) while others proceed southeast to gain control of the Bridge (D). While infantry are moving toward the Bridge (D), the team's helicopters should advance to the area to hold back hostiles that are approaching the area from the southeast. The M1 Abrams should avoid the area around the Bridge (D) and continue from the Canoe Center (B) to the Gas Station (E) by way of the northern road. The tank is more than equipped to capture this point single-handedly, as well as push back resistance it encounters along the way.

RU Base



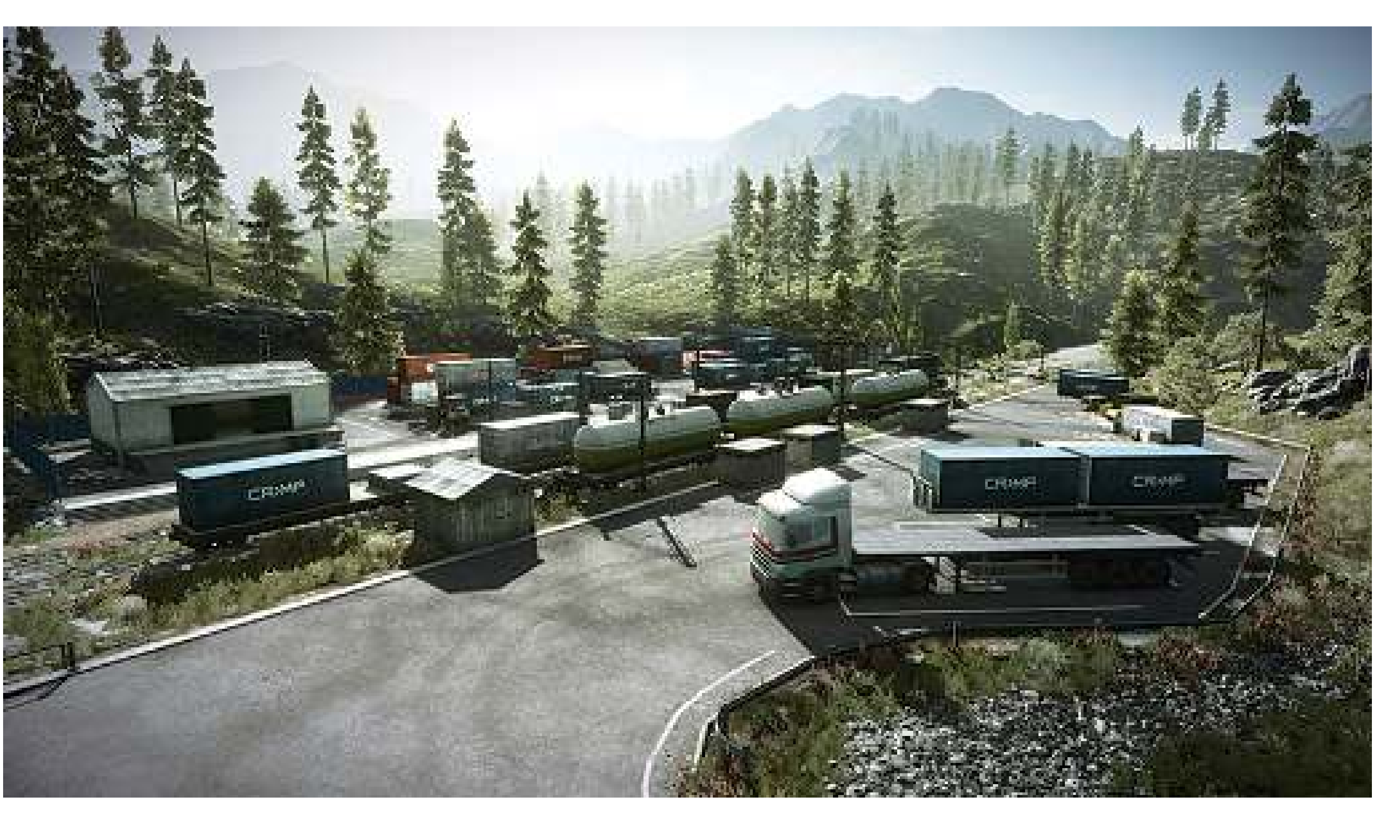


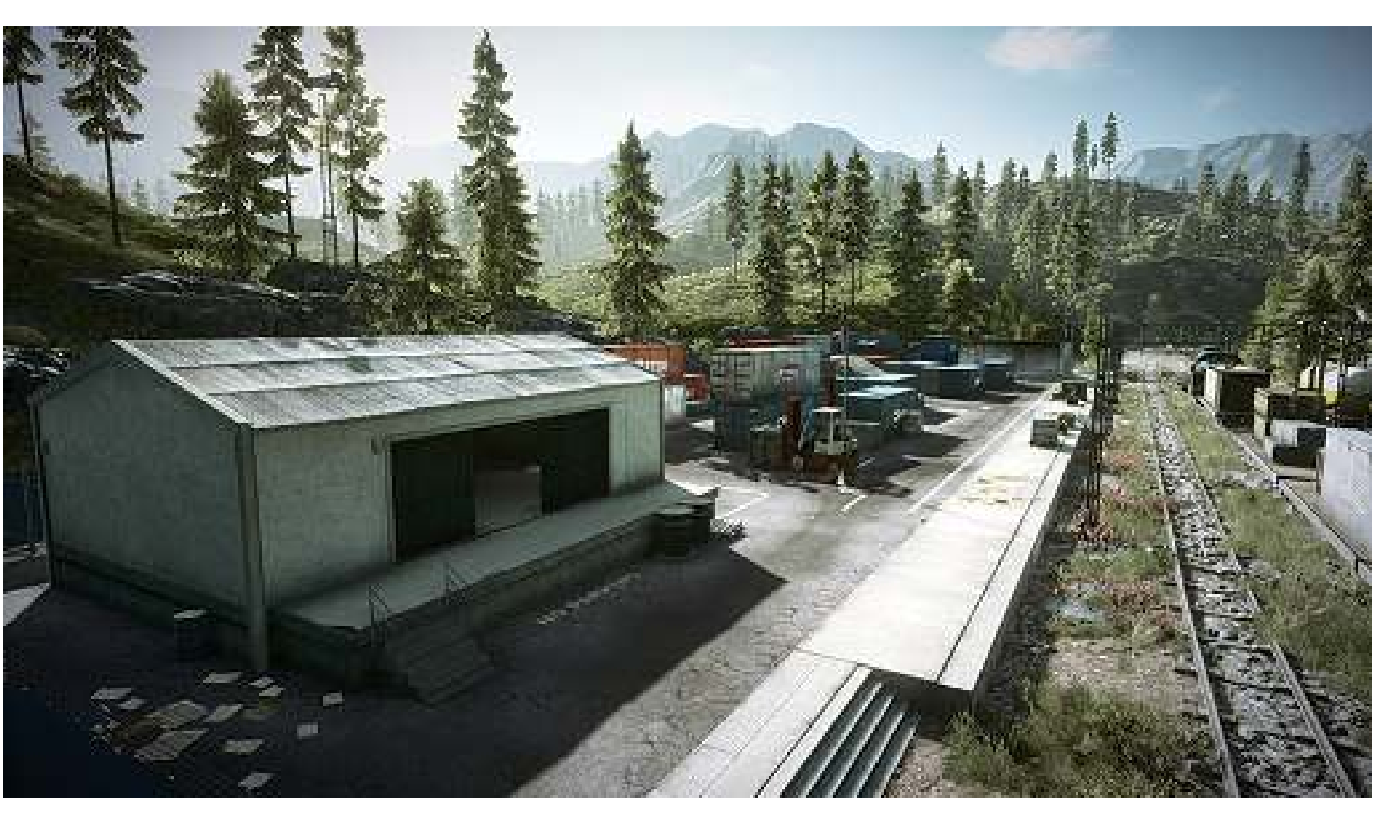


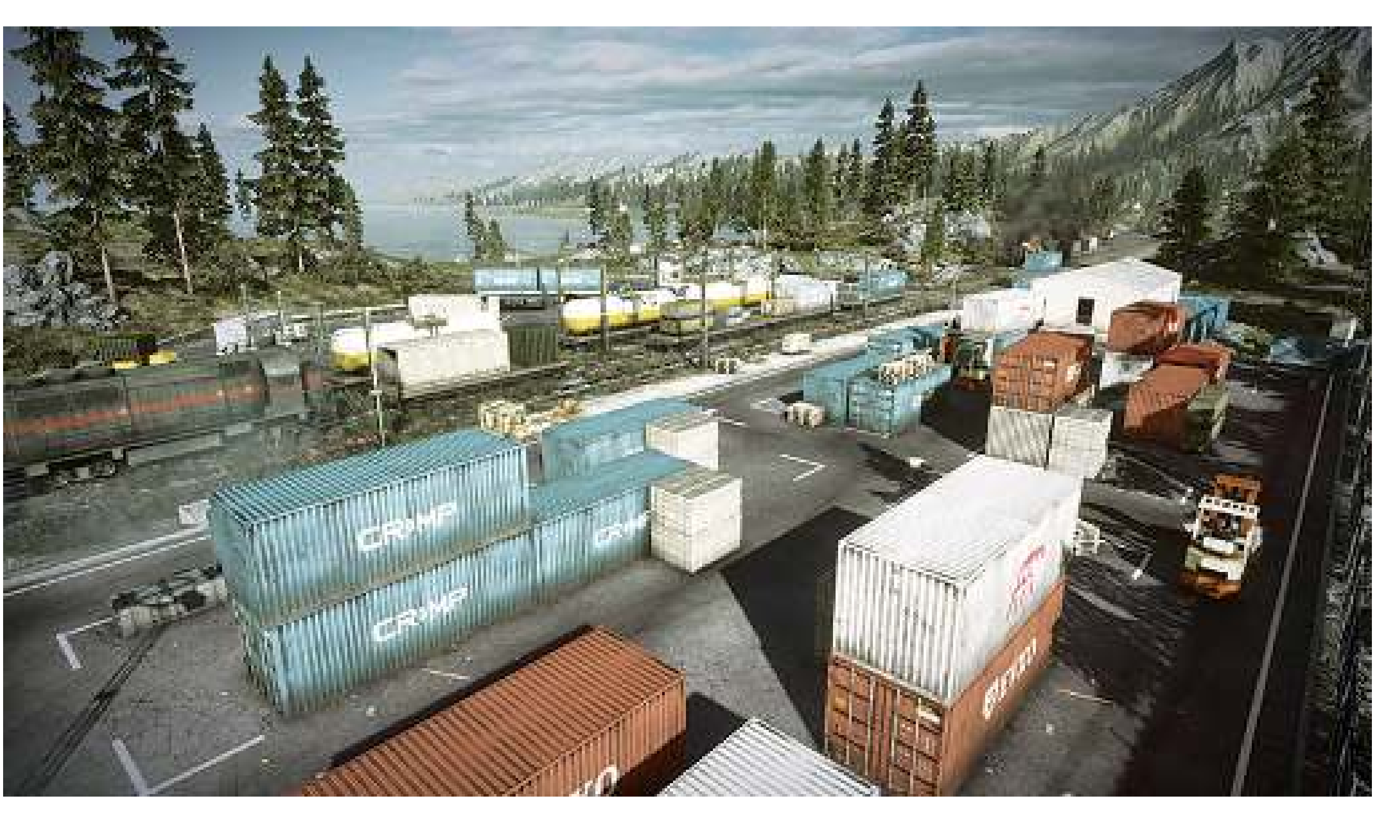


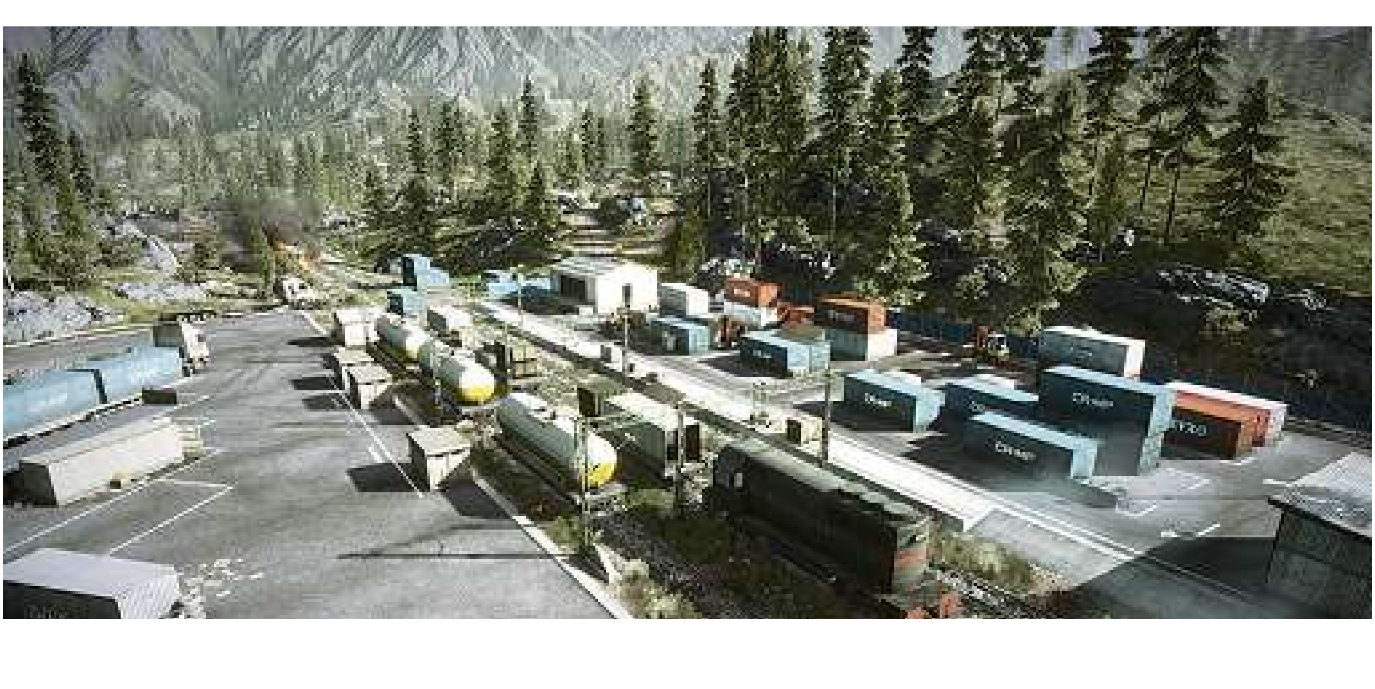
Deploying uphill from the southeast end of the map, the RU team will quickly move in and control the Com Center (F), which is immediately west of the deployment area. From this point, the team can move to control the Lumber Yard (G) to the northeast or continue west to capture the Water Tower (C). One advantage to controlling the southern control points is that the entire region is uphill from the rest of the battlefield. Taking advantage of this elevated position allows the team's Vodnik AA and T-90A to fire upon enemy helicopters and the northern control points. The team's helicopters should move toward the Bridge (D) early on and patrol this location until infantry can arrive to secure the point. Once the Bridge (D) is secured, the Dropship can be used to deploy units near the US team-controlled north and push back hostiles that are attempting to make their way uphill.

A: Train Station



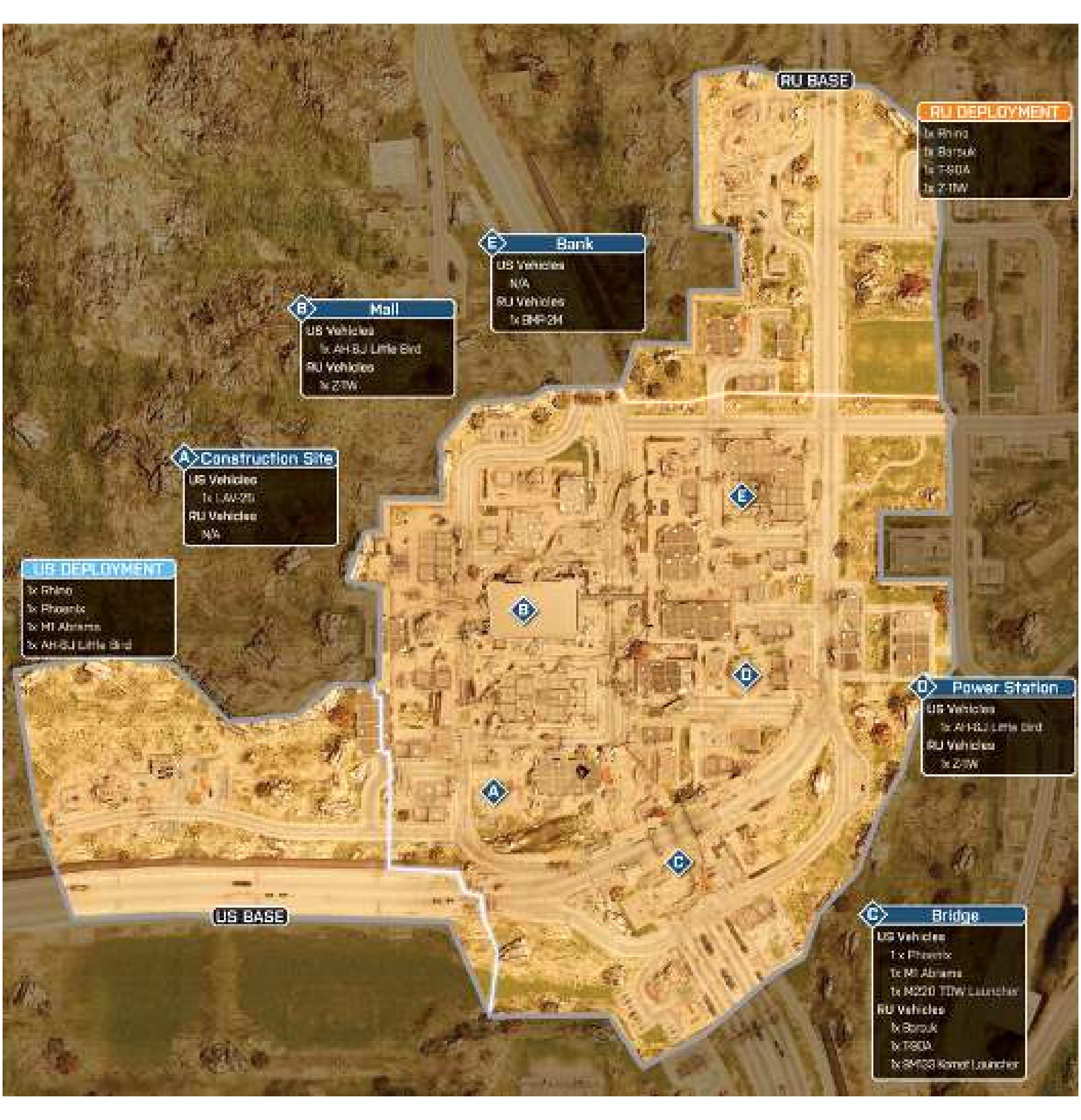






Conquest 64

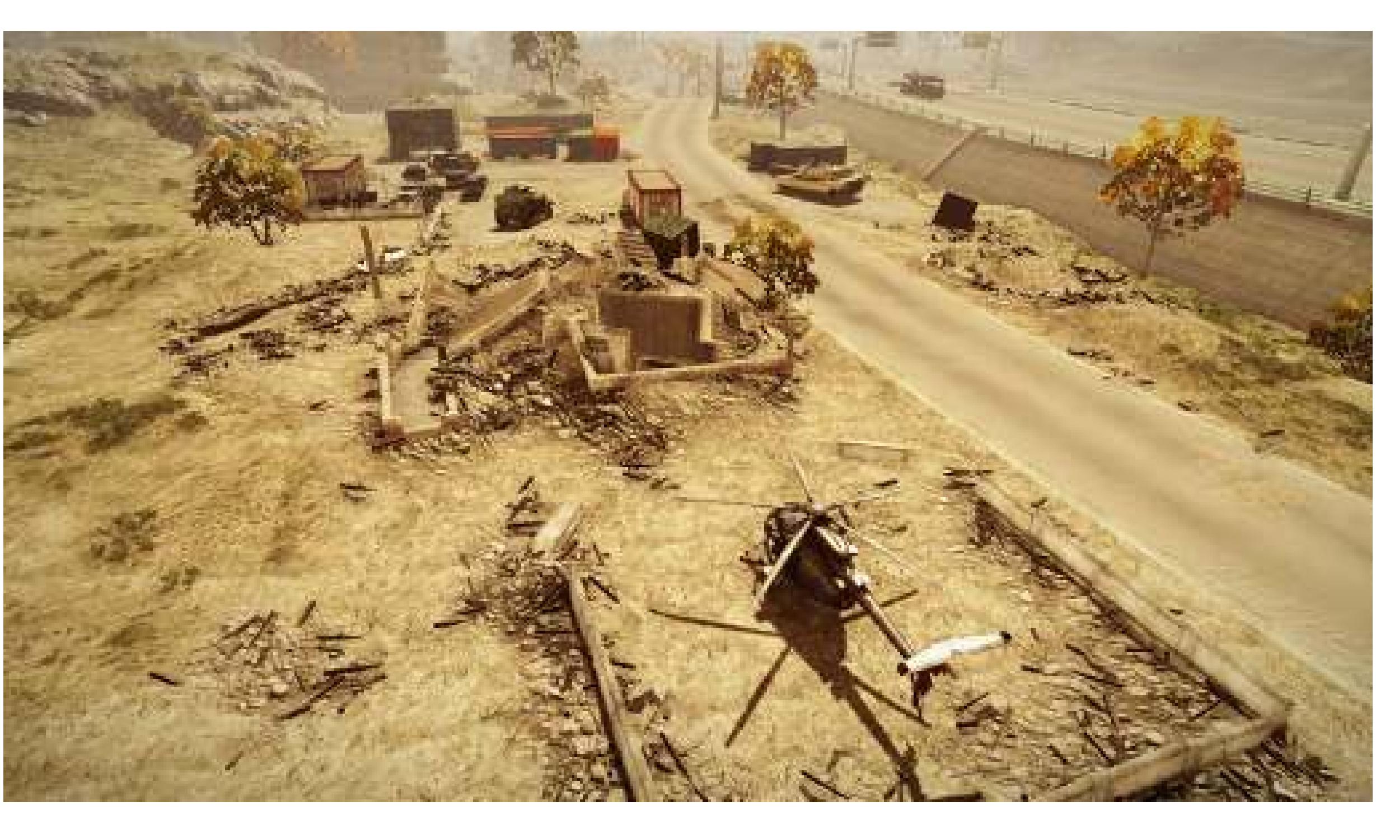
Markaz Monolith

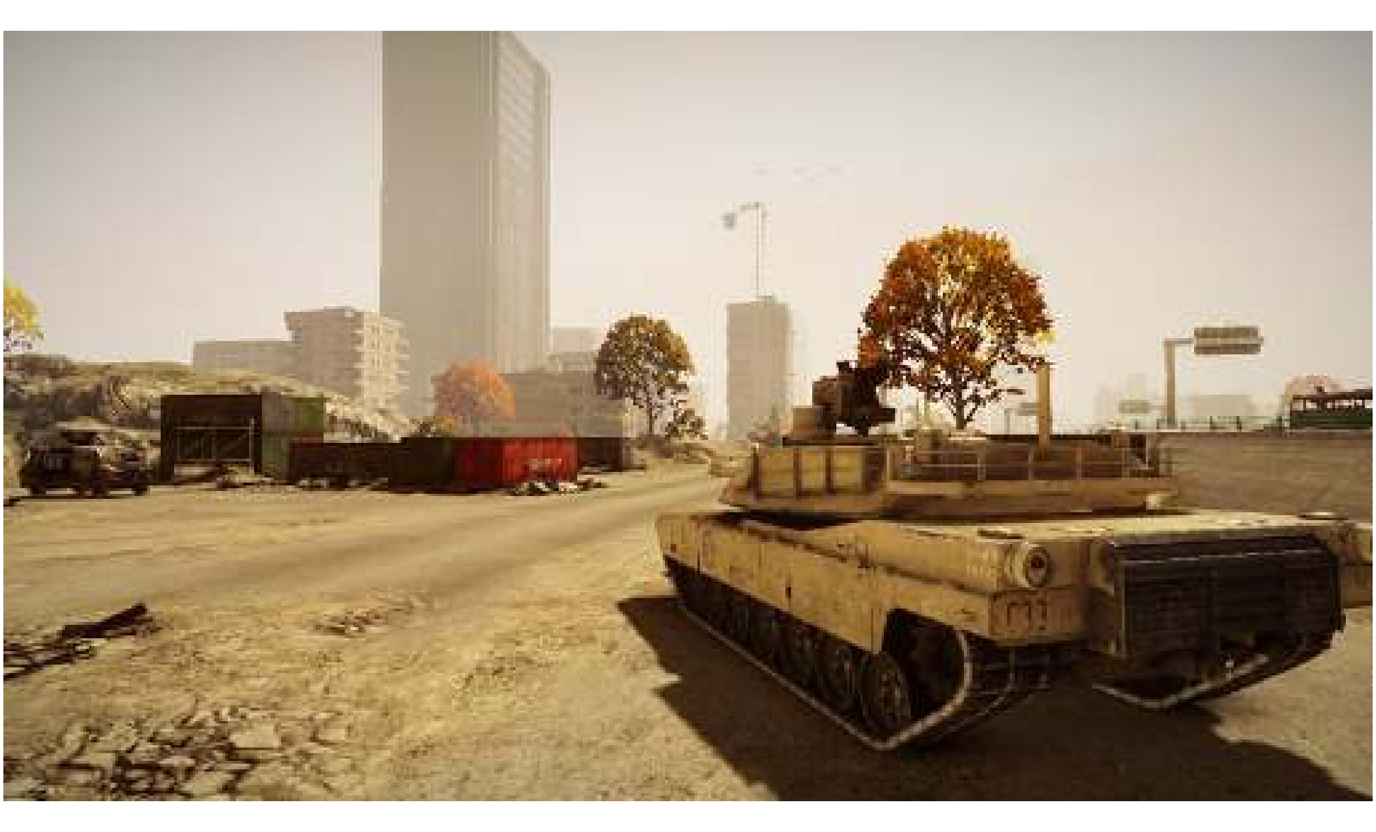


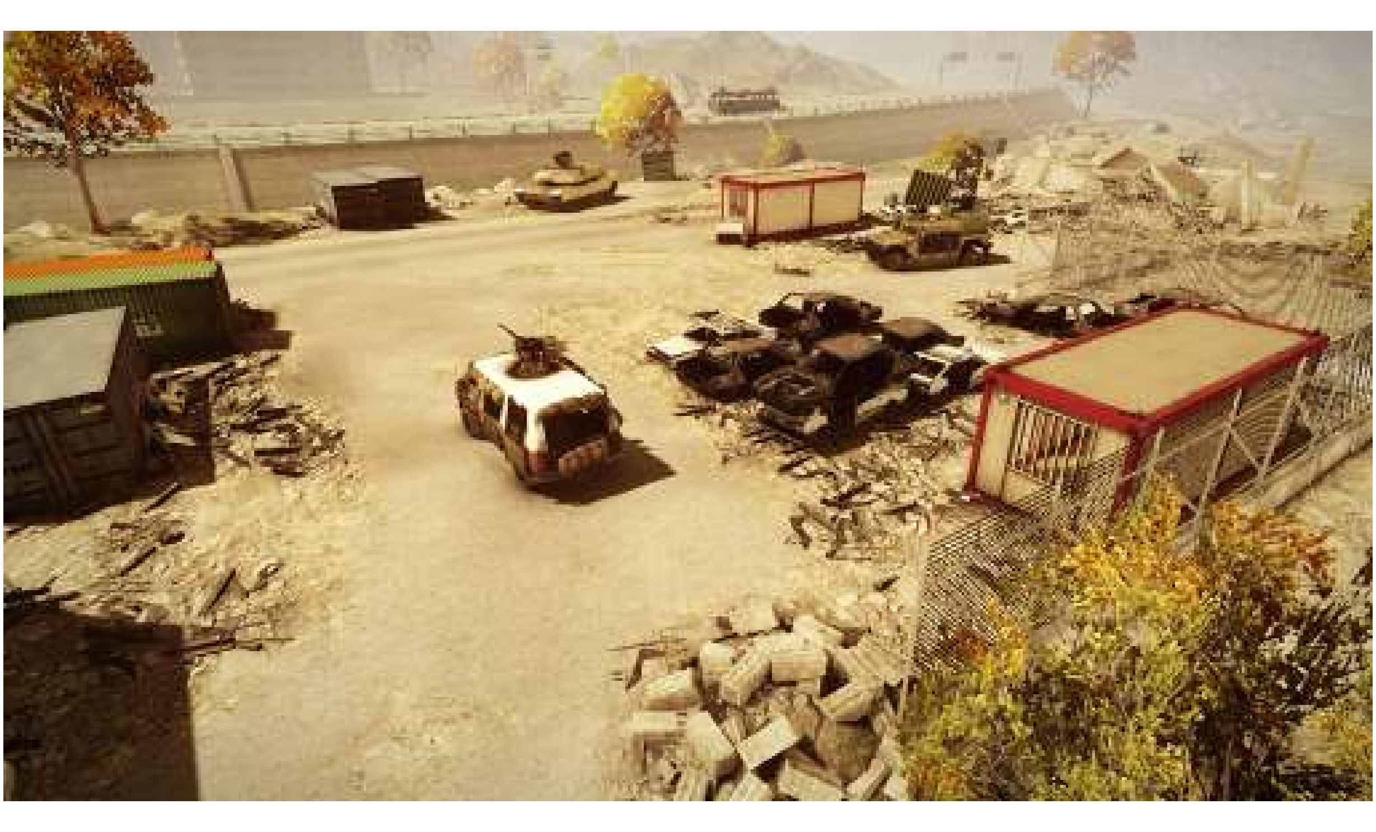
Click here for interactive maps

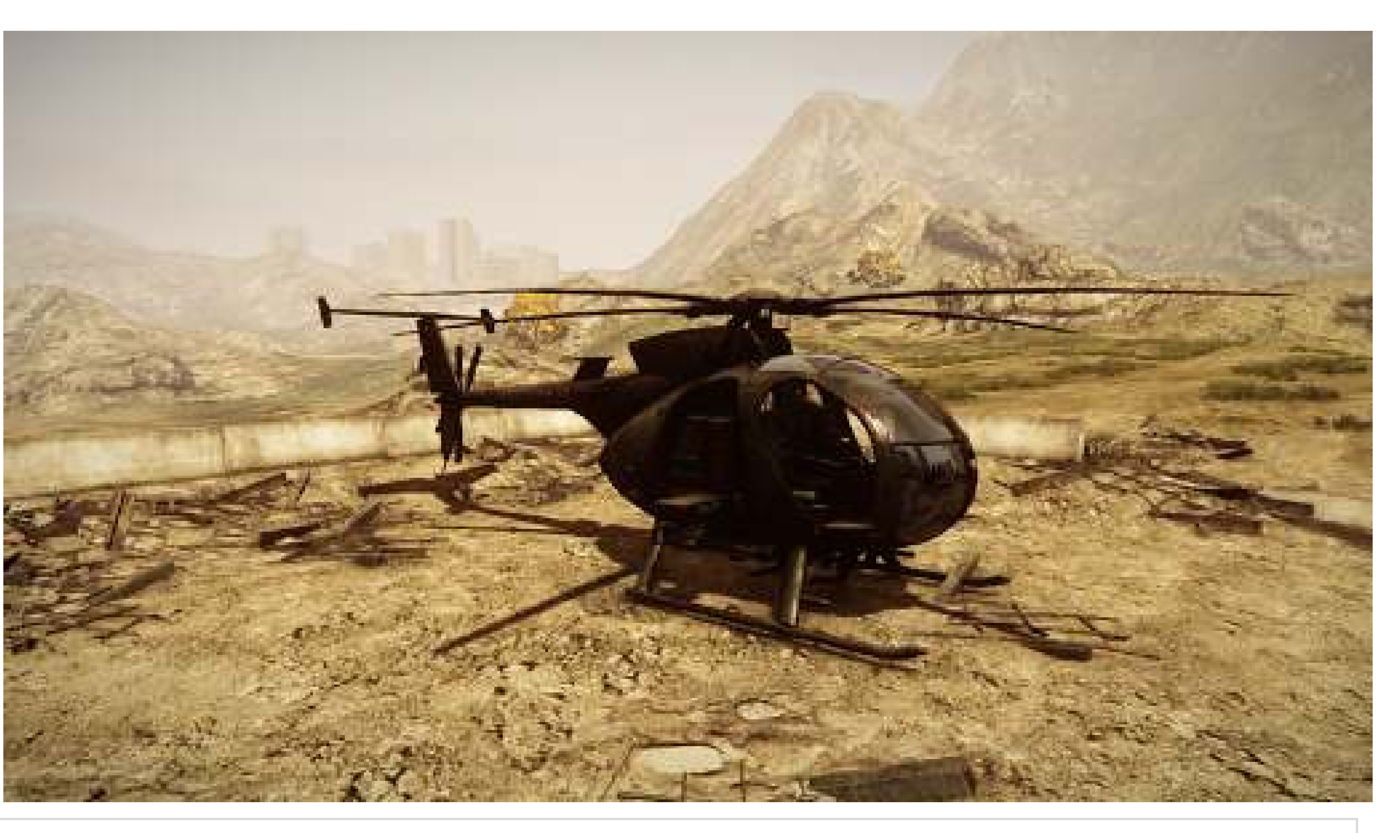
In this larger scale variant of Conquest the map expands to include the Bridge (C) control point on the southern edge. There is also a significant increase in air traffic thanks to the additional scout helicopters spawned at the Mall (B) and Power Station (D). With a total of five flags on the map, both teams should try to capture and hold at least three of them in order to drain the opposing team's tickets. For the US team it makes the most sense to center their efforts around the Construction Site (A), Mall (B), and Bridge (C) to give them a solid footing on the west side of the map. Meanwhile, the RU team should focus their efforts at the Bank (E), Power Station (D), and Bridge (C) to consolidate their influence on the city's eastern side. Of course, if manpower allows, look for opportunities to capture more than three flags. But given each team's access to scout helicopters, it's important to keep defenders posted at each control point that your team holds. The scout helicopters make it easy to stage breakout attacks by air-dropping troops at any point on the map. So even if your team captures all five flags, don't expect to lay siege to the opposing team's base unless you have a way to shoot down their scout helicopter.

US Base







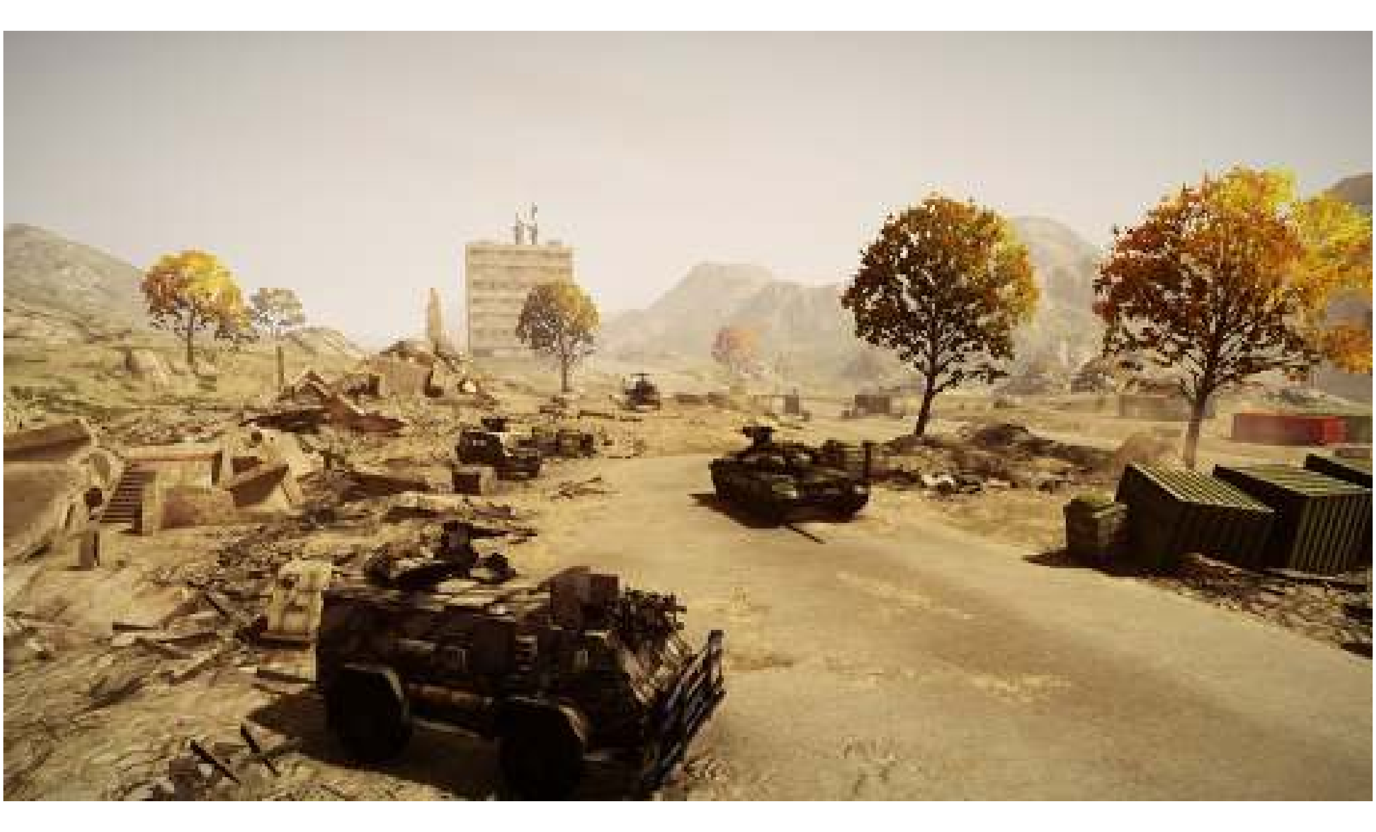


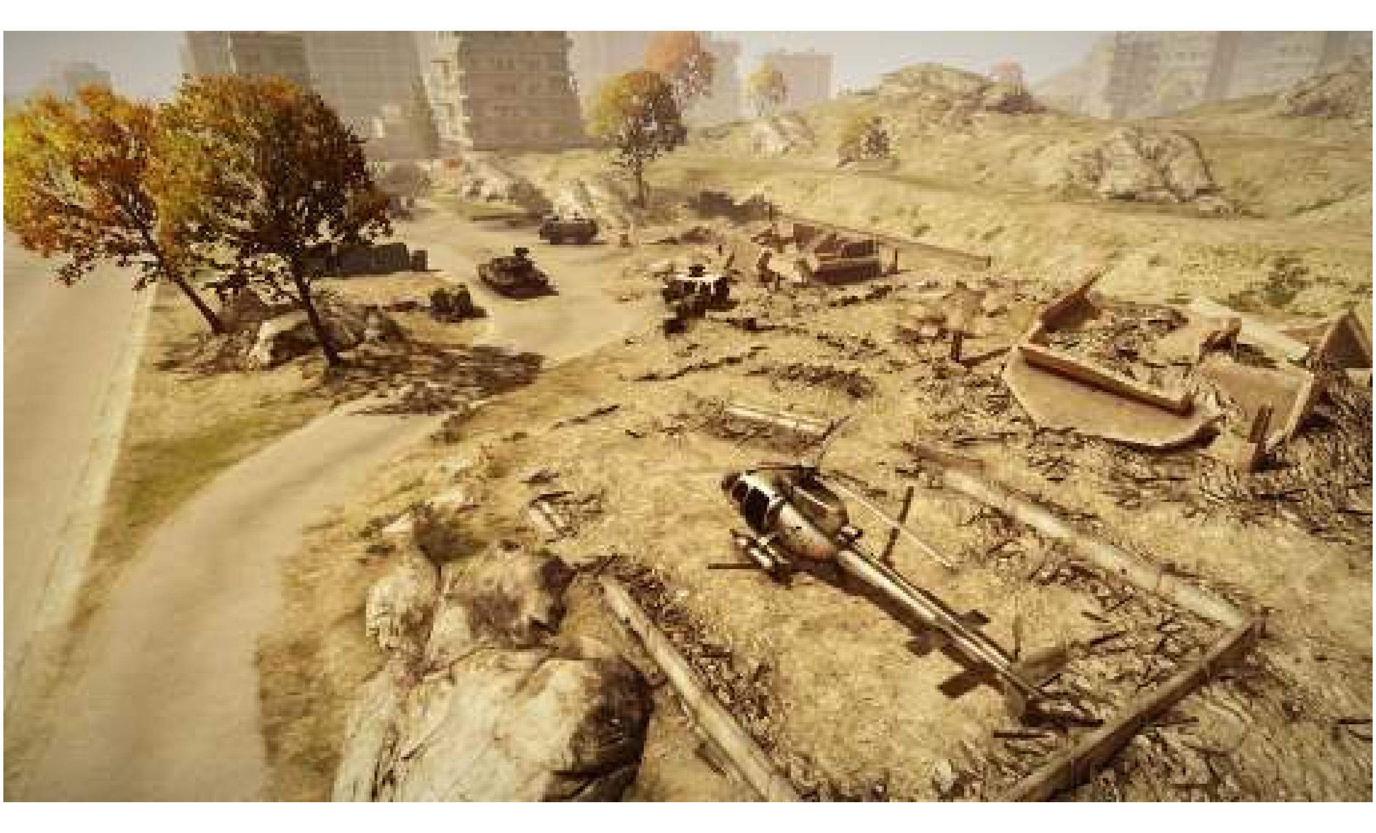
Base Assets

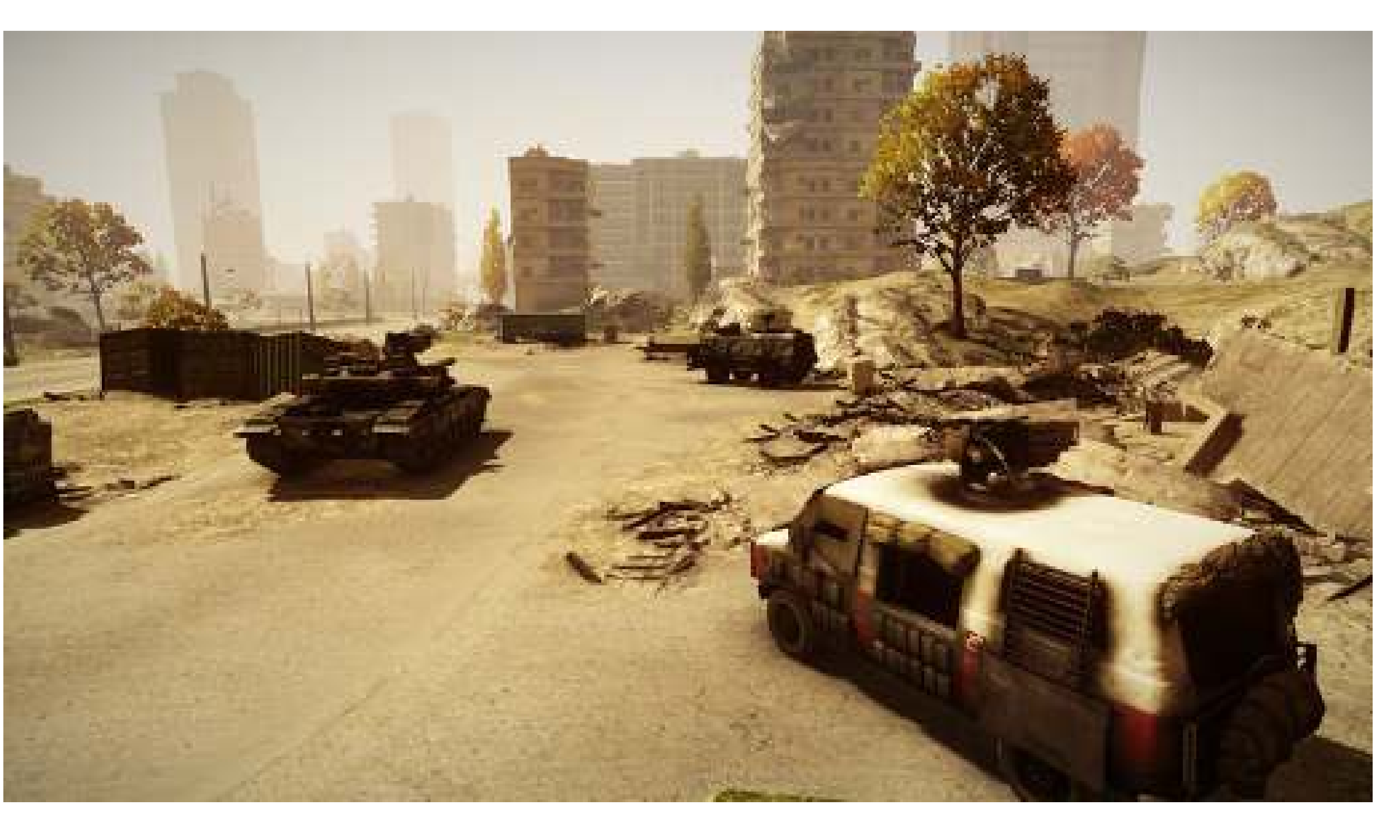
Name	Quantity	Respawn Time
Rhino	1	20 sec.
Phoenix	1	20 sec.
M1 Abrams	1	40 sec.
AH-6J Little Bird	1	50 sec.

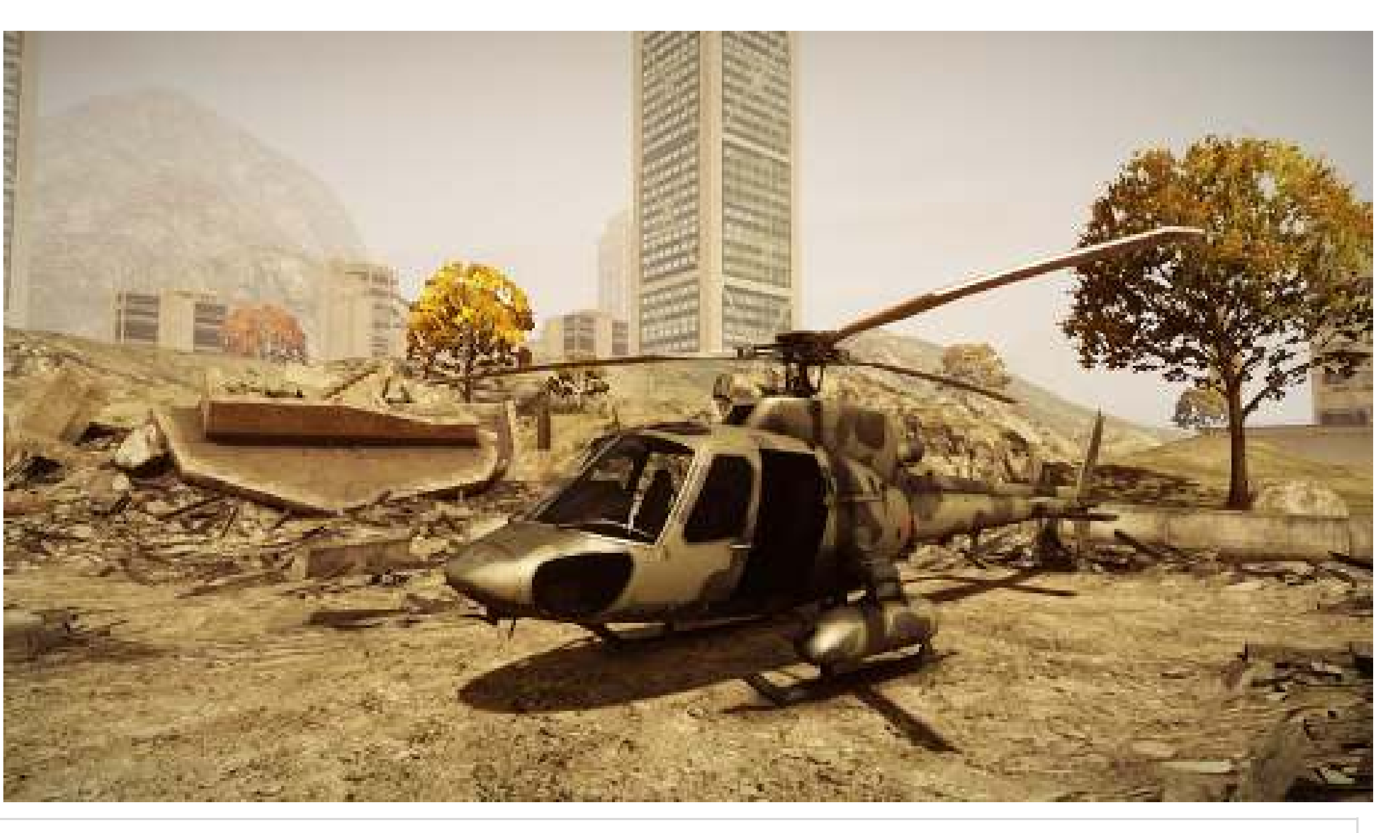
As in the smaller variant, the US team deploys from the southwest corner of the map, on the city's outskirts. When starting the match here, utilize every passenger seat in the four vehicles to transport troops into the city's center. Use the Rhino and Phoenix to rush the Construction Site (A) and Mall (B) while the AH-6J flies troops to the distant Bridge (C) or Power Station (D). If your team can lock down three control points at the start of the battle, you can assume a defensive posture and simply guard those flags for the remainder of the match while bleeding the RU team's ticket count. While the US Base is off limits to the RU team's ground forces, watch for attacks by their Z-11W scout helicopters. This location spawns the bulk of the US team's vehicles, and they are tempting strafing targets for enemy pilots. The machine guns mounted on the Phoenix, Rhino, and M1 Abrams are all capable of dishing out some damage against these airborne threats. But engineers armed with Stinger missiles are even more effective for deterring such attacks.

RU Base







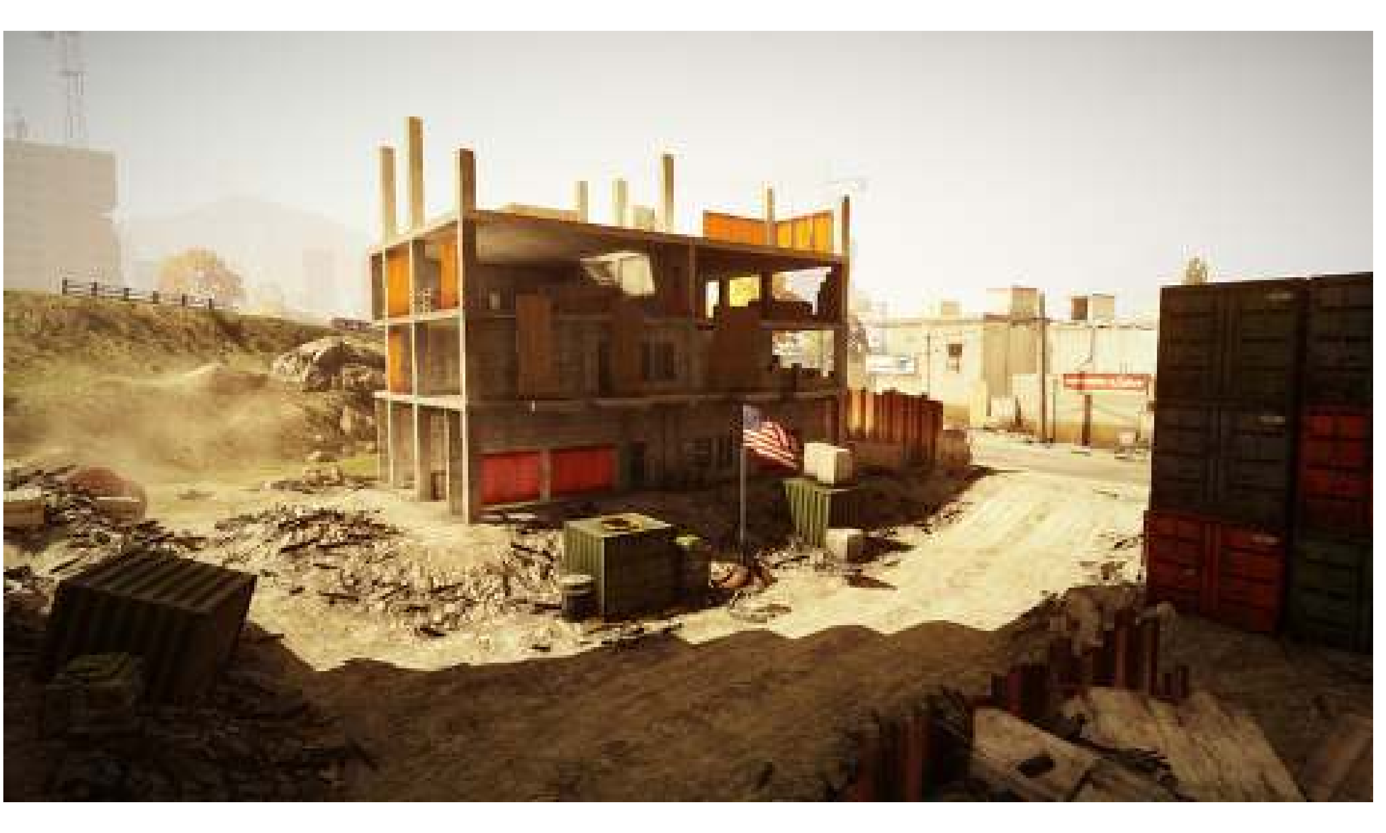


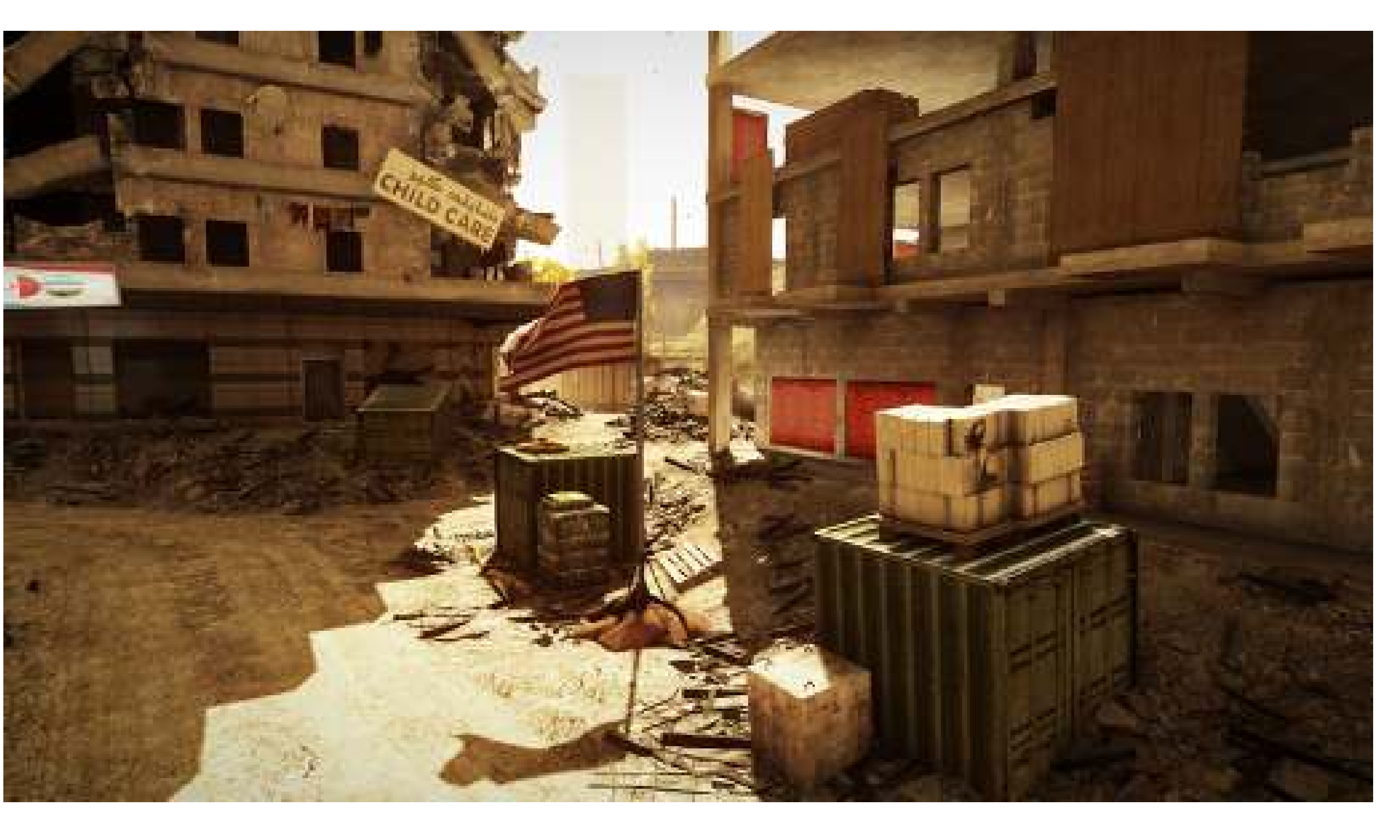
Base Assets

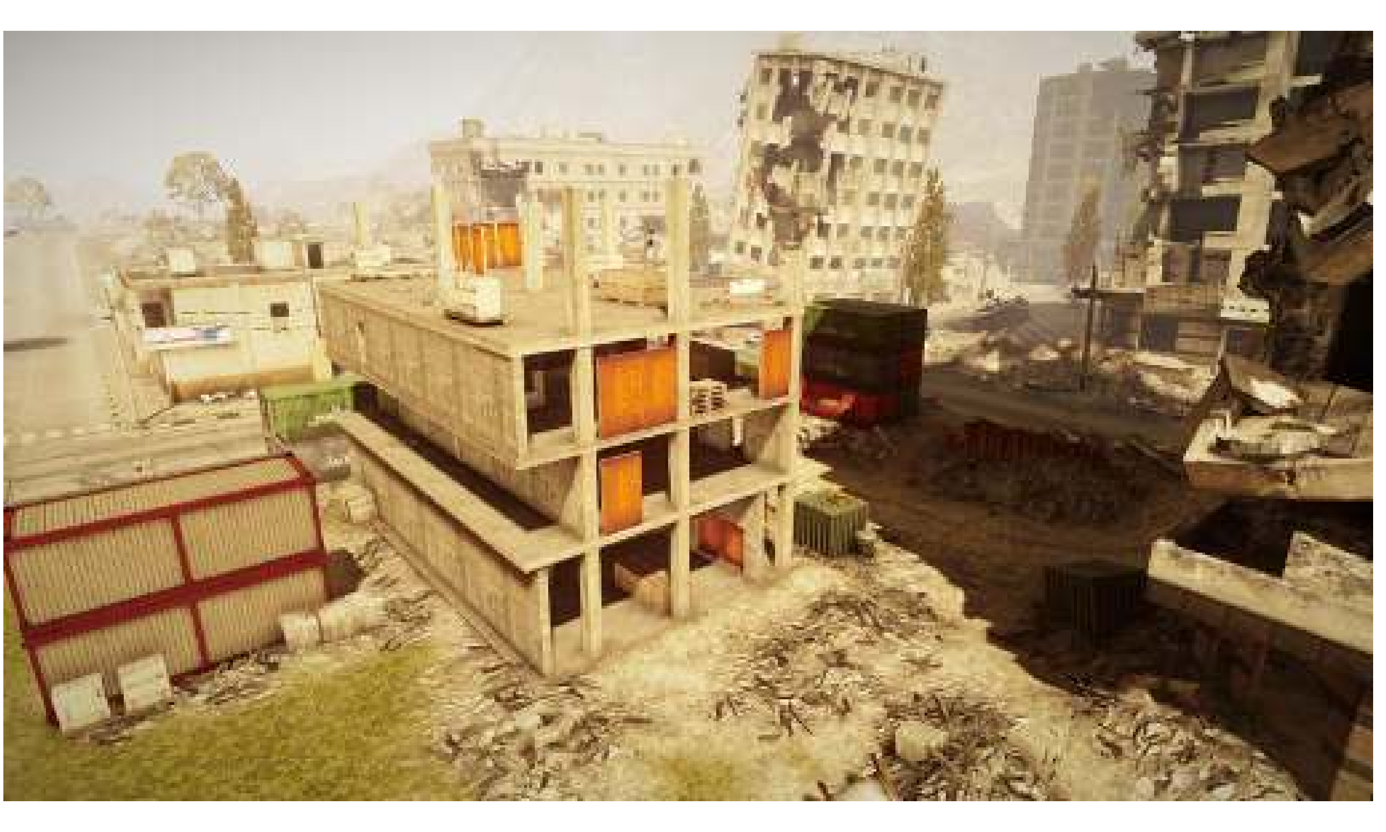
Name	Quantity	Respawn Time
Rhino	1	20 sec.
Barsuk	1	20 sec.
T-90A	1	40 sec.
Z-11W	1	50 sec.

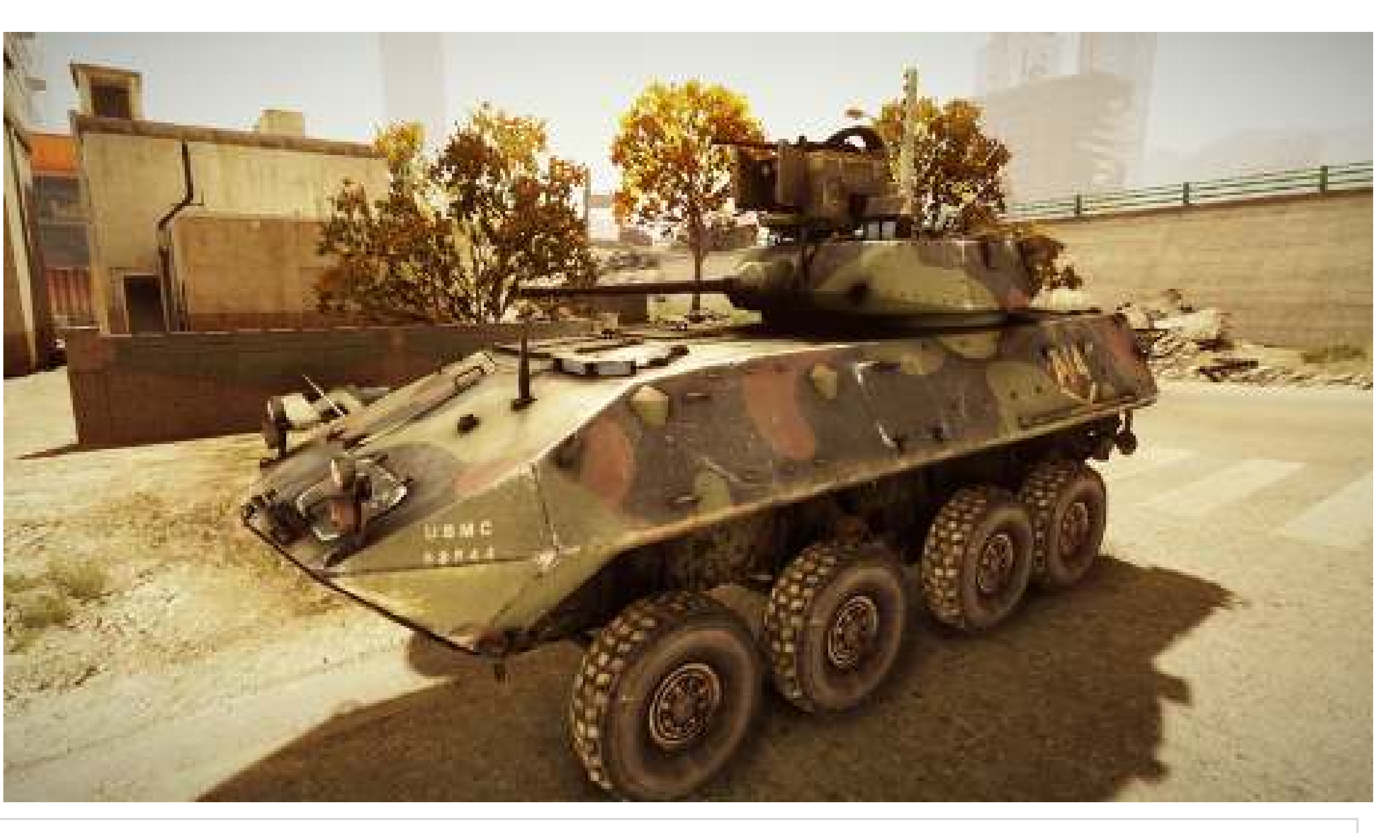
The RU team's base is located in the northeast corner of the map and it spawns a wide mix of vehicles that are ideal for rushing neutral control points at the start of the match. Like the US team, the RU must make the most of their vehicle occupancies to transport the team into the city. So don't race off into the city until all the seats in your vehicle are filled. The Rhino and Barsuk are perfect for moving troops to the Bank (E) and Power Station (D). Meanwhile, load the Z-11W scout helicopter with infantry and drop them off at the Mall (B) and Bridge (C) before the US team can take control of these critical control points. Given the large number of vehicles spawned at the RU Base, it's a potential target for US helicopter pilots. While it's not worthwhile to post defenders here full-time, be prepared for the possibility of strafing attacks when spawning here. Even with this looming threat, it's still important to deploy here so you can transport vehicles into the city, such as the T-90A. These vehicles won't do your team any good collecting dust back at your base so make an effort to spawn here and move them to the front lines.

A: Construction Site









Control Point Assets

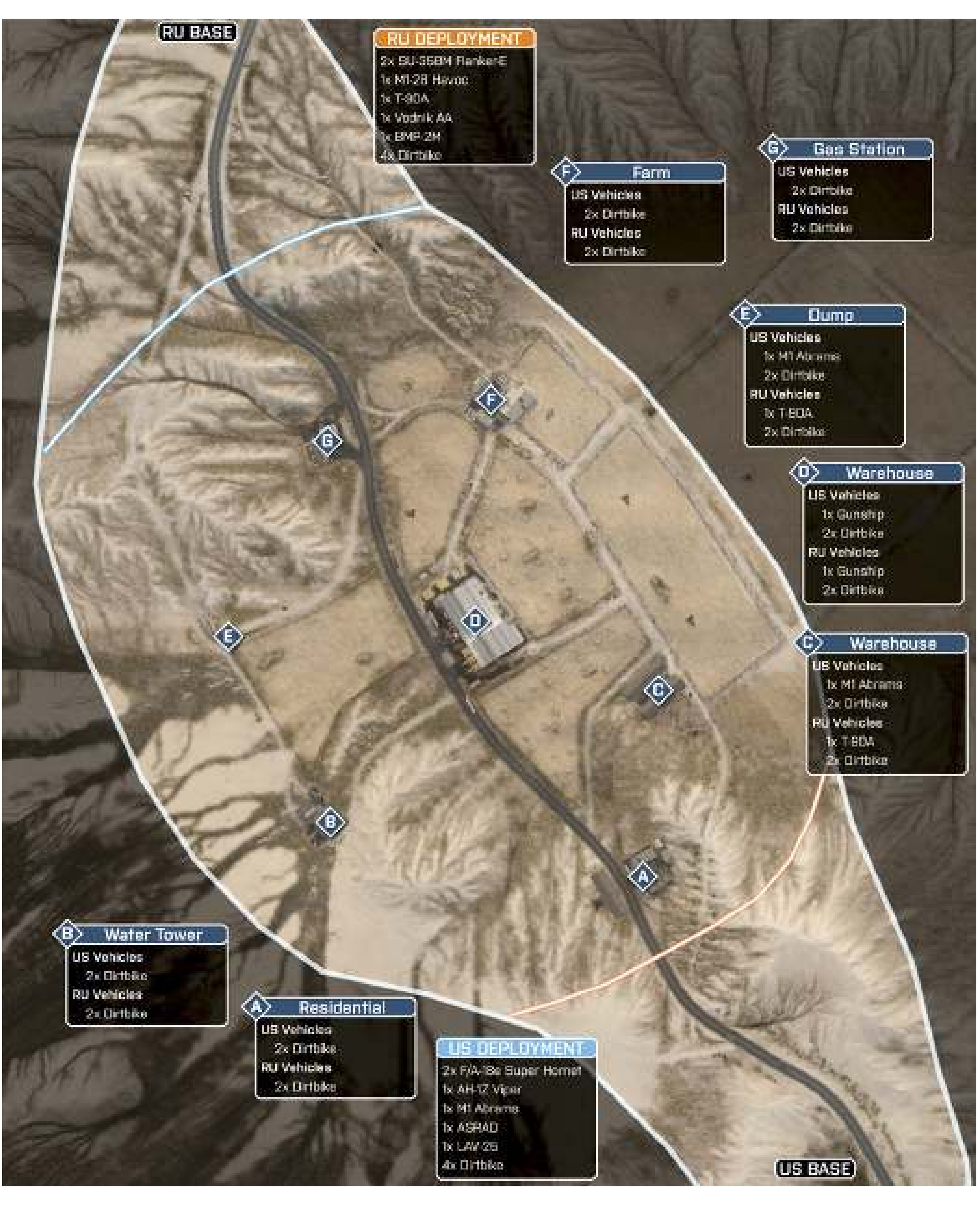
US Control	RU Control	Respawn Time
LAV-25 (1)	—	50 sec.

Located only a few meters from the US Base on the west side of the map, the Construction Site (A) serves as a gateway into the city for the US team. Given its close proximity to the US Base, this control point is likely to be captured and controlled by the US team throughout the course of the battle. But the US team shouldn't take this flag for granted since it produces an LAV-25, spawning in the street to the west—the control point produces no vehicles for the RU team. The flag here is positioned along a dirt road that cuts through the site, making it easy for both infantry and vehicles to capture. The green, cube-shaped shipping containers flanking the flag offer plenty of cover for infantry. However, the partially constructed building on the south side of the flag is a popular hiding spot for defenders. So when attacking here, consider making a quick sweep of this structure before attempting to convert the flag. Recon troops should consider dropping a Radio Beacon inside this building in an effort to maintain a presence at this location, even if the flag falls into enemy hands.

B: Mall

Conquest 64

Nebandan Flats


RU BASE
RU DEPLOYMENT
2x SU-35BM Flanker-E
1x MI-28 Havoc
1x T-90A
1x Vodnik AA
1x BMP-2M
4x Dirtbike
F Farm
US Vehicles
2x Dirtbike
RU Vehicles
2x Dirtbike
G Gas Station
US Vehicles
2x Dirtbike
RU Vehicles
2x Dirtbike
E Dump
US Vehicles
1x M1 Abrams
2x Dirtbike
RU Vehicles
1x T-90A
2x Dirtbike
D Warehouse
US Vehicles
1x Gunship
2x Dirtbike
RU Vehicles
1x Gunship
2x Dirtbike
C Warehouse
US Vehicles
1x M1 Abrams
2x Dirtbike
RU Vehicles
1x T-90A
2x Dirtbike
B Water Tower
US Vehicles
2x Dirtbike
RU Vehicles
2x Dirtbike
A Residential
US Vehicles
2x Dirtbike
RU Vehicles
2x Dirtbike
US DEPLOYMENT
2x F/A-18e Super Hornet
1x AH-1Z Viper
1x M1 Abrams
1x ASRAD
1x LAV 25
4x Dirtbike
US BASE

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The Conquest 64 version of Nebandan Flats expands the map territory to include two additional control points to the west. These are the Water Tower (B) to the southwest and the Dump (E) to the northwest. The addition of these points shifts the balance to the favor of the RU team, as the north end of the map has the Dump (E), Farm (F), and Gas Station (G) in close proximity to one another, which provides a quick deployment to the Warehouse (D) from these spawn points. That's not to say that the US team was left without a bonus though, as the Water Tower (B), which is west of Warehouse (D), provides a lookout point over the Gas Station (G), the Dump (E), Warehouse (D), Unloading Sheds (C), and Residential (A), should a recon class soldier be airdropped onto the balcony surrounding the Water Tower (B). Given the increased size of this map, be sure to make use of the dirtbikes, as well as other vehicles when traversing the arid landscape to quickly get the jump on control points before the enemy has a chance to do so.

US Base

Deploying from the southeast end of the map, the US team is able to quickly secure the Residential (A) control point and Unloading Sheds (C). From here, the team can advance to the Warehouse (D) and claim the point to gain control of the dropship. Since it is very likely that the RU team will be advancing to the Warehouse (D) at this time, a good strategy is to maintain a presence at the Water Tower (B) to protect the area south, then proceed to and capture the Farm (F) instead of the Warehouse (C). Once the Farm (F) is captured, it is likely to splinter the RU team away from attacking the attractive Warehouse (D) control point. Once the RU team is further fragmented, the US team can advance from the Unloading Sheds (C) and capture the Warehouse (D), and now with the dropship under allied control, the aircraft can be used to bombard the enemy during their attempt to reclaim the Farm (F). Through most of the battle, the Gas Station (G) and the Dump (E) will likely be held by the RU team, but considering the relative distance from most other control points, this does not pose any immediate threat to the US team.

RU Base

With their deployment being from the northwest, the RU team is set to quickly claim the control points at the Gas Station (G) and the Farm (F), with the Dump (E) to follow soon after. Both the Gas Station (G) and the Farm (F) are nearly equal in distance to the next control point, the Warehouse (C). When capturing this point, one squad should proceed into the building via the large hangar door on the north side, while another squad should climb to the top of the building by way of the ladder on the building's east side. From the roof, the squad can observe the approach of any hostiles that may be coming from the south. When attempting to acquire the Water Tower (B), Unloading Sheds (C), or the Residential (A), the team should expect US forces to attempt to gain control of the Warehouse (D). Helicopters and dirtbikes are the most useful vehicles for getting in close to these points without sacrificing position at the northern control points.

A: Residential

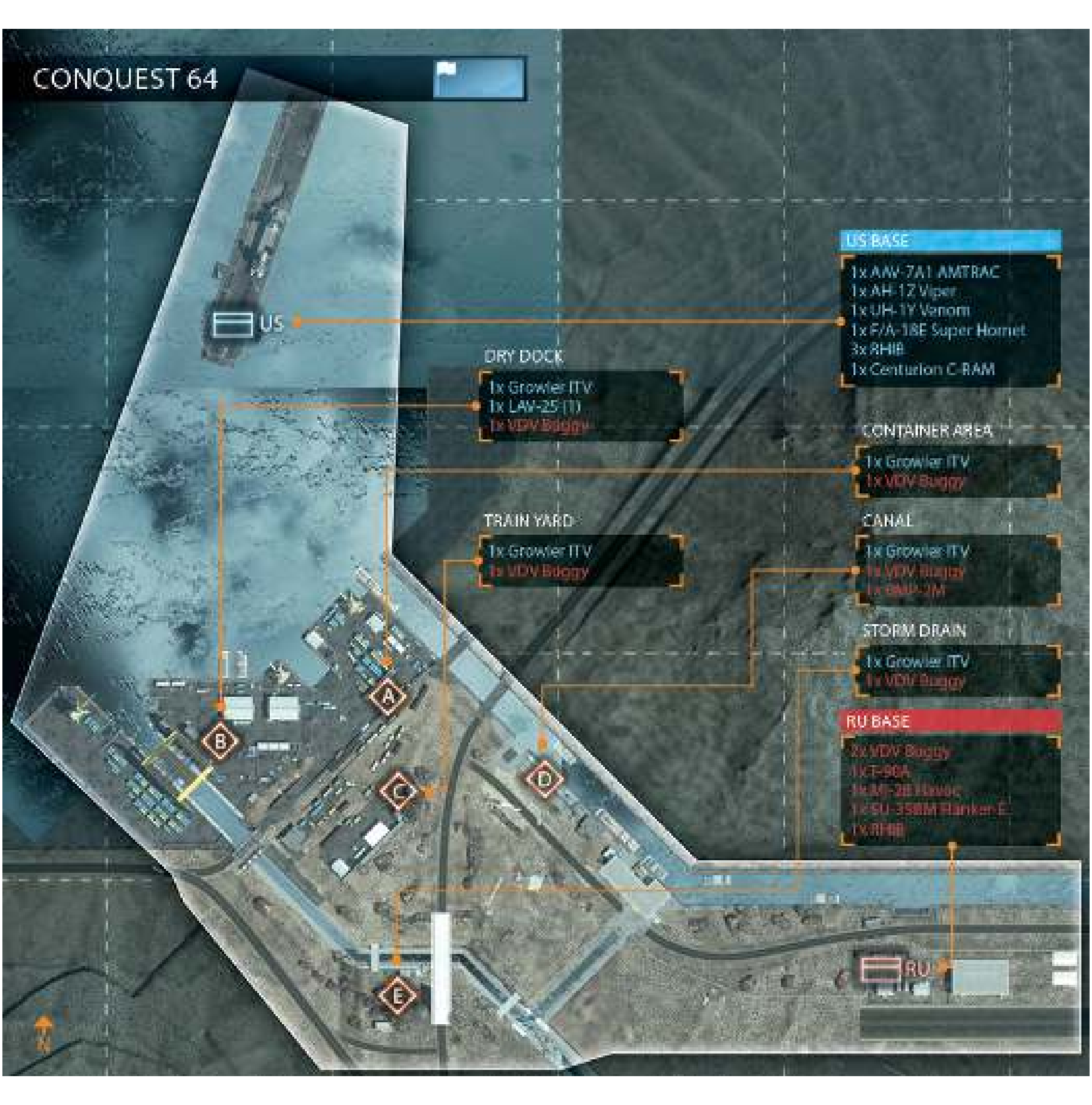
Conquest 64
Noshahr Canals

At the start of the match, the US team is isolated on their aircraft carrier to the north. With only one transport helicopter, the rest of the team must rely on amphibious vehicles to reach the shore.

Given the shortage of vehicles on the carrier, some teammates may wish to hold in the spawn screen until a control point has been captured—it beats twiddling your thumbs on the carrier waiting for a vehicle to spawn.

Meanwhile, the RU team starts out at an airbase to the south, relying primarily on ground vehicles to reach the control points. With five control points up for grabs, each team must hold at least three flags to bleed the opposing team's ticket count.

The US team should focus their efforts around the Container Area (A), Dry Dock (B), and Canal (D). The RU team is best served by capturing and defending the Train Yard (C), Canal (D), and Storm Drain (E).



However, if the RU team can capture all the control points, they can deny the US team a spawn point on the land, forcing them to spawn on their aircraft carrier.

In a full 64-player match, it's possible for either team to capture and defend all five flags. So look for opportunities to contain the opposing team within their base, then lay siege for the rest of the match as the enemy ticket count dwindles away.

US BASE

Base Assets

Name	Quantity	Respawn Time
AAV-7A1 AMTRAC	1	30 sec.
AH-1Z Viper	1	90 sec.
UH-1Y Venom	1	90 sec.
F/A-18E Super Hornet	1	40 sec.
RHIB	3	5 sec.
Centurion C-RAM	1	—

Once again, the aircraft carrier off the coast serves as the base for the US team, requiring them to launch a successful amphibious assault on the dock facility to the south.

With no presence on shore, the early moments of the match are critical as US troops attempt to secure a foothold on land. The UH-1Y offers the quickest way to get troops to the control points.

So if you're piloting this helicopter, don't take off until it's fully loaded—your passengers can jump out of the chopper and secure control points by parachuting down to the ground.

US troops spawning belowdecks in the carrier can utilize the slower AMTRAC and RHIBs to make amphibious landing near the Dry Dock (B).

The F/A-18E should be deployed primarily as a fighter, so arm it with heat-seeking missiles and use it to counter the RU team's SU-35BM and Havoc attack chopper.

Maintaining air superiority over the carrier is critical during the opening moments of the match as your teammates struggle to push ashore.

So when piloting this jet, constantly patrol the area between the carrier and Dry Dock (B) until teammates have secured a flag.

RU BASE

Base Assets

Name	Quantity	Respawn Time
VDV Buggy	2	R15 sec.
T-90A	1	30 sec.
Mi-28 Havoc	1	90 sec.
SU-35BM Flanker-E	1	40 sec.
RHIB	1	5 sec.

The RU team deploys from the airfield in the southeast corner of the map. The VDV Buggies that spawn here provide the best way for the RU team to capture the nearby flags at the Train Yard (C) and Storm Drain (E).

The RHIB, spawned in the canal to the north is well positioned to raid the Canal (C) control point to the west. However, don't take off until you have some passengers in your vehicle.

This is a very large map and the RU team has few vehicles. So it's important to transport as many troops to the center of the map as quickly as possible. Bailing out of a Mi-28 or SU-35BM to capture more distant control points isn't a bad idea either.

When playing with a full complement of 64 players, some teammates may wish to avoid spawning into the game until a control point has been captured.

At that point they can spawn and enter the game closer to the action. Otherwise spawning at the RU Base after all the vehicles have left could lead to a very long hike.

The RU Base supplies the only tank on the map in the form of the T-90A. So even once the action has shifted to the middle of the map, don't forget to bring this tank up to the front lines so it can lay waste to the lighter US vehicles.

A: CONTAINER AREA

Control Point Assets

US Control	RU Control	Respawn Time
Growler ITV (1)	VDV Buggy (1)	15 sec.

This flag (A) is positioned along a narrow roadway flanked by dozens of shipping containers to the north and elevated train tracks to the south. Both infantry and vehicles can capture this flag.

However, infantry have a slight advantage here since they can convert and contest the flag by hiding in the nearby shipping containers.

The elevated railway tracks provide an excellent overwatch position, allowing well-concealed defenders to pick off enemies approaching or gathering near the flag.

Mines and C4 are the best defense against vehicle attacks. Scatter mines along the road to the east and west of the flag to prevent captures by enemy vehicles.

The Container Area spawns vehicles for both teams: a Growler ITV for the US team and a VDV Buggy for the RU team. Use these fast-moving vehicles to launch high-speed raids on the nearby control points like the Dry Dock (B) and the Train Yard (C).

But in your haste to move on, don't forget to leave some teammates behind to secure this flag.

B: DRY DOCK

Control Point Assets

US Control	RU Control	Respawn Time
Growler ITV (1)	VDV Buggy (1)	15 sec.
LAV-25 (1)	—	30 sec.

Given the Dry Dock's (B) proximity to the US Base, it is likely to be the first flag captured by the US team. However, once the US team has gained a foothold here, they must defend it to prevent the RU team from taking it away.

And this is a flag well worth defending because it supplies the US team with their only LAV-25 as well as a Growler ITV. (The RU team gains a VDV Buggy when they hold this flag.)

The area surrounding the flag is extremely open with several long-range cover points surrounding it. As a result, armored vehicles are the safest option when attempting to capture or contest this flag.

Passive defenses like mines and Claymores are less effective here given the flag's multiple approaches and wide capture radius. So defenders should hide in the nearby buildings and fend off attackers from long range.

The warehouse to the north and the massive Dry Dock facility to the west provide excellent views of the flag. Jets and helicopters are also very effective here due to the lack of cover around the flag.

Make frequent passes over this control point and strafe enemy units gathered around the flag.

C: TRAIN YARD

Control Point Assets

US Control	RU Control	Respawn Time
Growler ITV (1)	VDV Buggy (1)	15 sec.

Because it is located near the center of the map, both teams have a good chance of capturing this Train Yard (C) flag at the start of the match, with a slight edge given to the RU team.

When playing as the RU team, rush this location with a VDV Buggy or the Havoc to take control of it before the US team can. The Train Yard provides an extra vehicle to each team: a Growler ITV to the US team and a VDV Buggy to the RU team.

Although they lack armor and firepower, these fast-moving vehicles are great for getting around the map quickly and for staging raids on the surrounding control points.

Defenders have plenty of hiding spots from which to contest flag captures at the Train Yard. So attackers should carefully sweep the nearby sheds and shipping containers before approaching the flag.

Close-quarters encounters are likely so begin any assault by tossing grenades into potential hiding spots. Given the numerous hiding spots near the flag, avoid attacking this location in vehicles.

You're better off moving in on foot where you have the opportunity to maneuver and counter potential ambushes.

D: CANAL

Control Point Assets

US Control	RU Control	Respawn Time
Growler ITV (1)	VDV Buggy (1)	15 sec.
—	BMP-2M (1)	30 sec.

This Canal (D) flag is located on the western bank of the northern canal, not far from the RU Base. As a result, the RU team has the best chance of capturing this control point early on.

But that doesn't mean they'll be able to hold onto it. The canal itself makes this control point vulnerable to US amphibious attacks by RHIBs, the LAV-25, or AMTRAC.

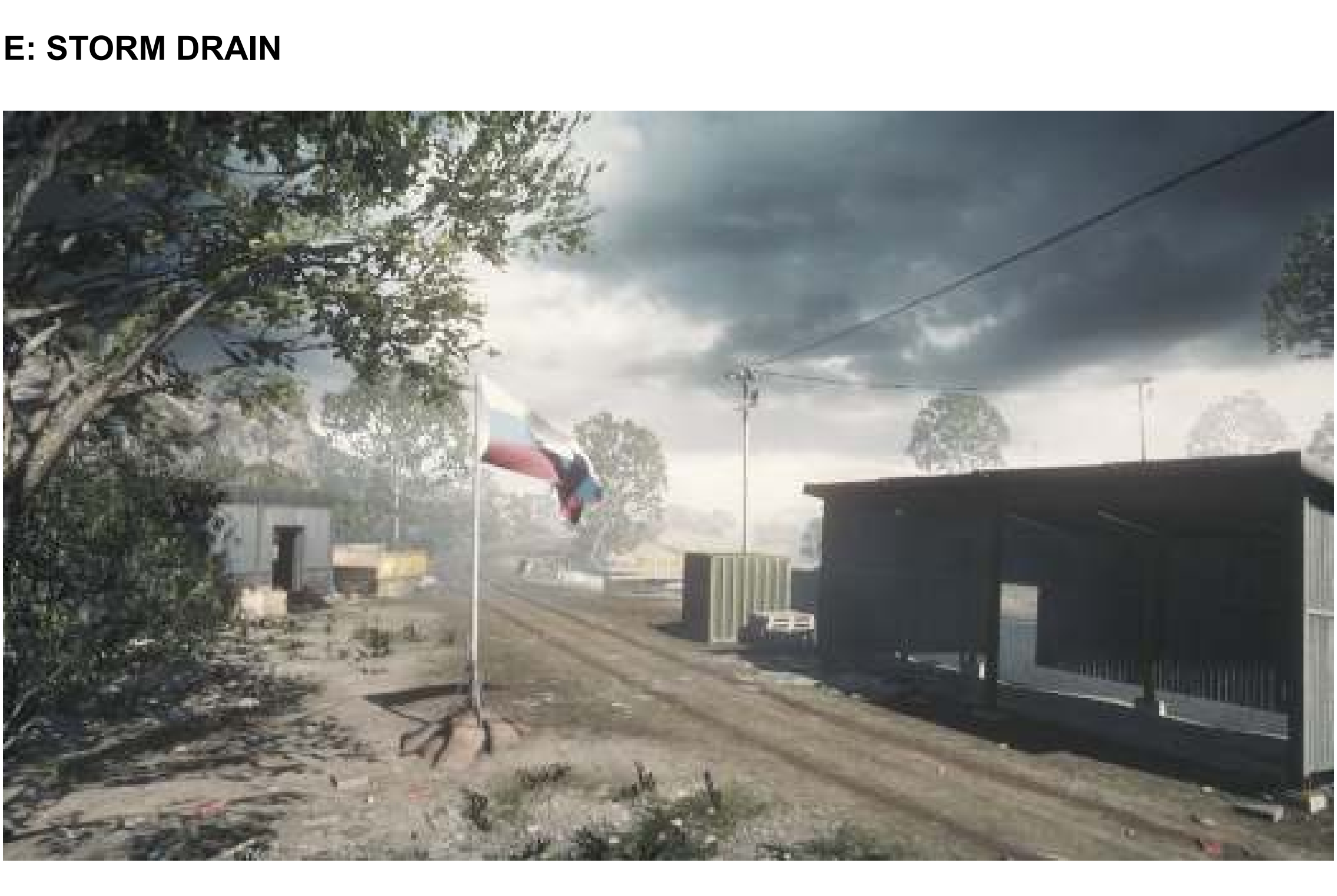
While the road to the west is the most common avenue of attack, defenders should be prepared for assaults from the canal. The flag is located near a small concrete building.

This structure is a great place to hide while capturing or contesting the flag. Vehicle access is rather cramped here, making it tough to maneuver. So use vehicles to provide fire support from a distance while infantry move in to capture.

The RU team should make an effort to hold on to this control point because it spawns the only BMP-2M as well as an extra VDV Buggy—the US team only gets a Growler ITV.

Use the BMP-2M and T-90A (spawned at the RU Base) to gang up on US vehicles. Both vehicles function best around the Dry Dock (B), where there's plenty of room to maneuver.

E: STORM DRAIN



Control Point Assets

US Control	RU Control	Respawn Time
Growler ITV (1)	VDV Buggy (1)	15 sec.

The Storm Drain control point (E) is located on the southern edge of the map, flanked by a rocky cliff to the south and a narrow drainage canal to the north.

Unlike the northern Canal, this nearby canal is narrow, best suited for RHIBs. US troops spawning back at their carrier can stage amphibious assaults on this flag by entering the canal south of the Dry Dock (B) and following it all the way to this control point.

However, the dirt road is the most common avenue of attack. When defending here, place mines on the road to prevent vehicle attacks and take up overwatch positions on the tall bridge to the east.

The small buildings and sheds surrounding the flagpole also provide good hiding spots for anyone capturing or contesting this control point. The Storm Drain's remote location makes it one of the least contested control points on the map.

However, don't leave this flag undefended, particularly during tight matches. Just one squad of dedicated defenders should have no problem locking down this location.

Conquest 64

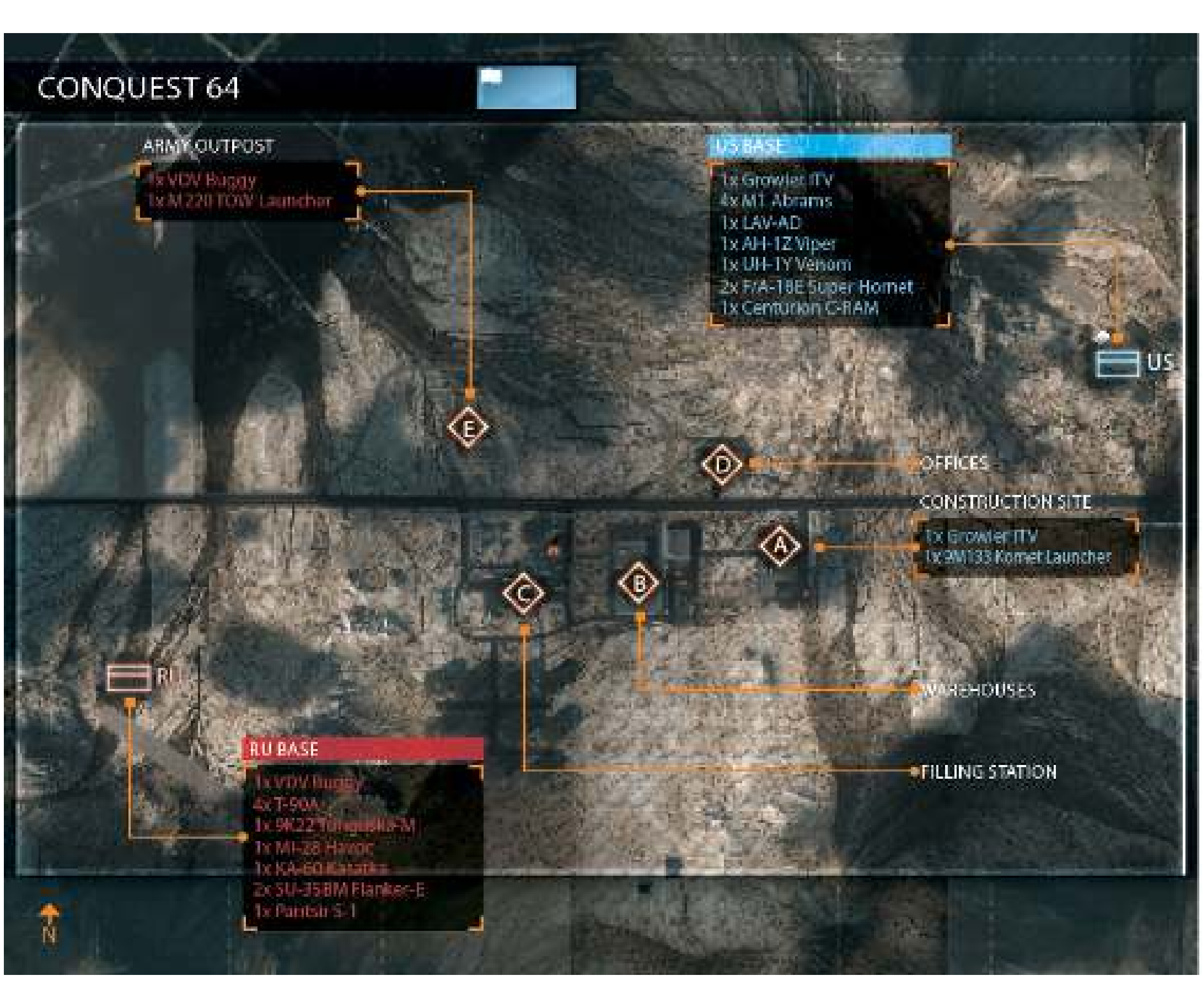
Operation Firestorm

Prepare for an epic clash of armor on this massive map centered around a sprawling oil refinery complex in the middle of a desert. Both sides maintain four tanks throughout the match that are spawned at the bases.

So don't forget to move these tanks to the center of the map to take advantage of their devastating firepower. Air power also plays a large role in this battle, with each team possessing two jets, an attack helicopter, and a transport helicopter.

So choose the loadouts of the aircraft carefully and determine whether to fill a ground or air attack role. With all of the tanks rumbling about and jets screaming overhead, it's easy to lose sight of the objective.

There are five control points on this map, meaning your team needs to hold at least three to bleed the opposing team's ticket count. The area between the Warehouses (B) and Refilling Station (C) is always a deadly kill zone.



So instead of grinding against these two control points, consider working the perimeter of the map by capturing the Construction Site (A), Offices, (D), and Army Outpost (E).

Capturing and defending these flags is much easier, and results in fewer casualties, which helps to ensure that your team has the most tickets at the end of the round.

But like any 64-player match, the battle is very fluid, so be ready to alter your game plan accordingly. The key is capturing and defending control points the opposing team has inexplicably abandoned.

US BASE

Base Asset

Name	Quantity	Respawn Time
Growler ITV	1	5 sec.
M1 Abrams	4	20 sec.
LAV-AD	1	20 sec.
AH-1Z Viper	1	60 sec.
UH-1Y Venom	1	90 sec.
F/A-18E Super Hornet	2	40 sec.
Centurion C-RAM	1	—

The US team starts this battle at their base on the east side of the map, far from the nearest control point. Fortunately, there are plenty of vehicles available to transport the team to the map's center.

So if you're driving or flying, make sure your vehicle is filled to capacity before leaving the base—otherwise it's a long, dusty hike for any teammates left behind. The UH-1Y Venom is the best way to quickly move troops to the control points.

Fly it over the Construction Site (A), Warehouses (B) and Offices (D), and drop one soldier at each location in an attempt to beat the RU team to these critical flags.

Once captured, reinforce these control points (particularly the Warehouses) with the M1 Abrams tanks. Use the tanks and AH-1Z Viper to counter the RU team's T-90As, while the Super Hornets provide air cover and attack the enemy jet and helicopters with heat-seeking missiles.

The vehicles spawning at this base make tempting targets for the RU team's jets and helicopters. So utilize the provided LAV-AD and Centurion C-RAM to deter such attacks, particularly at the start of the round.

Later, the LAV-AD is best deployed with the tanks, helping to provide air defenses near the central control points. In this match, no tanks are spawned by the control points in the center of the map.

So as the round commences, don't forget to spawn back at the base to bring tanks and other vehicles to the front lines.

RU BASE

Base Assets

Name	Quantity	Respawn Time
VDV Buggy	1	5 sec.
T-90A	4	20 sec.
9K22 Tunguska-M	1	20 sec.
Mi-28 Havoc	1	60 sec.
KA-60 Kasatka	1	90 sec.
SU-35BM Flanker-E	2	40 sec.
Pantsir-S1	1	—

The RU Base is located on the far west side of the map, several hundred meters from the nearest control point. So it's important to make the most out of the vehicles provided to transport the team to the control points.

If you find yourself without a vehicle, immediately ask teammates for a ride before they leave the base. The KA-60 Kasatka transport helicopter is the best way to move multiple troops to the map's center.

Use this helicopter to drop troops (by parachute) at the Filling Station (C), Warehouses (B), and Army Outpost (E) control points.

But a few infantry won't last long against the onslaught of US tanks, so act quickly to reinforce the control points with the T-90A tanks while the Mi-28 Havoc provides close air support.

At least one of the SU-35BM jets should assume the role of a fighter and shoot down the US jets and helicopters.

Air cover is particularly important during the opening moments of the match, so get fighters in the air and man the Pantsir-S1 and Tunguska-M to counter attacks by the US jets.

During the course of the battle, spawn back at the RU base periodically to bring ground vehicles forward to help attack and defend the central control points.

The control points provide no tanks, so the team that masters of the logistics of moving tanks forward has the upper hand in this battle.

A:) CONSTRUCTION SITE

Control Point Assets

US Control	RU Control	Respawn Time
Growler ITV (1)	—	20 sec.
9M133 Kornet Launcher	—	30 sec.

The Construction Site (A) is the easternmost control point, well within easy striking distance of the US Base. As a result, the US team is likely to capture this flag first.

But after the early moments of the round, this control point is very much up for grabs. While it's the closest control point to the US Base, it's by no means adjacent.

So unless the US team is constantly defending this location and reinforcing it with vehicles, it's relatively easy for the RU team to steal it.

The flag is located in a parking lot outside an office building. Once captured, the Construction Site is relatively easy to lock down by any squad willing to stay put. Defenders can deter vehicle attacks by placing mines and C4 around the flagpole.

The nearby two-story office and partially constructed buildings across the road to the east provide excellent views of the flag so defenders can pick off attackers.

However, the office building can be destroyed, so you may want to seek better cover if you come under heavy bombardment.

Outside their base, the Construction Site is the only control point that spawns a vehicle for the US team—the RU team gets nothing here.

While the Growler ITV spawned here isn't a game changer, it's useful for launching raids on distant control points—try stealing the Offices (D) or Army Outpost (E).

B: WAREHOUSES

As the central control point, the Warehouses (B) are the most contentious site on the map. At the start of the round, both teams should attempt to capture this flag early.

The transport helicopters spawned at each base are the best way to take control of this site quickly. Load a chopper with troops, then fly low and fast, dropping troops on the rooftop of the large warehouse near the flag.

While infantry can capture this flag, it takes tanks and close air support provided by helicopters and jets to defend it. The flagpole is located outside the large warehouse; tanks and other ground vehicles can camp in it's capture radius.

So if you're attacking on foot, always approach from the warehouse interior. It's possible to capture and contest this flag from inside the warehouse.

This beats lying prone next to the flagpole. With so many possible approaches, it takes a dedicated squad of defenders to patrol the warehouse and ferret out any opponents attempting to convert the flag from within.

Infantry are also effective outside. They can utilize the surrounding rooftops and catwalks to spot incoming vehicles and troops. A T-UGS motion sensor planted near the flag is a great way to monitor enemy traffic.

Spotting enemies can be a full-time job here, so find a good elevated spot and simply call out the locations of hostile forces to help direct attacks by your team's air units.

Or better yet, use a SOFLAM to paint enemy vehicles for guided munitions fired by friendly tanks, helicopters, and jets.

C: FILLING STATION

Located on the west side of the map, this massive industrial facility is closest to the RU Base. While the RU team has the best chance of capturing the Filling Station (C) early, there's no guarantee they'll be able to hold onto it, especially if it's left undefended.

The flagpole here is located on an open piece of asphalt surrounded by three explosive tanker trucks.

It's a good idea to destroy the tanker trucks upon arrival because you don't want them to explode while you're attempting to capture the flag, especially if you're on foot.

With minimal cover nearby, this is a control point best captured and contested by tanks. However, infantry can play a large role in defending this flag.

Given the likelihood of heavy vehicle traffic around the flag, mines and C4 are very effective. The surrounding structures and catwalks also offer great elevated vantage points of the flag that are ideal for scoring hits on attacking infantry and vehicles.

Regardless of which team you're playing on, make an effort to reinforce this control point with tanks spawned at your team's base.

D: OFFICES

Located just north of the Construction Site (A), this control point at the Offices (D) shares a very similar configuration as its neighbor.

The flag here is posted just outside the front door of an office building. This allows infantry to hide inside the building while capturing and contesting the flag.

But the concrete office building will not hold up to heavy bombardment. The tall, partially constructed buildings to the west offer a great view of the flag as well as the surrounding control points.

Recon troops posted here can snipe and spot targets as far away as the Army Outpost (E) to the far west. So if you want to be a forward spotter for aircraft, this is an excellent position from which to use the SOFLAM.

However, infantry in these tall buildings cannot prevent the capture of the flag at the Offices and must leave their perch if they wish to contest the flag, particularly if enemy troops are hiding in the office building.

A T-UGS motion sensor planted near the flag can serve as a great early warning system to alert you when enemy troops are in the area.

Despite the close proximity to the US Base, the Offices control point is likely to change hands frequently during the course of the battle unless it's properly defended.

In a 64-player game, there's no reason why any captured flag should be abandoned. So convert this flag and dig in!

E: ARMY OUTPOST

Control Point Assets

US Control	RU Control	Respawn Time
—	VDV Buggy (1)	20 sec.

The Army Outpost (E) is the closest control point to the RU Base, and it is relatively easy for the RU team to capture it in the early moments of the match.

Use a VDV Buggy spawned at the RU Base to rush to this control point and secure it before the US team can. The Army Outpost serves as a good forward base for the RU team because it provides them with an extra VDV Buggy that is ideal for raiding the other flags.

Simply having a spawn point near the heart of the battle is a huge benefit. But don't expect enemy troops to be intimidated by the Army Outpost's guard towers and perimeter fence. Make sure at least one squad holds back and defends the flag.

The flagpole is located near the center of the outpost and can be accessed from any direction by vehicles and infantry. When attacking, instead of huddling near the flag, hide in the nearby trailer to the south.

Instead of guarding the perimeter, defenders here should center their efforts around the flag itself, planting mines and C4 around the flag while performing routine patrols of the capture radius.

But make sure you find adequate cover, as this control point is a popular strafing target for jets and helicopters. Engineers armed with IGLA or Stinger anti-aircraft missiles have plenty of air targets to choose from, with few line-of-sight obstructions.

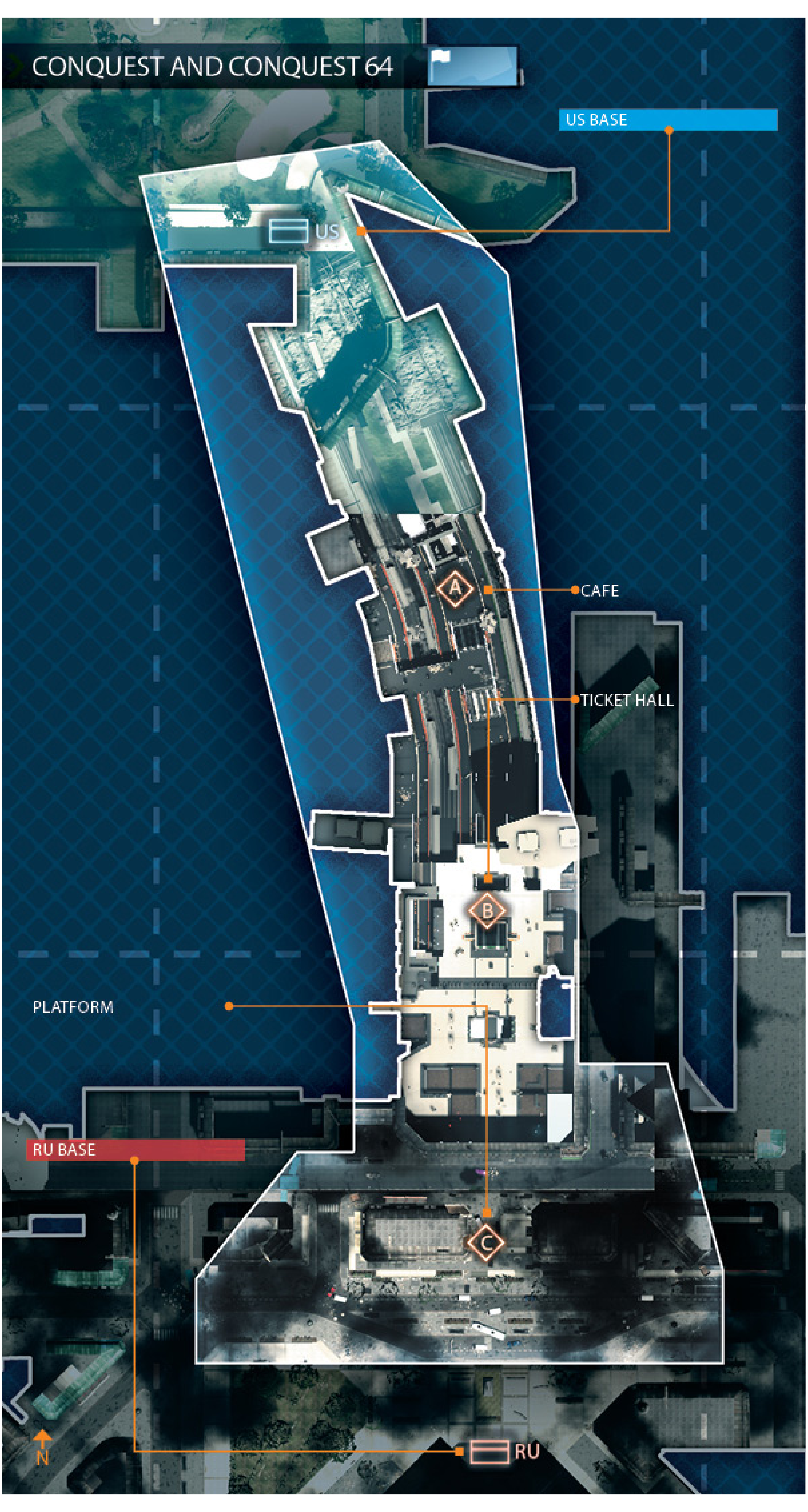
Conquest 64

Operation Métro

As part of a bigger US invasion force, your mission is to help the French to retake Paris. Your attacking platoon is supporting a French paratrooper force that will try to surprise the Russians by air-dropping behind enemy lines.

Reports indicate the French Air Force is suffering heavy casualties due to a series of anti-air batteries around Chardonnay Park. With limited air support, the French are having a hard time mobilizing enough forces into the central districts of Paris.

Heavy fighting is expected as US forces push to secure the financial district in central Paris. Russian anti-air emplacements in the outskirts of the park are likely to be the first target as US Marines attempt to gain control of the airspace ahead of the main ground assault.



The Conquest and Conquest 64 maps are identical in Operation Métro, with the same control point layout. The only difference between these game modes is the number of players allowed on the map.

This is a linear tug-of-war style Conquest match, with three control points lined up from north to south. With only three flags up for grabs, your team must capture and hold at least two control points to drain the opposing team's ticket count.

The US team should try to hold the Platform (C) and Ticket Hall (B). By building up a line of defense at the Ticket Hall (B), the US team can lock down the entire métro station by covering the three entry points to the south, all while bleeding the RU team's tickets.

The RU team is best served by capturing all three control points, and forming their line of defense at the Platform (C). This allows them to ambush US troops in the dark tunnels north of the Platform (C).

But even if the Platform (C) falls to the US, the RU team can establish a solid defense at the Ticket Hall (B) to hold out for the win. Regardless of which team you're on, prepare for a mix of close-quarters and intermediate-range infantry combat.

So make sure your squad has a wide mix of weapons to engage opponents in a variety of environments. As in any Conquest match, your team's ticket count is crucial, and in a tight match, assault troops equipped with defibrillators can make all the difference.

US BASE

In both variants of Conquest, the US team starts the match in the tunnels near the park. There are two tunnels running parallel to each other, both leading toward the nearby Platform (C) control point.

The eastern tunnel is the widest, offering quick, direct access to the Platform (C). There are plywood barriers on the southern end of the eastern tunnel that can be destroyed.

However, it's best to keep these sheets of plywood in place to deny the RU team long sight lines down this tunnel. The western tunnel is a narrow maintenance shaft that drops down onto the western subway tracks.

This is offers a sneakier way to reach the Platform (C), but it can also be a popular spot for opponents looking for an easy ambush. So always proceed with caution when dropping down onto the tracks—smoke can help conceal your squad's descent from the maintenance shaft.

Within each tunnel are a variety of side passages that are useful for avoiding snipers and other opponents posted to the south. Despite the multiple paths, the US team should work hard to avoid spawning here.

If the RU team takes control of all three control points, they have an easy time locking down both tunnels, denying the US access to other spawn points.

Therefore it's extremely important that US team captures and holds the Platform (C) throughout the course of the match. Otherwise the advance through the tunnels can turn into a bloodbath favoring the RU team.

RU BASE

The RU team deploys from their base in the Finance Ministry building on the south end of the map. If you spawn inside the building, don't feel bad about shooting out the windows to escape.

With the Cafe (A) control point located directly across the street to the north, the RU team has no problem securing their first control point. But capturing one control point isn't enough.

The RU team must continue pushing north into the métro station to secure the Ticket Hall (B) before they can go on the defensive. If the Ticket Hall (B) falls to the US, they'll have an easy time locking down the entire station by covering the three entry points.

In addition to the Ticket Hall (B), the Cafe (A) should always be defended, too.

If the US manages to capture all three control points, the RU team will have a tough time simply getting out of the Finance Ministry building without getting gunned down by US troops positioned in the buildings to the north surrounding the Cafe (A).

If your team does find itself under siege by the US at the RU Base, instead of grinding against the Cafe (A), sneak around the streets to the east or west to try to secure a control point in the métro station.

Although the layout of this map is rather linear, there are always flanking paths available that are less likely to be covered by opponents.

A: CAFE

The Cafe (A) control point is sandwiched between the RU Base and the métro station's southern entrance. This becomes a high-traffic area whenever the US team holds the Ticket Hall (B) and the RU team holds the Cafe (A).

Given the close proximity to their base, the RU team stands the best chance of holding onto this control point throughout the battle. But the chance to lay siege to the RU Base may prove tempting to the US team, so the RU team should never take this control point for granted.

The flagpole is relatively unprotected, standing as it does between two large buildings to the east and west. But the flag's capture radius is very large, so it can be captured and contested from within the surrounding buildings.

As a result, the buildings are a great place for attackers and defenders to hide. Consider deploying a Radio Beacon in one of these buildings to give your squad a spawn point near the flag, regardless of which team controls the Cafe (A).

Both buildings offer access to multiple floors. So use the upper floor windows to keep an eye on the flag as well as the approaches from the RU Base and métro station.

B: TICKET HALL

In the center of the map, the Ticket Hall (B) is the most hotly contested control point in this battle, requiring constant attention by both teams. In the footrace to reach the flag at the start of the match, the RU team has a slight advantage.

But players on both teams should perform a continuous sprint to reach this location before the opposing team takes control.

Even if you reach this spot first, your opponents won't be far behind, so drop prone and find a good cover position within the flag's wide capture radius.

Regardless of which team captures the flag first, it's likely to change hands several times. When defending here, seek cover along the perimeter, preferably on the eastern and western sides of the flag.

If the opposing team is advancing from the north, it's strongly advised to defend all the escalators and the stairway to the northwest—these are the only access points to the station's upper level and serve as great choke points.

When defending attacks from the south, utilize the métro station entry points. There are three entrances into the station to the south, east, and west.

By locking down each of these entrances, you can prevent the opposing team from even gaining a foothold within the station, effectively blocking access to the Ticket Hall (B) and Platform (C).

C: PLATFORM

Although the Platform (C) is relatively close to the US Base, it's not necessarily safe from capture by the RU team.

By holding this flag, the RU team not only blocks access to the other control points, but they can also lay siege to the US Base and ambush advancing troops as they move through the dark tunnels to the north.

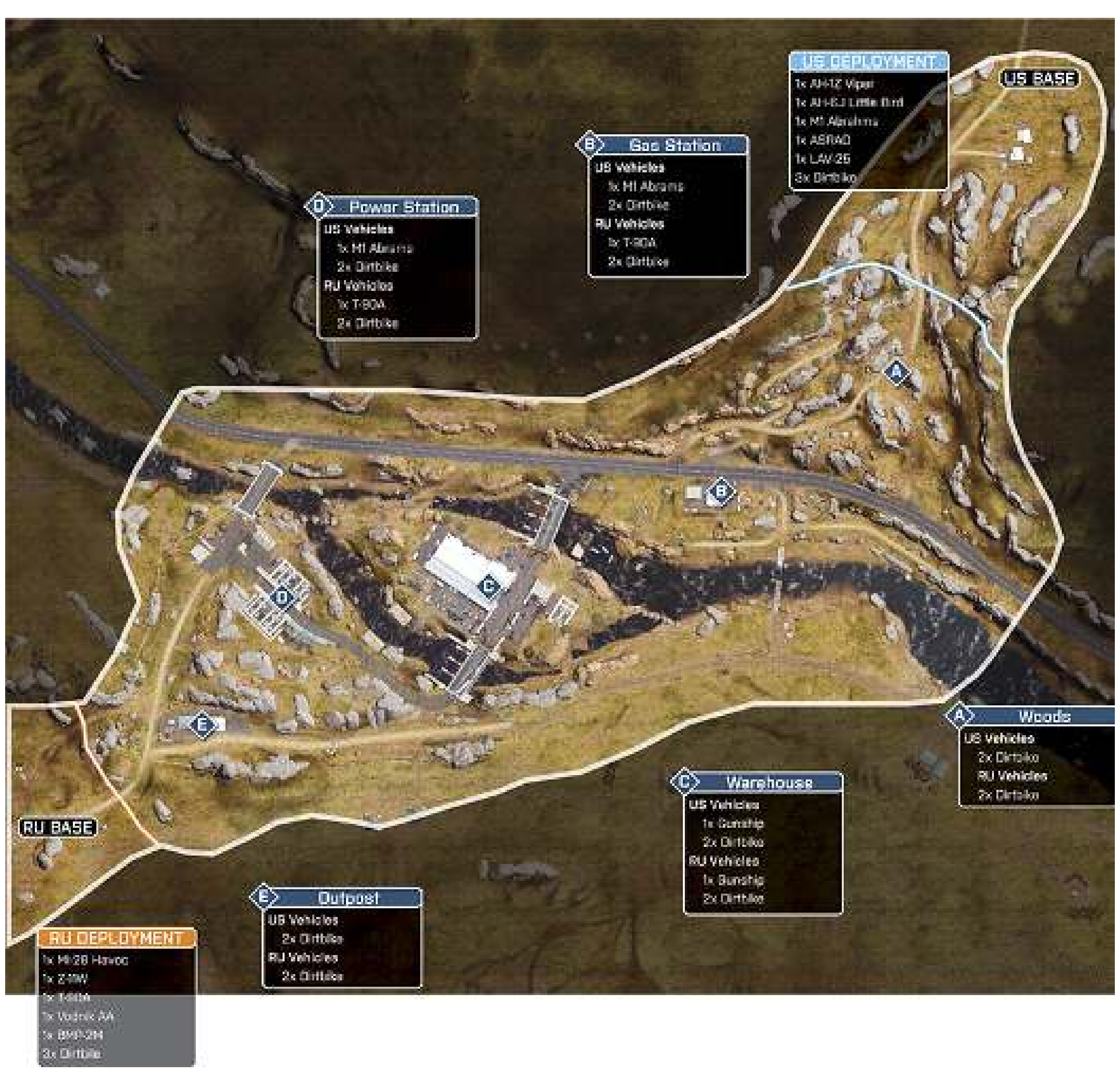
For this reason alone, the US team must work to capture and secure this control point throughout the match. The flag here is positioned in the middle of the station platform.

When attempting to capture or contest the flag, instead of gathering at the base of the flagpole, spread out and hide in the nearby maintenance passage to the north or within the subway cars to the east and west.

Given the flag's wide capture radius, there are plenty of hiding spots for both attackers and defenders. So pay close attention to the circular flag status icon on the HUD to determine whether enemy troops are present.

Conquest 64

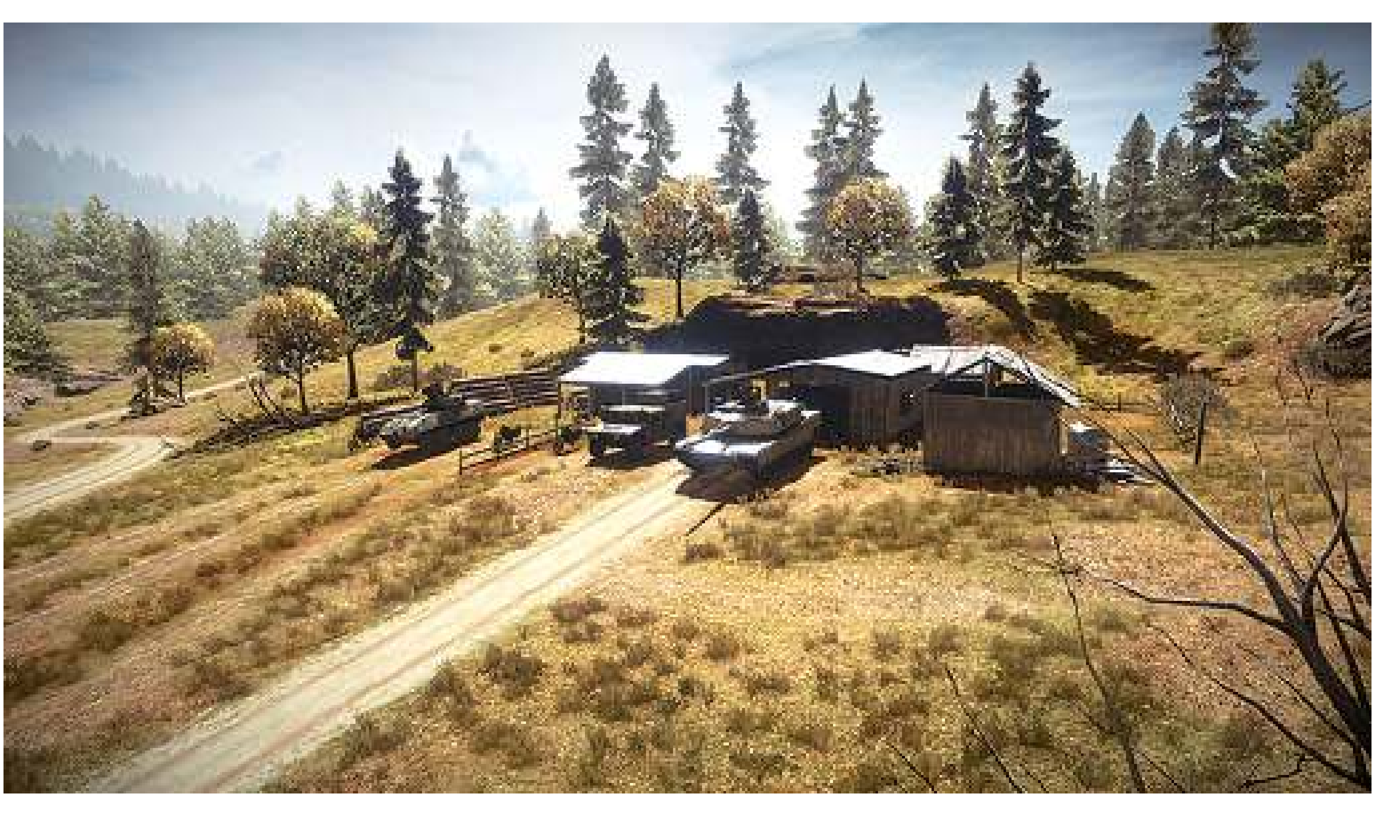
Operation Riverside

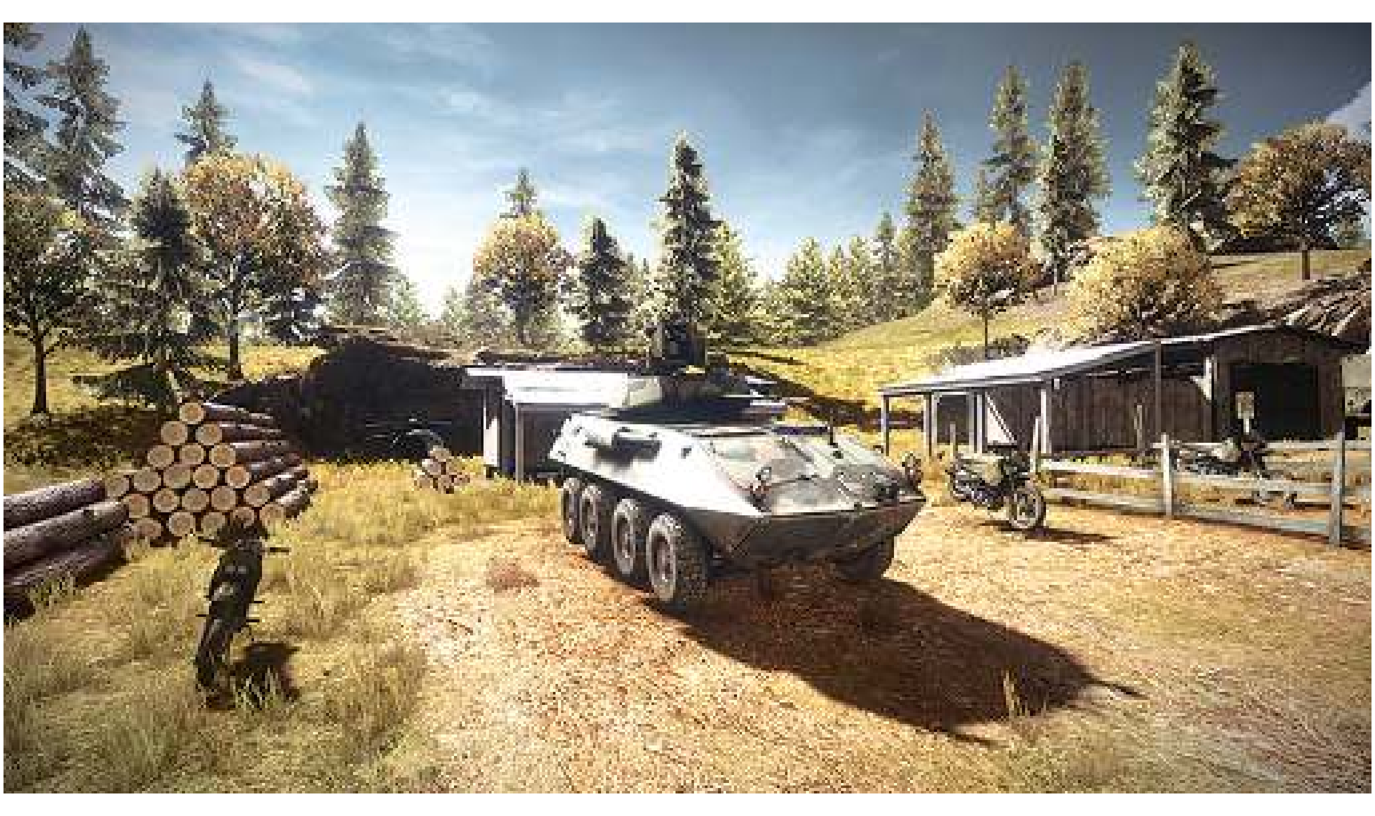

US DEPLOYMENT
1x AH-1Z Viper
1x AH-6J Little Bird
1x M1 Abrams
1x ASRAD
1x LAV-25
3x Dirtbike
US BASE
B Gas Station
US Vehicles
1x M1 Abrams
2x Dirtbike
RU Vehicles
1x T-90A
2x Dirtbike
D Power Station
US Vehicles
1x M1 Abrams
2x Dirtbike
RU Vehicles
1x T-90A
2x Dirtbike
A Woods
US Vehicles
2x Dirtbike
RU Vehicles
2x Dirtbike
C Warehouse
US Vehicles
1x Gunship
2x Dirtbike
RU Vehicles
1x Gunship
2x Dirtbike
RU BASE
E Outpost
US Vehicles
2x Dirtbike
RU Vehicles
2x Dirtbike
RU DEPLOYMENT
1x MI-28 Havoc
1x Z-11W
1x T-90A
1x Vodnik AA
1x BMP-2M
3x Dirtbike

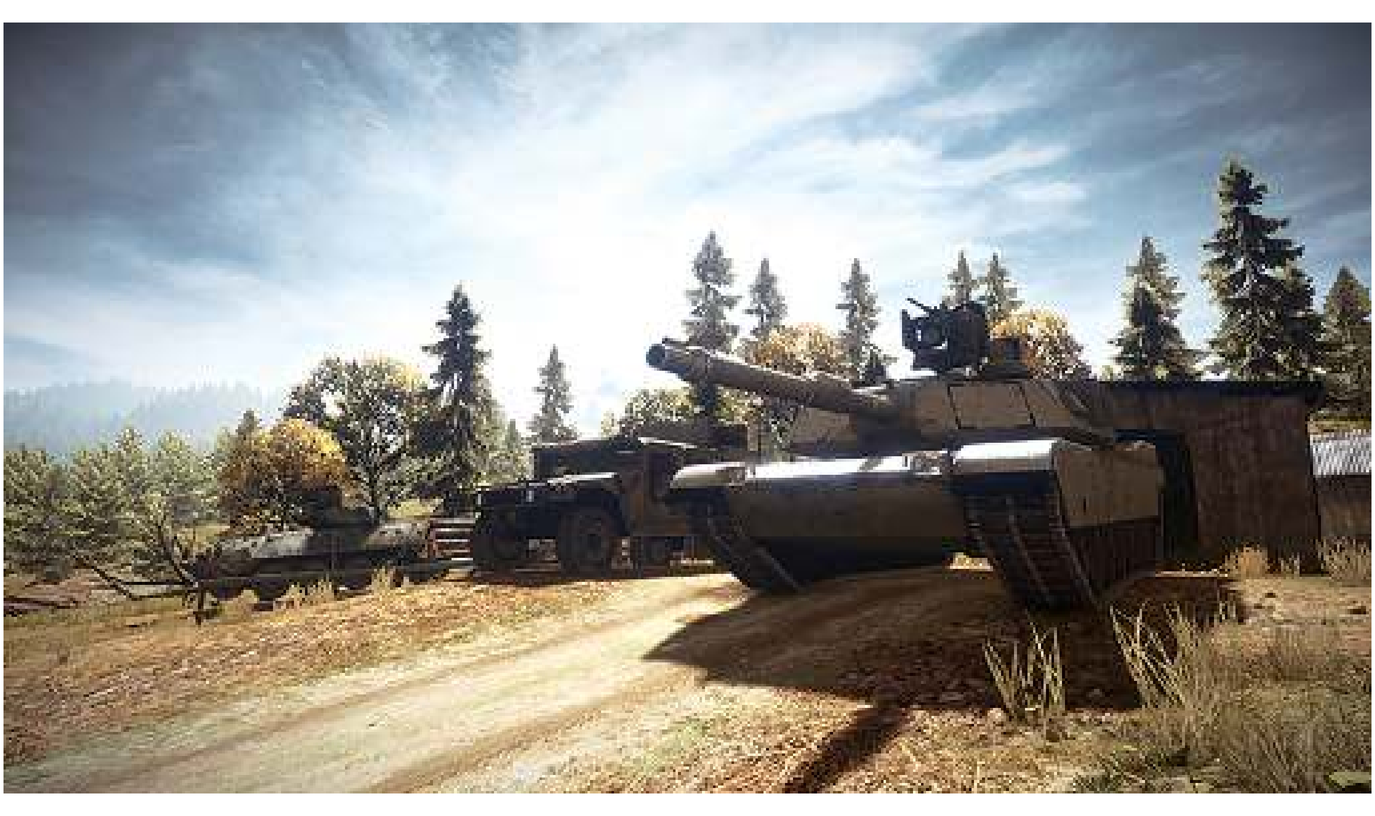
Click here for interactive maps

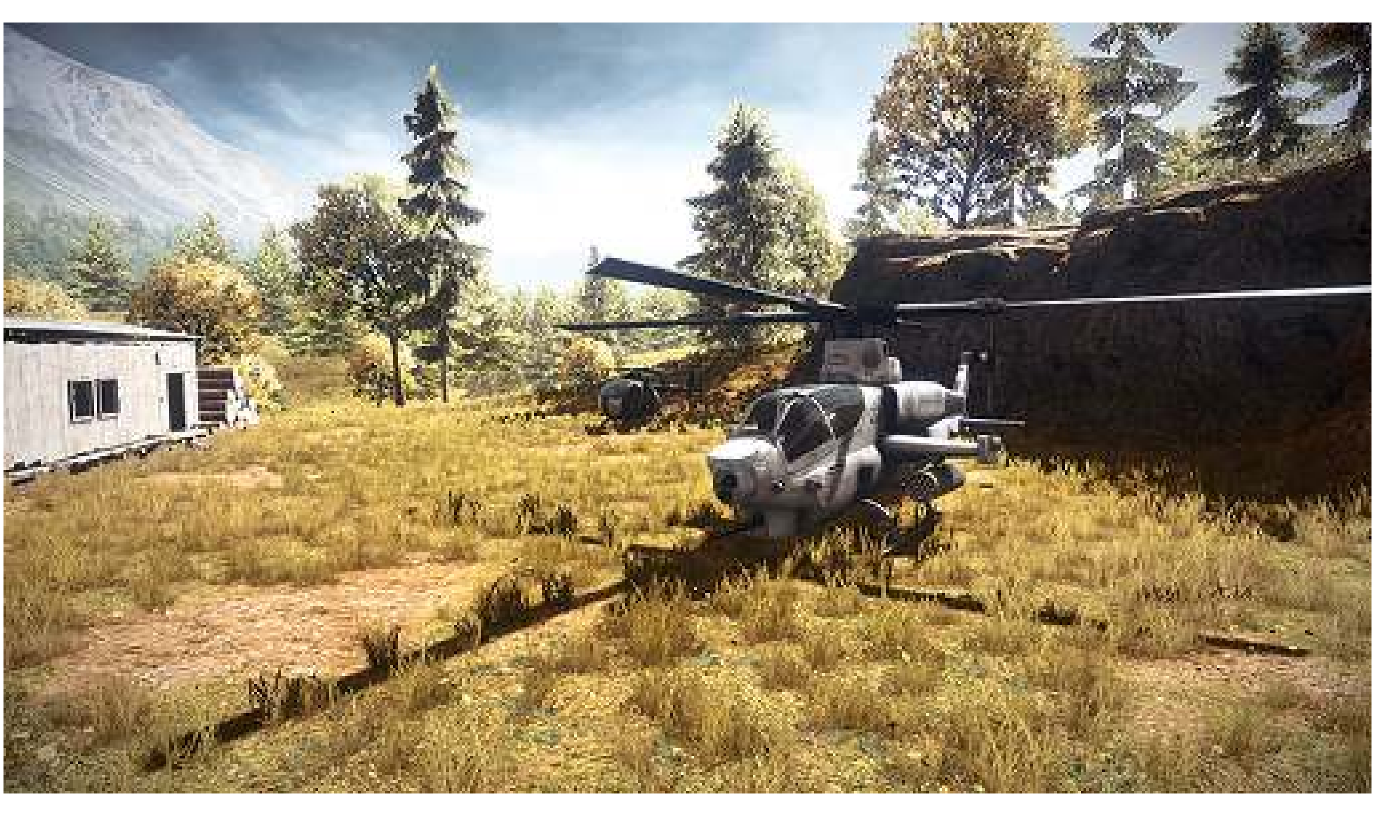
The Conquest 64 version of the Operation Riverside map is identical to its Conquest counterpart—with two exceptions: Each team begins the match with a tank and an additional dirtbike, which is accessible from their deployment site. From the onset of the battle, the two opposing forces must rush to capture and control the highest number of the five control points available. Deploying from the hills northeast of the Warehouse (C), the US team has the best chance of capturing and holding the Woods (A) and the Gas Station (B) early on in the match, as long as they remain vigilant at staving off attacks along the riverbanks. From a makeshift base in the southwest, the RU team will quickly be able to capture and maintain a presence at the Outpost (E) and Power Station (D). Centralized on the map and sure to be a heavily contested point is the Warehouse (C). Located at the fork of the river, two narrow bridges provide access to larger vehicles, should they decide to avoid the river itself, whose terrain can be difficult to negotiate large vehicles through. Teams should make it a priority to maintain helicopter presence over the Warehouse (C), using it to clear out any hostiles that attempt to approach the control point via the waterways that flank the structure. While conflict is typically fierce at the Warehouse (C), both teams will be fighting for inches using the bridges east of the building to gain access to the control point. Instead, make use of the bridge northwest of the Power Station (D), which can provide both teams with an opportunity to flank their enemy.

US Base



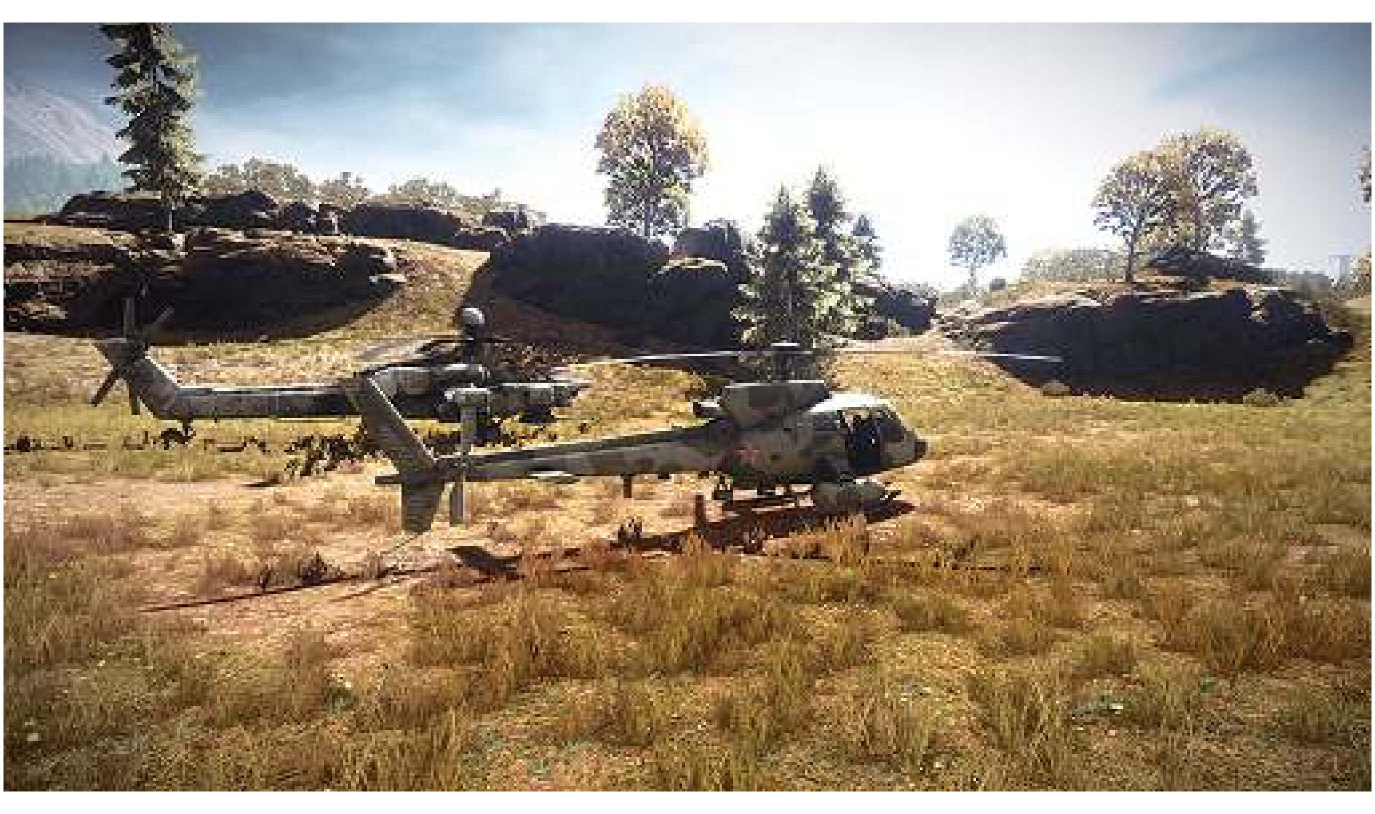


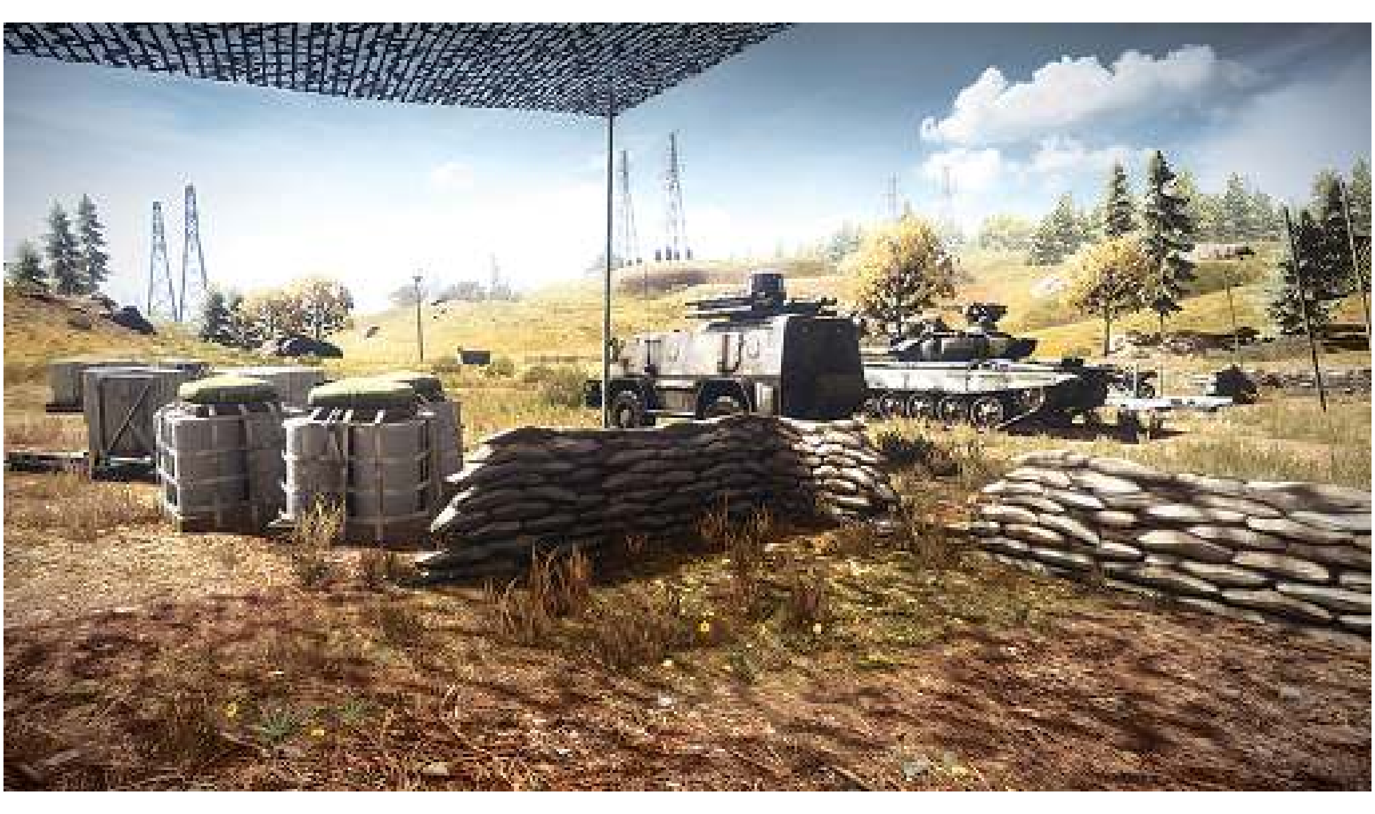


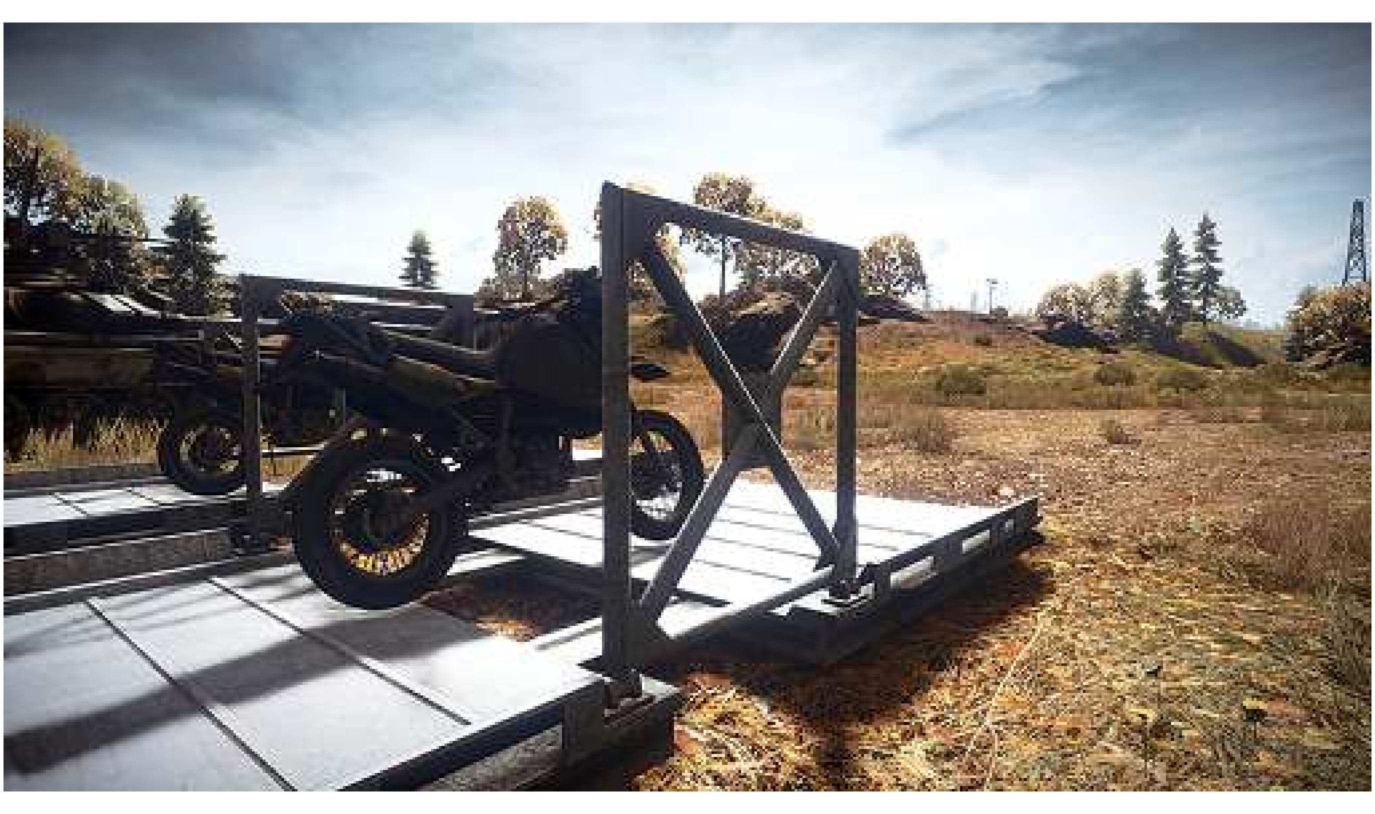


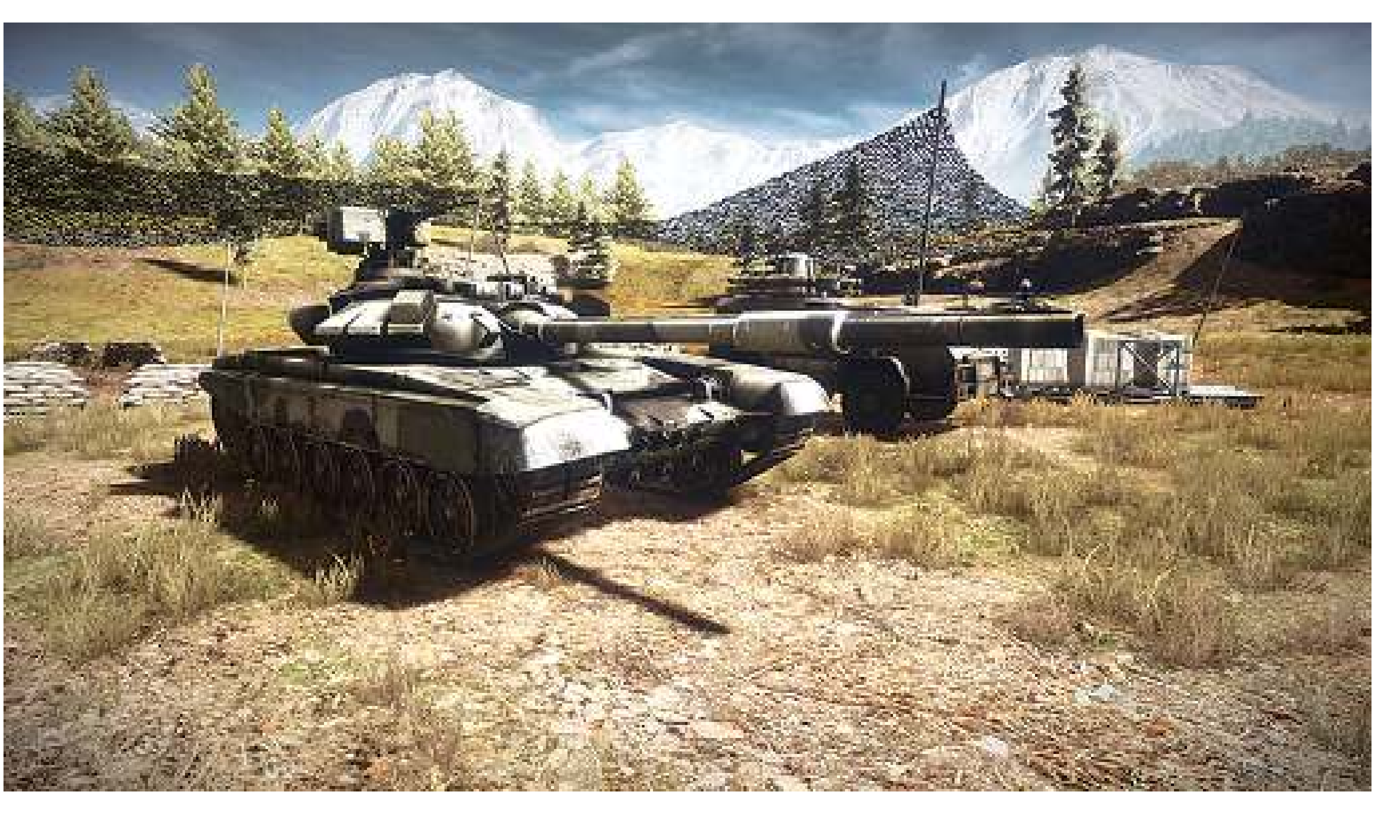
Deploying from the hills to the north of the Gas Station (B), the AH-1Z Viper should immediately proceed toward the southwest to engage the RU team's helicopters as they deploy. As the AH-1Z Viper proceeds on its search-and-destroy mission, the AH-6J Little Bird should be at full capacity, transporting soldiers to the Warehouse (C) to allow for early capture of this clinch point. After dropping off troops at the Warehouse (C), the AH-6J Little Bird should continue to the southwest and assist the AH-1Z Viper while maintaining a patrol of the Power Station (D) until ground forces arrive. The rocky hill south of the Power Station is vulnerable to attacks by infantry or dirtbikes, but the primary goal of the AH-6J Little Bird here is to stave off the advancement of heavily armored vehicles from the southwest, where the Outpost (E) is likely to be held by RU forces. With the AH-6J Little Bird patrolling the area north of the Outpost (E), the AH-1Z Viper should patrol the road that runs east from the point. Also, while the Woods (A) and Gas Station (B) are tempting to capture immediately due to their proximity to the base, the capture of these points should be the focus of ground forces as they proceed south to engage the enemy. While effective against aircraft, the ASRAD should be patrolling the road that runs east to west across the map and making use of its unguided rockets to bombard enemies approaching the Power Station and the area to the west of the Warehouse.

RU Base



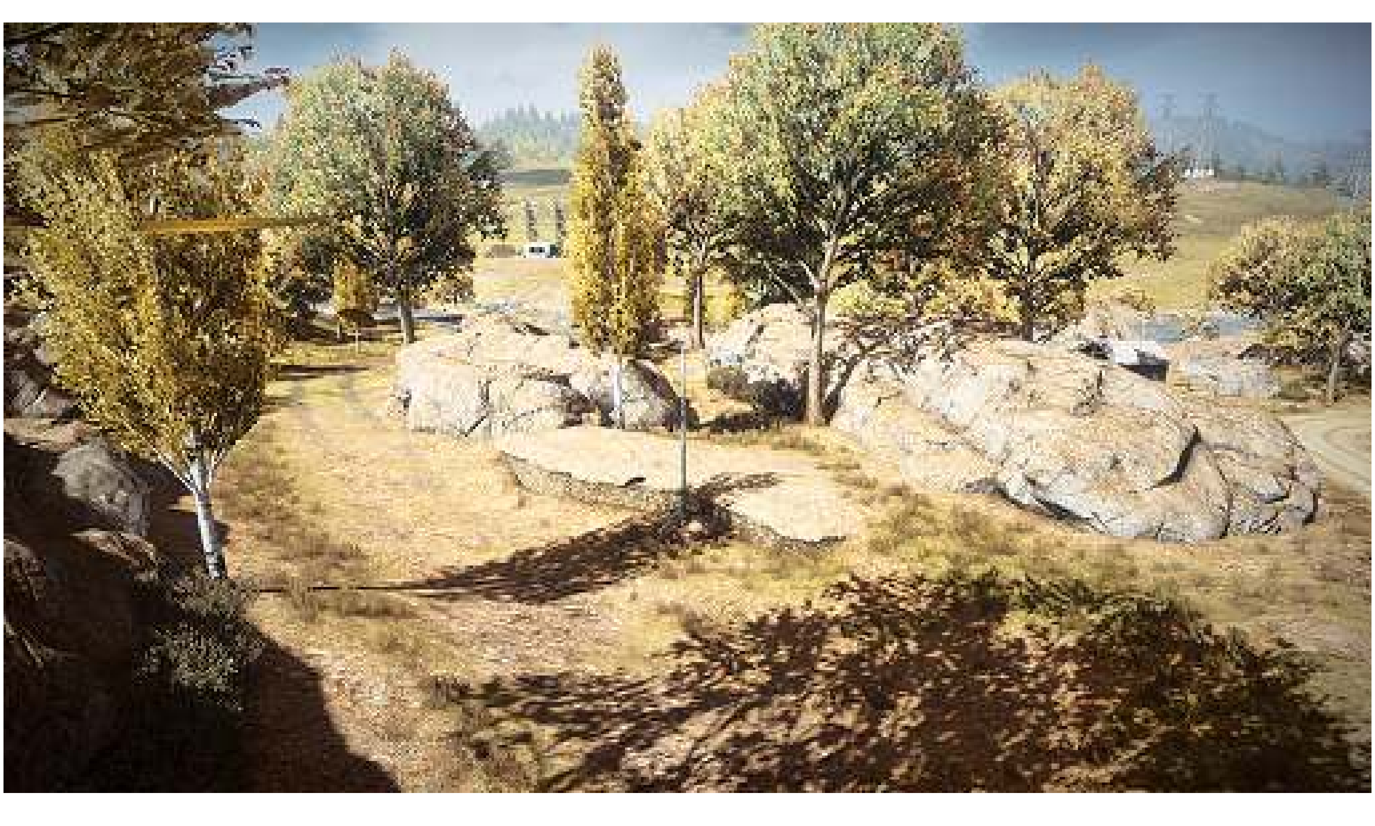






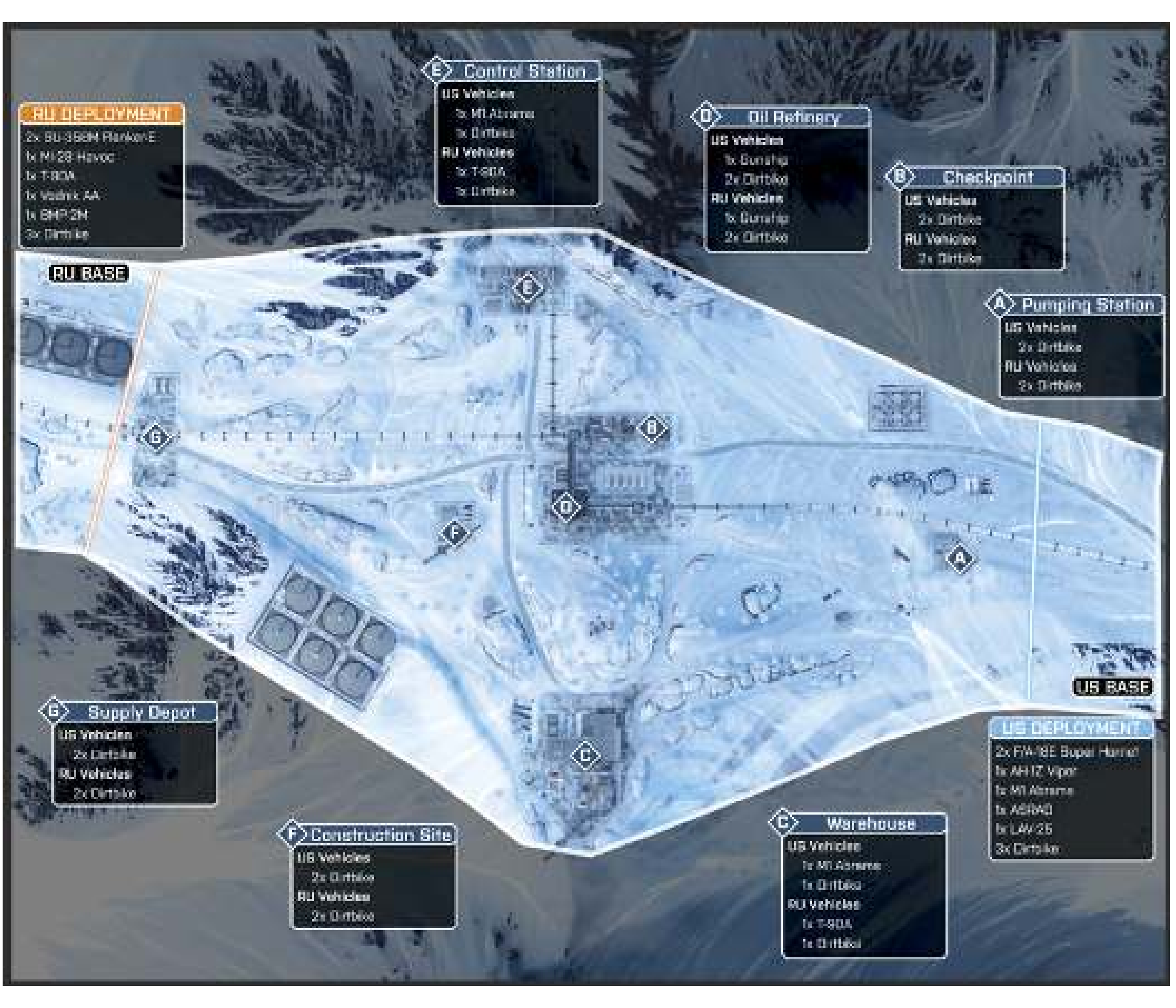
Considering their relatively close proximity to the RU base, the Outpost (E) and Power Station (D) should be a priority for the dirtbikes, BMP-2M, and the Vodnik AA, all of which should be loaded to capacity. One of the dirtbike passengers should get off at the Outpost (E) to capture it. Moving with the convoy, the dirtbikes and Vodnik AA should proceed northeast to capture the Power Station (D), while the BMP-2M proceeds north from the Outpost (E) and crosses the bridge that passes over the river. After crossing, the BMP-2M should proceed east to engage the US team as their ground forces make their way downhill. While the ground forces are moving into position, the Z-11W should take off from the base at full capacity and make its way to the Warehouse (C), which by this time will likely have US dirtbikes present on the building's east side. Because of this, drop off soldiers near the west entrance of the warehouse. By now, the MI-28 Havoc should be patrolling the eastern side of the map for enemy helicopters and eliminating any threat on the east side of the Warehouse (C) grounds to provide a distraction as the RU troops enter from the west side of the building to claim the point.

A: Woods



Conquest 64

Sabalan Pipeline


RU DEPLOYMENT
2x SU-35BM Flanker-E
1x MI-28 Havoc
1x T-90A
1x Vodnik AA
1x BMP-2M
3x Dirtbike
RU BASE
E Control Station
US Vehicles
1x M1 Abrams
1x Dirtbike
RU Vehicles
1x T-90A
1x Dirtbike
D Oil Refinery
US Vehicles
1x Gunship
2x Dirtbike
RU Vehicles
1x Gunship
2x Dirtbike
B Checkpoint
US Vehicles
2x Dirtbike
RU Vehicles
2x Dirtbike
A Pumping Station
US Vehicles
2x Dirtbike
RU Vehicles
2x Dirtbike
US BASE
US DEPLOYMENT
2x F/A-18E Super Hornet
1x AH-1Z Viper
1x M1 Abrams
1x LAV-25
3x Dirtbike
G Supply Depot
US Vehicles
2x Dirtbike
RU Vehicles
2x Dirtbike
F Construction Site
US Vehicles
2x Dirtbike
RU Vehicles
2x Dirtbike
C Warehouse
US Vehicles
1x M1 Abrams
1x Dirtbike
RU Vehicles
1x T-90A
1x Dirtbike

Click here for interactive maps

This game mode of Sabalan Pipeline has the same map borders as its Conquest counterpart, but has two extra control points on the map. These new control points are the Construction Site (F) and the Checkpoint (B). Both of these additional control points are located adjacent to the Oil Refinery (D). The US team still deploys from the east and will capture the Pumping Station (A) early in the round and maintain it for the duration of the battle. The RU team still deploys from the west and will capture the Supply Depot at the start of the match and will likely hold it for the duration as well. The addition of the Construction Site (F) and the Checkpoint (B) results in a more centralized battle than Conquest, since the proximity of the new control points to the Oil Refinery (D) means teams do not want to stray too far from the center of the field. Teams should keep this in mind as they disperse and attempt to capture the Control Station (E) to the north and the Warehouse (C) to the south. Although these points will be deserted through much of the conflict, maintaining a strong presence in the center of the map results in the opposition bleeding a steady stream of tickets. It also doesn't hurt that the Oil Refinery (D) affords the controlling team with a dropship, as this deployment platform can be used to hold back armored opposition that enters the center of the map.

US Base

Deploying from the east side of the map, the US team should proceed west and capture the Pumping Station (A). Once this point is under the team's control, the team should focus on entering the Oil Refinery (D) area, which is in the middle of the map. As the team enters the area, armored vehicles should continue to advance west past the Oil Refinery (D) and capture the Construction Site (F), while resisting the advance of the RU team in the process. By maintaining a strong presence on the west side of the Oil Refinery (D), other team members will find little opposition while capturing the Checkpoint (B). By this time, the Oil Refinery (D) should be under US control and the Dropship should be in the air. With the Dropship under US control, the craft should be used to deploy an IFV onto the center of the map to prevent RU soldiers from ripping these points out the US team's grasp. Even if the RU team advance and capture the Control Station (E) and the Warehouse (C), they will still be holding only three points on the map and not be in a position to pose a significant threat. To maintain dominance, the US team should also have a strong presence in the skies, using the AH-1Z Viper and the two F/A-18E Super Hornets to push back the advance of heavy armored vehicles and prevent them from entering the Oil Refinery area (D).

RU Base

Deploying from the west side of the map, the RU team should proceed east and capture the Supply Depot (G) before continuing their advance. At this point, dirtbikes should proceed to the north and claim the Control Station (E) while armored vehicles advance to the Oil Refinery (D) area. After capturing the Construction Site (F) and moving on to the Oil Refinery (D), the RU team will meet resistance at the Checkpoint (B), which by this time will be overrun with US forces. Although the US team will likely be holding the Checkpoint (B), victory can still be achieved as long as the Control Station (E) and the Oil Refinery (D) are not lost. With the Oil Refinery (D) under RU control, the Dropship can maintain the exposed control point at the Construction Site (F) , as the IFV it deploys can be used to eliminate threats that enter the area. Maintaining the Control Station (E) affords the team with an extra T-90A that can be used to maintain the Oil Refinery (D) area to the south. The MI-28 Havoc should be in the skies over the center of the map, patrolling the Oil Refinery (D) for US infantry attempting to enter the site and capture the point. While the Oil Refinery (D) requires approaching on foot, the MI-28 Havoc can fire rockets into the upper tiers of the refinery and eliminate threats near the flag.

A: Pumping Station

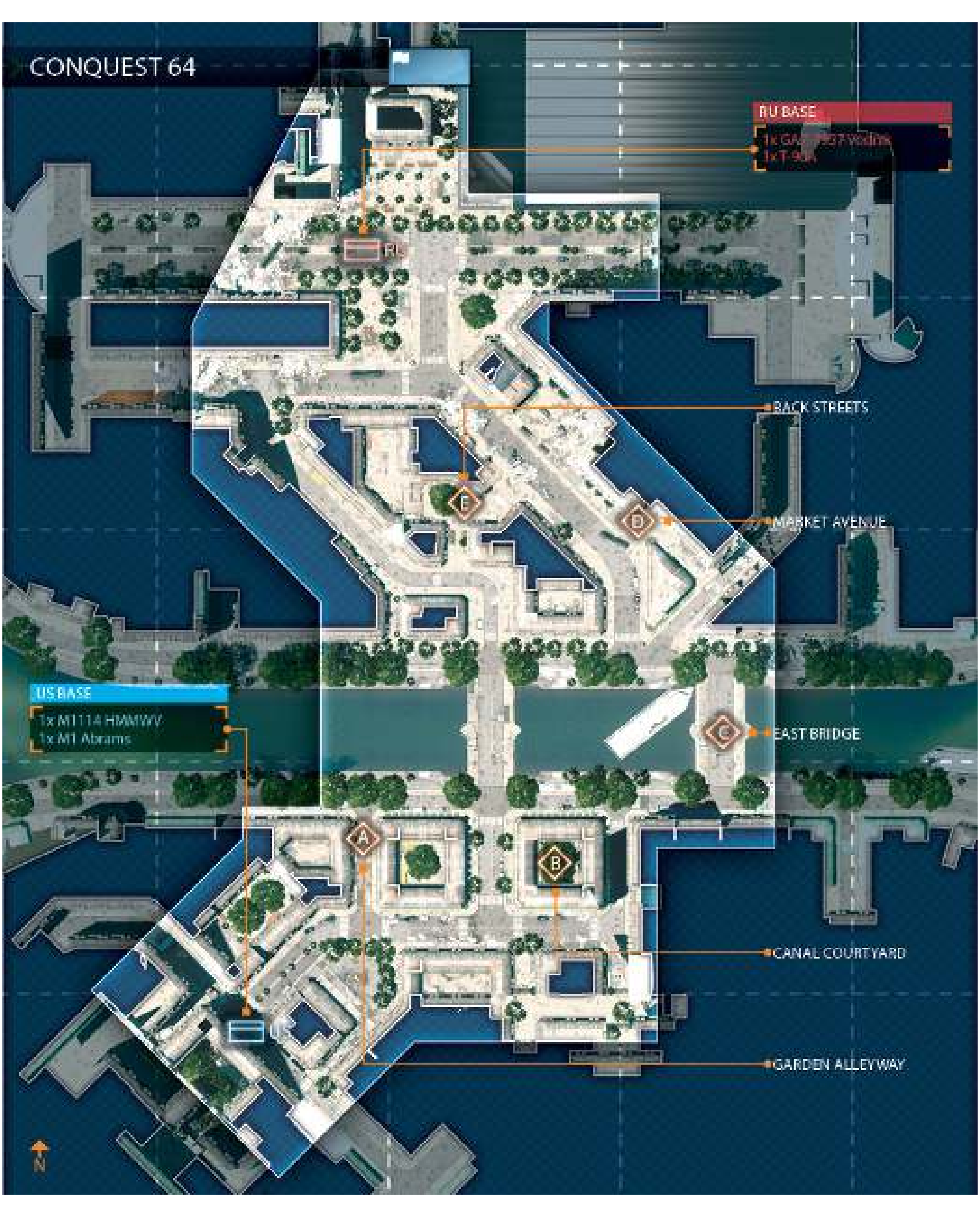
Conquest 64

Seine Crossing

In this epic urban combat brawl, controlling the flow of traffic at the river is often the key to victory. With two control points on the north side of the river and two control points on the south side, the East Bridge (C) is the prize for both teams.

This means the US team should attempt to control the Garden Alleyway (A), Canal Courtyard (B), and East Bridge (C) to give them a lock on the map's south side.

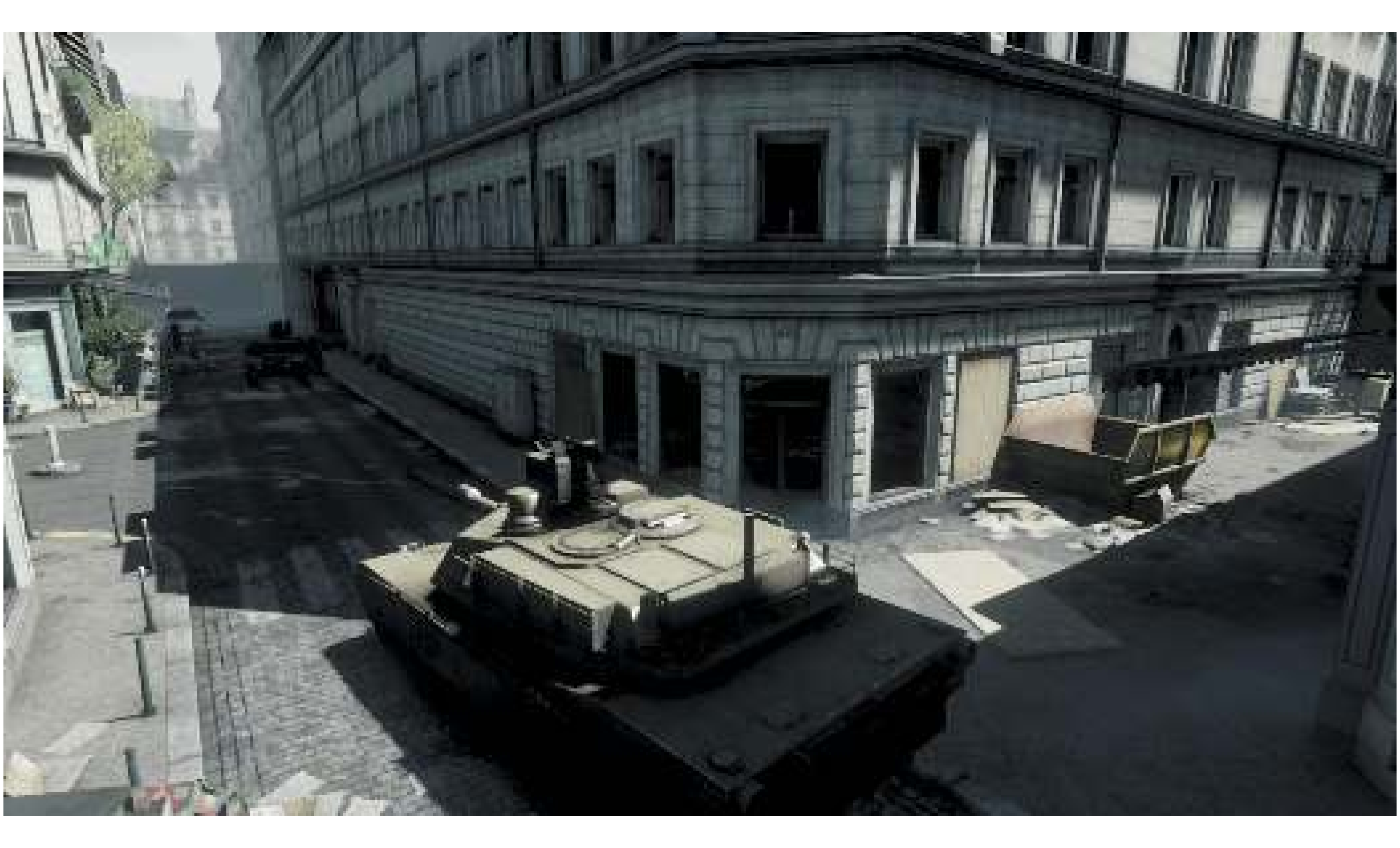
Meanwhile, the RU team should try holding the Back Streets (E), Market Avenue (D), and East Bridge (C) to lock down the north side. Consolidating your team's forces around three control points is much better than spreading your team thin at four or five flags.



In addition to holding the East Bridge (C), each team should attempt to lock down the western bridge to prevent flanking attacks on their rear control points. If defenses at the East Bridge (C) fail or prove too costly to hold, look for other control points to snatch up.

With five control points on the map, your team must hold at least three to begin bleeding the opposing team's ticket count. Or, if you're team is feeling confident, grab all five flags and lay siege to the opposing team's base.

US BASE



Base Assets

Name	Quantity	Respawn Time
M1114 HMMWV	1	45 sec.
M1 Abrams	1	90 sec.

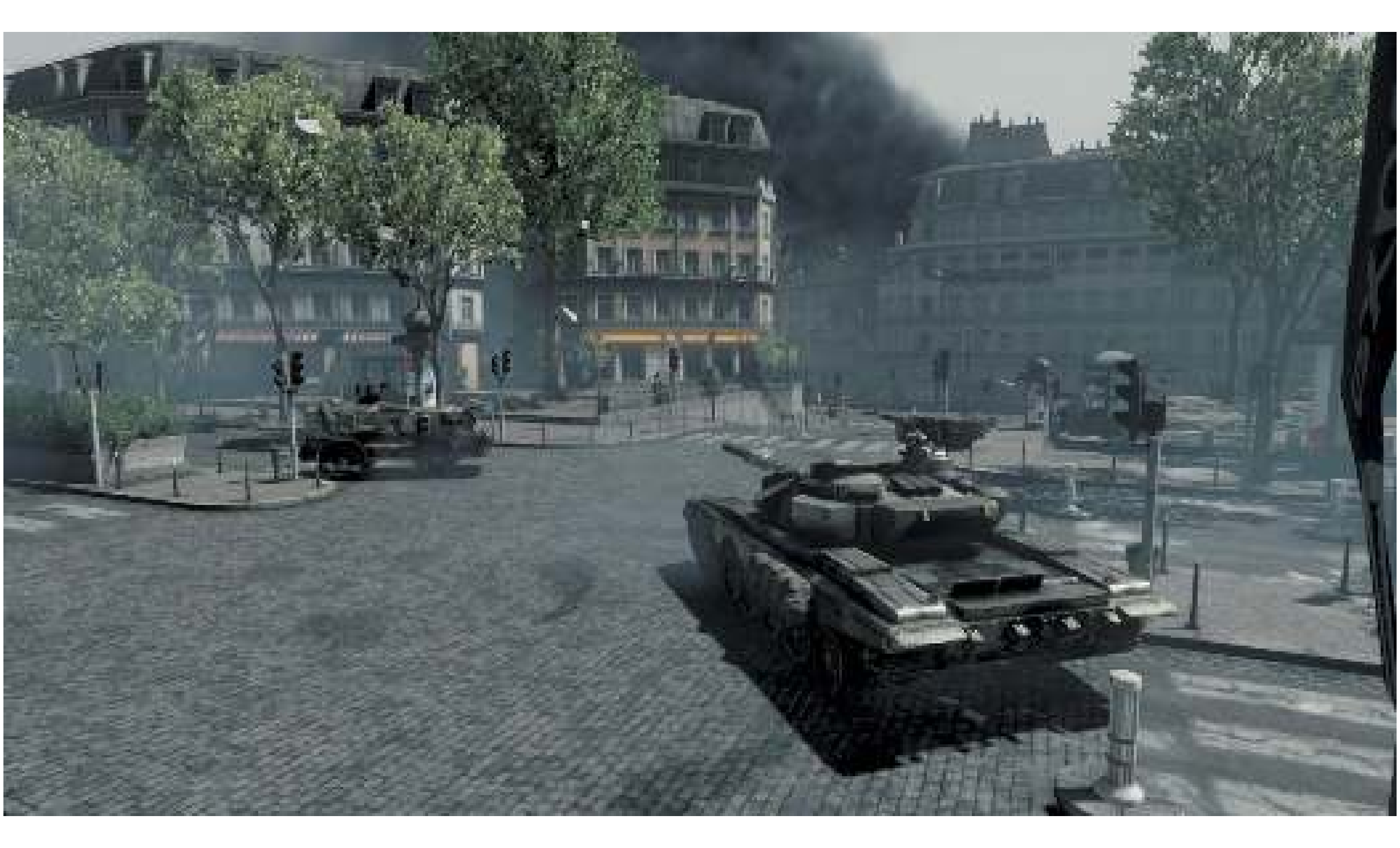
Located on the south side of the map, the US Base supplies the US team with only a couple of vehicles. Therefore, it's important to put these vehicles to good use, particularly in the opening moments of a round.

While infantry sprint toward the Garden Alleyway (A) and Canal Courtyard (B) control points, the HMMWV and M1 should make a beeline for the critical East Bridge (C) control point.

Securing these three control points early on can make a huge difference in the battle and allow the US to initiate a drain on the RU team's ticket count. If the US team successfully holds these three flags, there's no need to advance to the north side of the map.

So instead of spreading your team thin, focus on defending the three southernmost control points and hold out for a victory. The M1 Abrams is critical for fending off attacks at the two bridges, so surround it with engineers to keep it repaired.

RU BASE



Base Assets

Name	Quantity	Respawn Time
GAZ-3937 Vodnik	1	45 sec.
T-90A	1	90 sec.

The RU team deploys from their base on the north side of the map, near the large bank building. The opening moments of the battle are extremely critical when it comes to securing control points so don't waste a second.

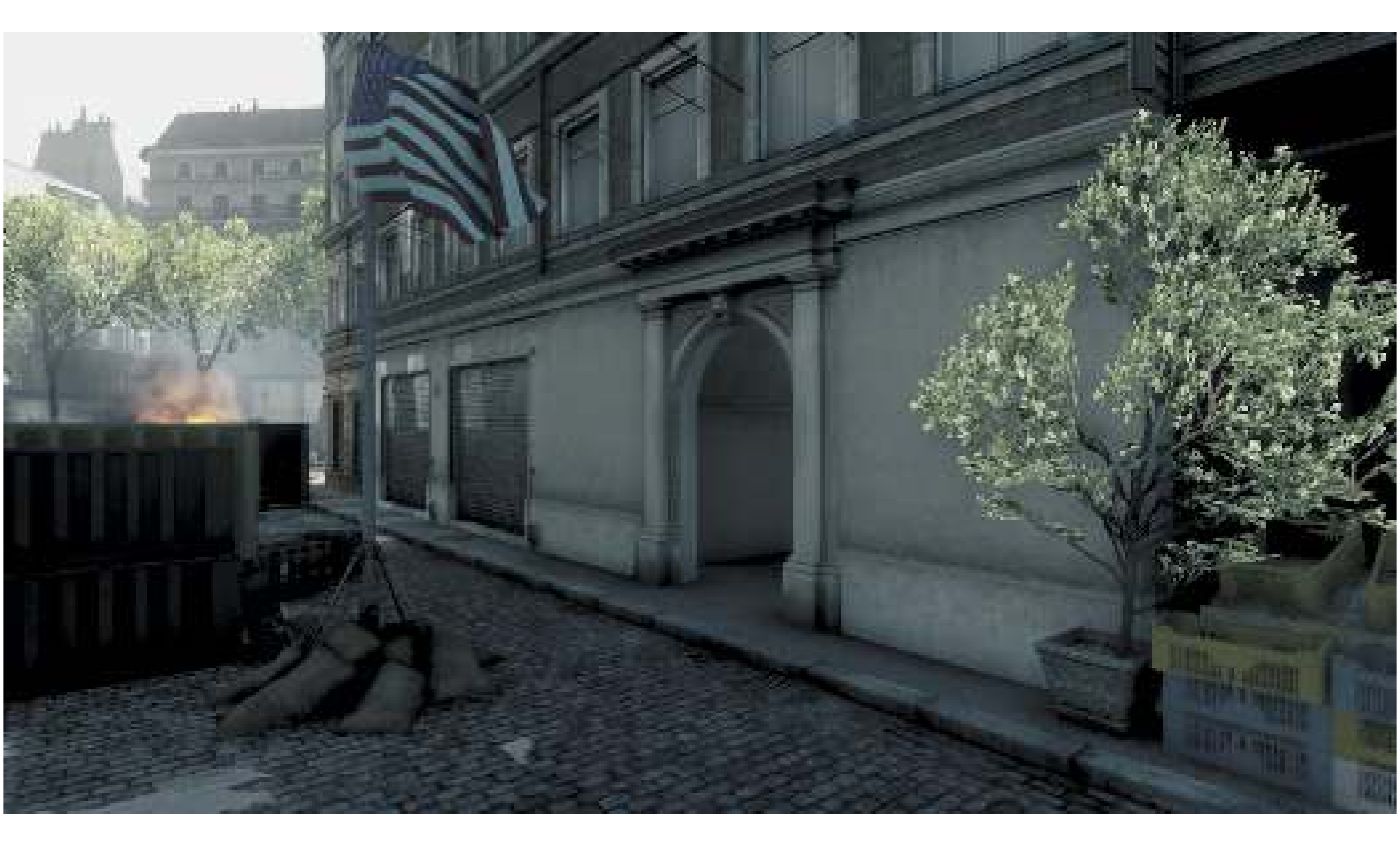
The first priority is to get the Vodnik and T-90 to the East Bridge (C). While the vehicles attempt to capture the East Bridge (C), RU troops should race for the nearby Back Streets (D) and Market Avenue (E) control points.

Leave one squad behind to cover both of the two northern control points while the rest of the team (and vehicles) focus on holding the East Bridge (C) as well as the bridge to the west.

These two bridges serve as critical choke points, allowing the RU team to contain the US to the south banks of the Seine. However, breakout attacks by the US are likely, so never leave the Back Streets (D) and Market Avenue (E) control points undefended.

If the US gains a foothold on the north side of the river, the strategy falls to pieces quickly. However, instead of pushing to the south side of the river, keep your forces consolidated around the East Bridge (C) and the two northern control points.

A: GARDEN ALLEYWAY



As the control point closest to the US Base, the Garden Alleyway (A) is likely to be controlled by the US team throughout the match.

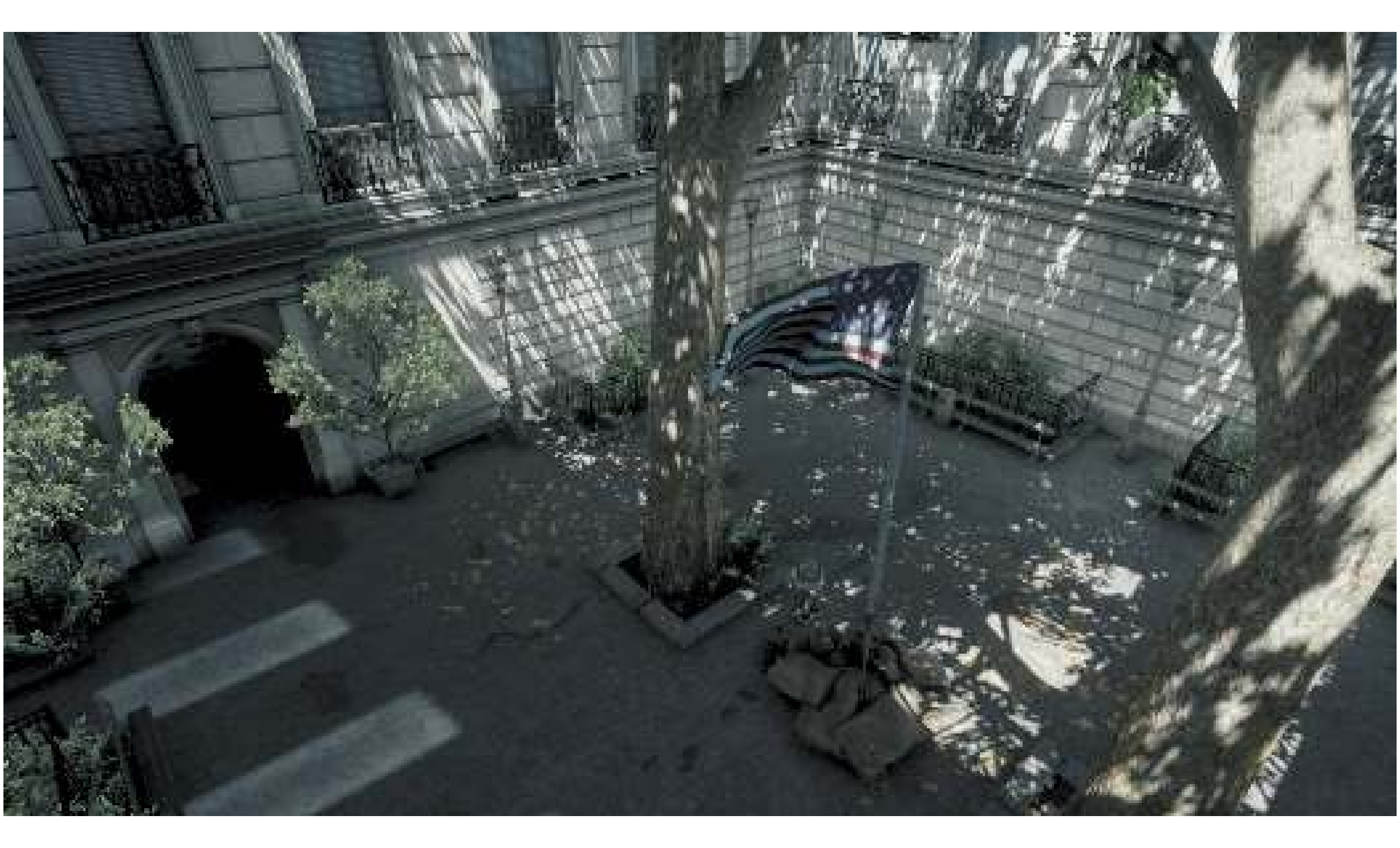
This gives the US team a spawn point near the western bridge, which is ideal for launching flanking attacks on the control points to the north.

But troops spawning here are equally effective serving as defenders of the western bridge to preventing the RU team from pushing across the river.

The flag here is located in the middle of a narrow alley. With long sight lines to the north and south, it's best to hide in the western archway while capturing or contesting this flag.

The green shipping container on the south side of the alley provides a great cover point for defenders watching the northern approach; it's ideal for US recon troops protecting the flag against RU attackers.

B: CANAL COURTYARD



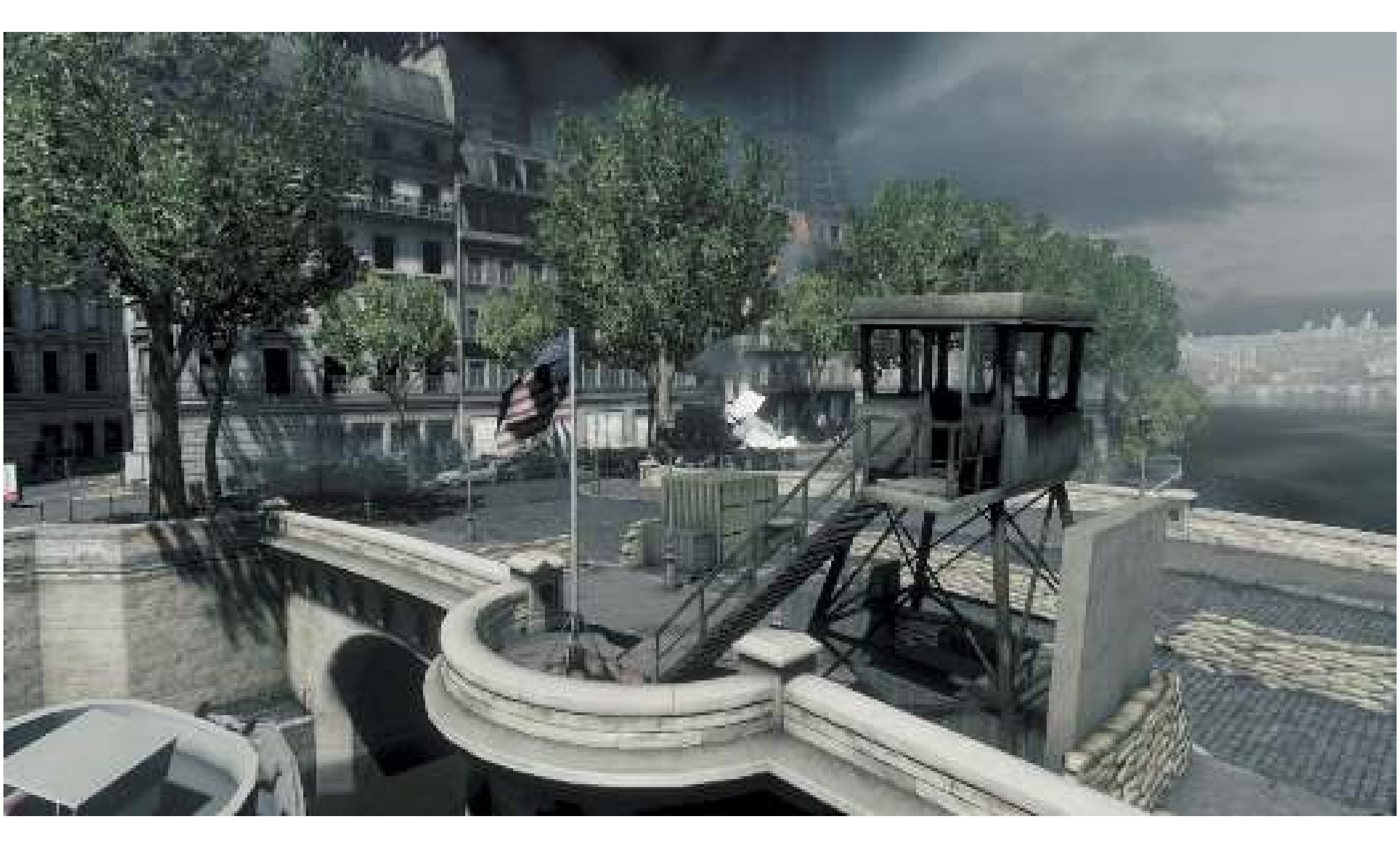
Like the Garden Alleyway (A), the Canal Courtyard (B) is located on the south side of the river and is likely to remain in US hands throughout the match. However, the US should never take this control point for granted.

It serves as a vital spawn point near the East Bridge (C) and is ideal for supplying reinforcements. The flag is positioned in the center of this small courtyard, inaccessible by vehicles.

The only entry points are three narrow archways to the north, west, and south. Defenders posted along the east side of the courtyard can cover all the entry points, making it tough for attackers to gain a foothold within the flag's capture radius.

The narrow archways are also good spots for booby traps likes Claymores and C4, should the control point come under fierce attack by the enemy.

C: EAST BRIDGE



The East Bridge (C) is the most hotly contested flag on the map; it's likely to be the focal point the heaviest action.

Strategically, the flag here is of vital importance to both teams, often giving them the majority of the control points necessary to bleed the opposing team's ticket count.

At the start of the round, each team should race to this location with their vehicles in an attempt to gain control. But an early capture is the easy part.

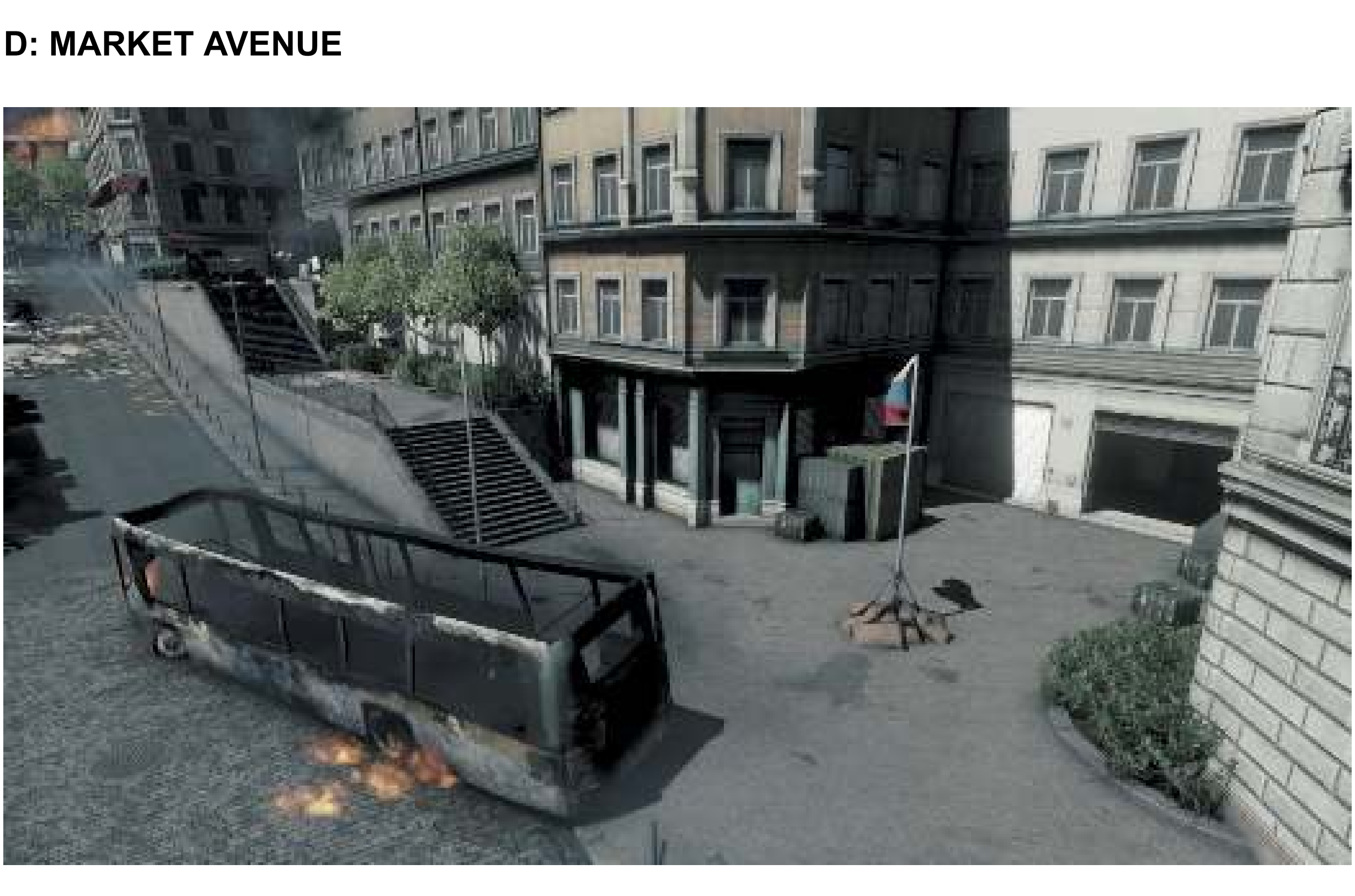
Defending the bridge from constant attack is a challenge. The flag is located on the west side of the bridge, surrounded by a low sandbag wall. The sandbags provide great protection while capturing or converting the flag, as long as you remain prone.

Vehicles parked nearby can also enter the flag's capture radius. But vehicles are likely to take heavy fire when positioned here. Consider parking your vehicles on the north or south side of the river and provide fire support while infantry move in to perform the capture.

There is a guard tower next to the flag, but don't bother getting inside—you'll only silhouette yourself and be an easy target for snipers. It's much better to stay low, using the sandbags and bridge's stone guardrails for cover.

Smoke is also a huge asset here, particularly when attacking. So use mortars or grenade launchers to saturate the bridge with smoke before attempting to rush the flag.

D: MARKET AVENUE



The Market Avenue (D) control point is located on the north side of the river, not far from the East Bridge (C). This makes it a critical backup spawn point for the RU team when they are attempting to form a defensive line at the river to the south.

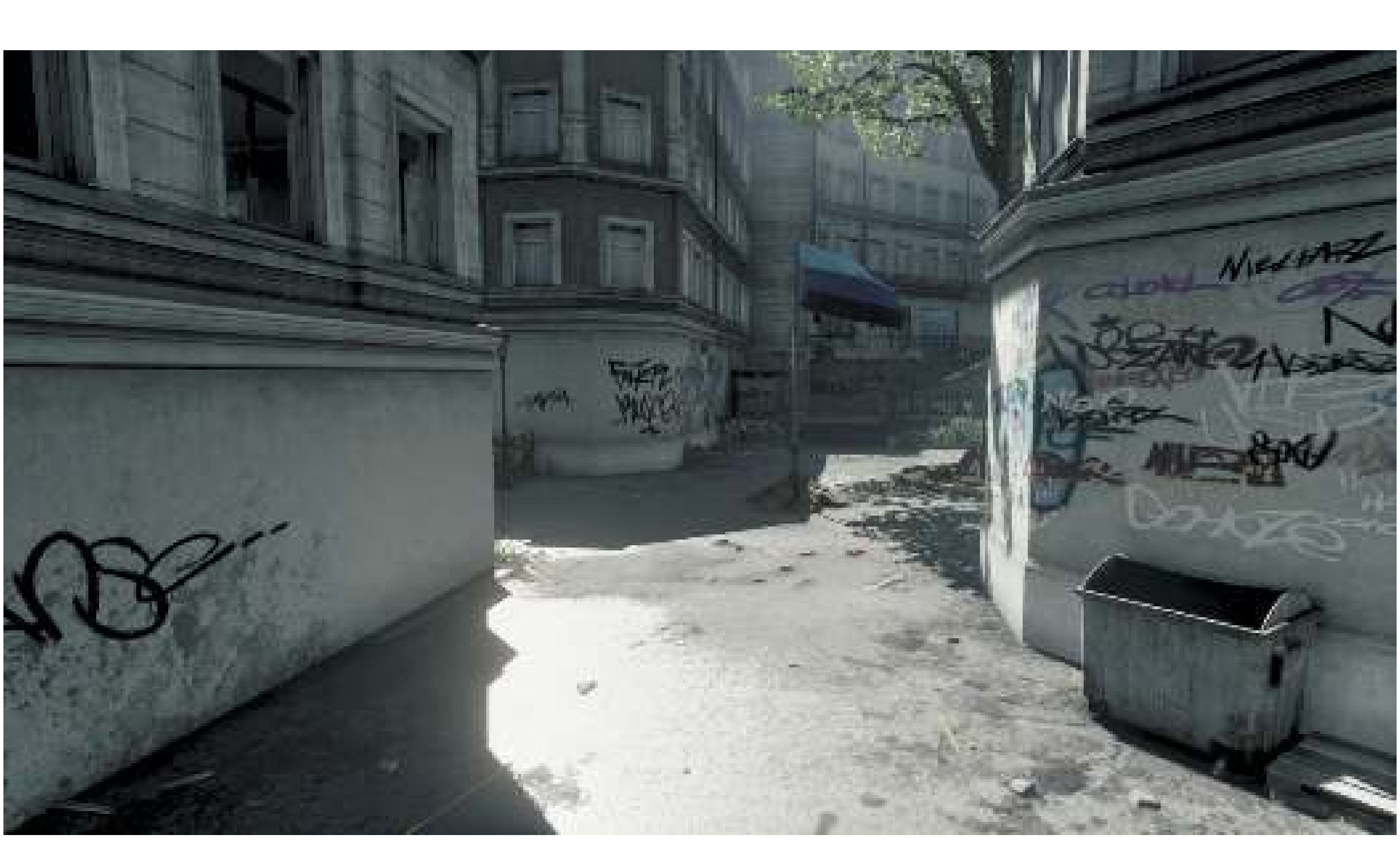
The flag is located on the east side of the street, near an alleyway. While on foot, avoid the street to avoid getting hit by snipers and other opponents watching the flag from a distance.

The alley to the west offers the safest approach to the flag. The nearby crates and garage offer excellent cover, allowing you to contest or capture the flag without being spotted by long-range threats.

Vehicles can also capture this flag by approaching from the street. But given the heavy traffic, this isn't a safe location to park a vehicle for long stretches, especially if you're in a Vodnik or HMMWV.

Consider parking your ride and seek cover among the crates or in the garage while capturing the flag.

E: BACK STREETS



This control point is closest to the RU Base and thus is likely to remain under the RU team's control throughout the match, especially if they lock down the bridges to the south and prevent the US team from accessing the north side of the map.

However, breakouts are likely to occur, meaning the RU team should prepare for attacks on the Back Streets (E). Located in a wide alley, the flag can be approached from multiple directions, but only on foot—vehicles cannot access this area.

The red shipping container north of the flag is a popular hiding spot for attackers attempting to convert the flag. So if the flag is being contested, fire a rocket or toss a grenade into the shipping container to root out attackers.

The steps to the west provide an elevated view of the flag, ideal for RU defenders approaching from the RU Base. Hold here to gun down enemies approaching from the river or the Market Avenue (D) control point.

Conquest 64

Sharqi Peninsula

At the start of this massive battle, the US team holds all seven flags, instantly draining the RU team's ticket count. However, the US team runs the risk of spreading their forces too thin across all seven control points.

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RU Deployment

Base Assets

Vehicle	Image	Quantity	Res Tim
VDV Buggy		1	15 se
BTR-90		1	30 se
T-90A		2	30 se
Mi-28 Havoc		1	50 se
RHIB		1	20 se

While it's still important to hold all the flags as long as possible, the US team should strongly consider consolidating their forces at the Hotel (C), Construction Site (D), Parking Lot (F), and TV Station (G).

B: Surveillance Point

Control Point Assets

US Control	RU Control
Growler ITV (1)	VDV Buggy (1)
M220 TOW Launcher (1)	M220 TOW Launcher (1)

This will still allow them to drain the RU team's ticket count, albeit at a slower rate.The RU team must enter this battle aggressively.

C: Hotel

Control Point Assets

US Control	RU Control
Growler ITV (1)	VDV Buggy (1)
M220 TOW Launcher (1)	M220 TOW Launcher (1)

Instead of chipping away at the perimeter control points, the attackers should attempt big moves early on.

D: Construction Site

Control Point Assets

US Control	RU Control
Growler ITV (1)	VDV Buggy (1)

Using the Mi-28 Havoc, consider dropping a recon soldier at the TV Station (G) and have them deploy a Radio Beacon to establish a nearby spawn point.

E: Alleyway

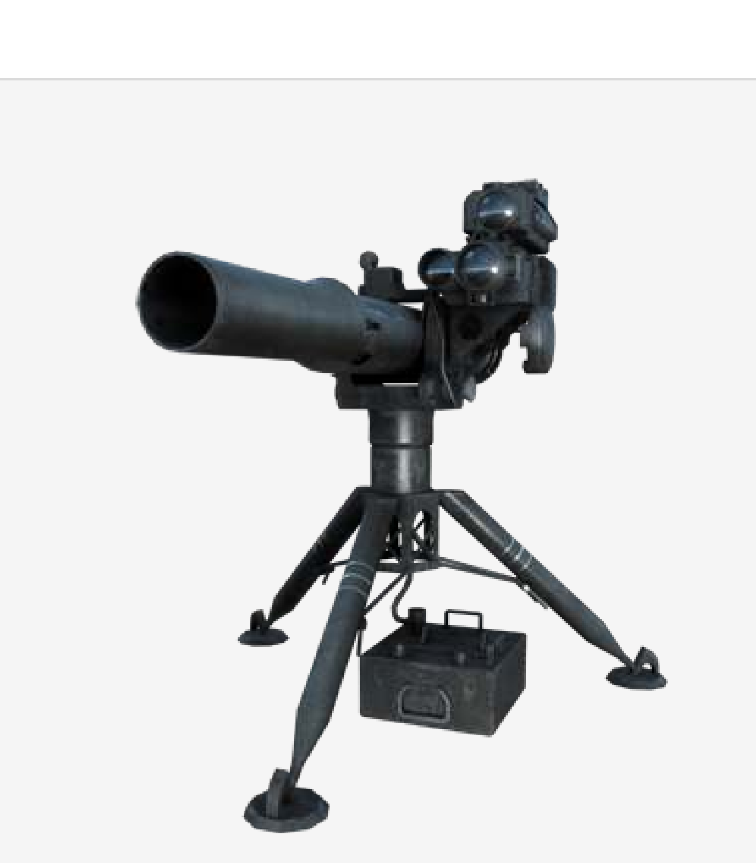
Control Point Assets

US Control	RU Control
Growler ITV (1)	VDV Buggy (1)

If the RU team can take the TV Station (G), they deprive the US team their tank and attack helicopter, thereby making it much easier to dominate the defenders at other control points.

G: TV Station

Control Point Assets

US Control	RU Control
Growler ITV (1)	VDV Buggy (1)
M1 Abrams (1)	
AH-1Z Viper (1)	
M220 TOW Launcher (1)	 M220 TOW Launcher (1)

Conquest 64

Strike at Karkand

For Battlefield 2 veterans, the configuration of this classic map should look very familiar. Like the smaller Conquest variants, the RU team begins with control of all the flags while the US team attacks from the north, seeking to gain a foothold within the city.

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US Deployment

Base Assets

Vehicle	Image	Quantity	Respawn Time
LAV-25		1	40 sec.
M1 Abrams		1	40 sec.

With seven flags up for grabs, the magic number is four: Both teams should strive to hold at least four flags to drain the opposing team's tickets.

B: Square

Base Assets

US Control	RU Control
 Growler ITV (1)	

For the US team, it makes the most sense to hold the four eastern control points, thereby containing the RU team on the west side of the map.

C: Market

Base Assets

US Control	RU Control	Respawn Time
		30 sec.

However, if opportunity and manpower allows, capturing all the flags will give the RU team nowhere to spawn, leading to a swift US victory.

D: Suburb

Base Assets

US Control	RU Control
 Growler ITV (1)	

For the RU team, the goal is to still deny the US access into the city by forming a strong line of defense at the Hotel (A). However, breakthrough attacks are likely and can be disastrous if nobody is left behind to guard the other flags.

E: Train

Base Assets

US Control	RU Control
 Growler ITV (1)	

Pay particular attention to the Gatehouse (G) control point. If the US team captures this flag, they'll have a major advantage, gaining an extra tank and IFV.

F: Warehouse

Base Assets

US Control	RU Control
 Growler ITV (1)	

Failing to defend the Gatehouse (G) and other control points at the outset can lead to quick collapse of the RU team's holdings.

G: Gatehouse

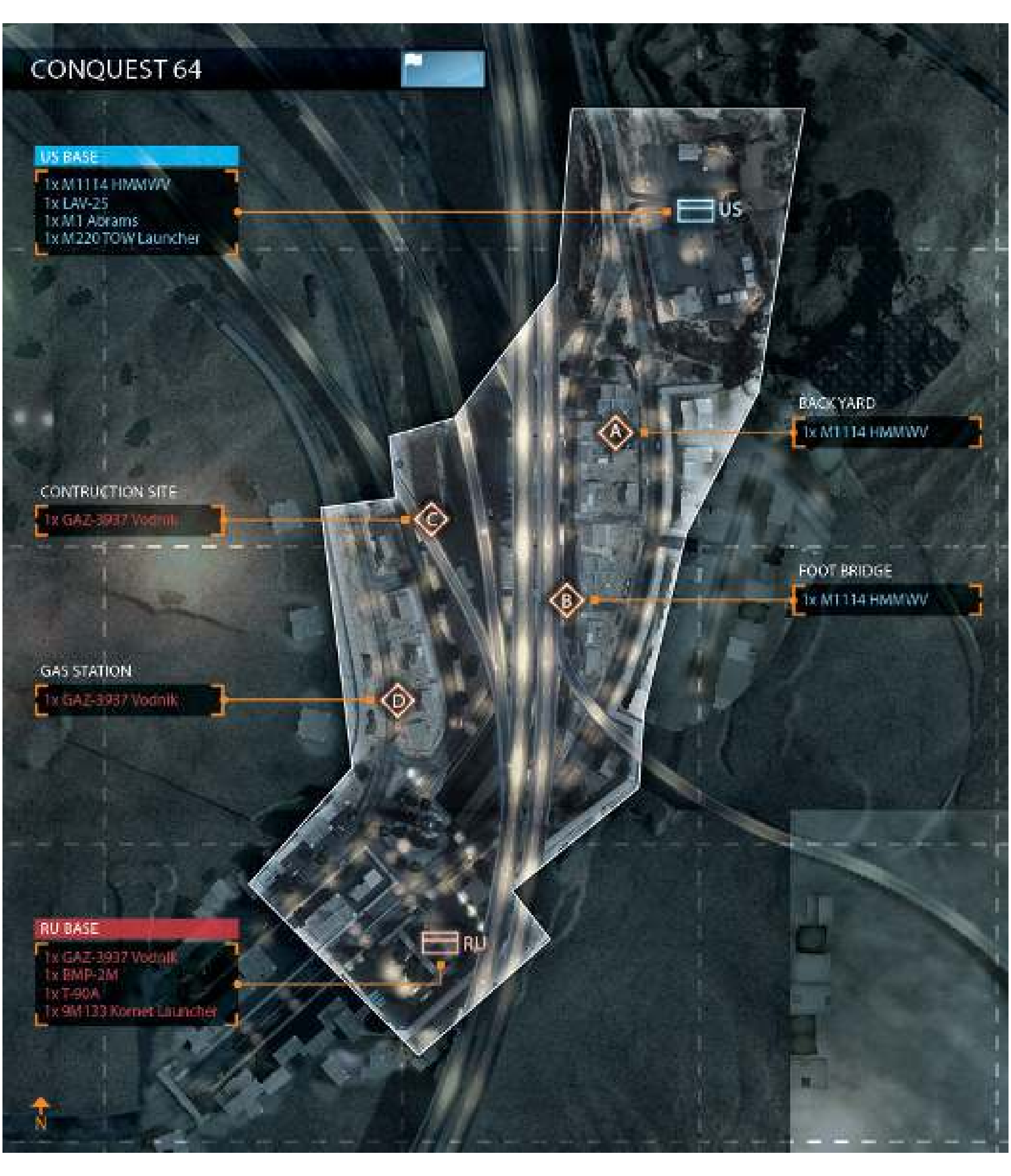
Base Assets

US Control	RU Control
 Growler ITV (1)	
 LAV-25 (1)	 BTR
 M1 Abrams (1)	

Conquest 64
Tehran Highway

The Conquest 64 variant of Tehran Highway is exactly the same size as the standard Conquest version. However, there are four control points instead of three, offering more flags to fight over.

With four flags up for grabs, each team must try to hold at least three to begin bleeding the opposing team's ticket count. The US team should focus their efforts around the Back Yard (A), Foot Bridge (B), and Construction Site (C).



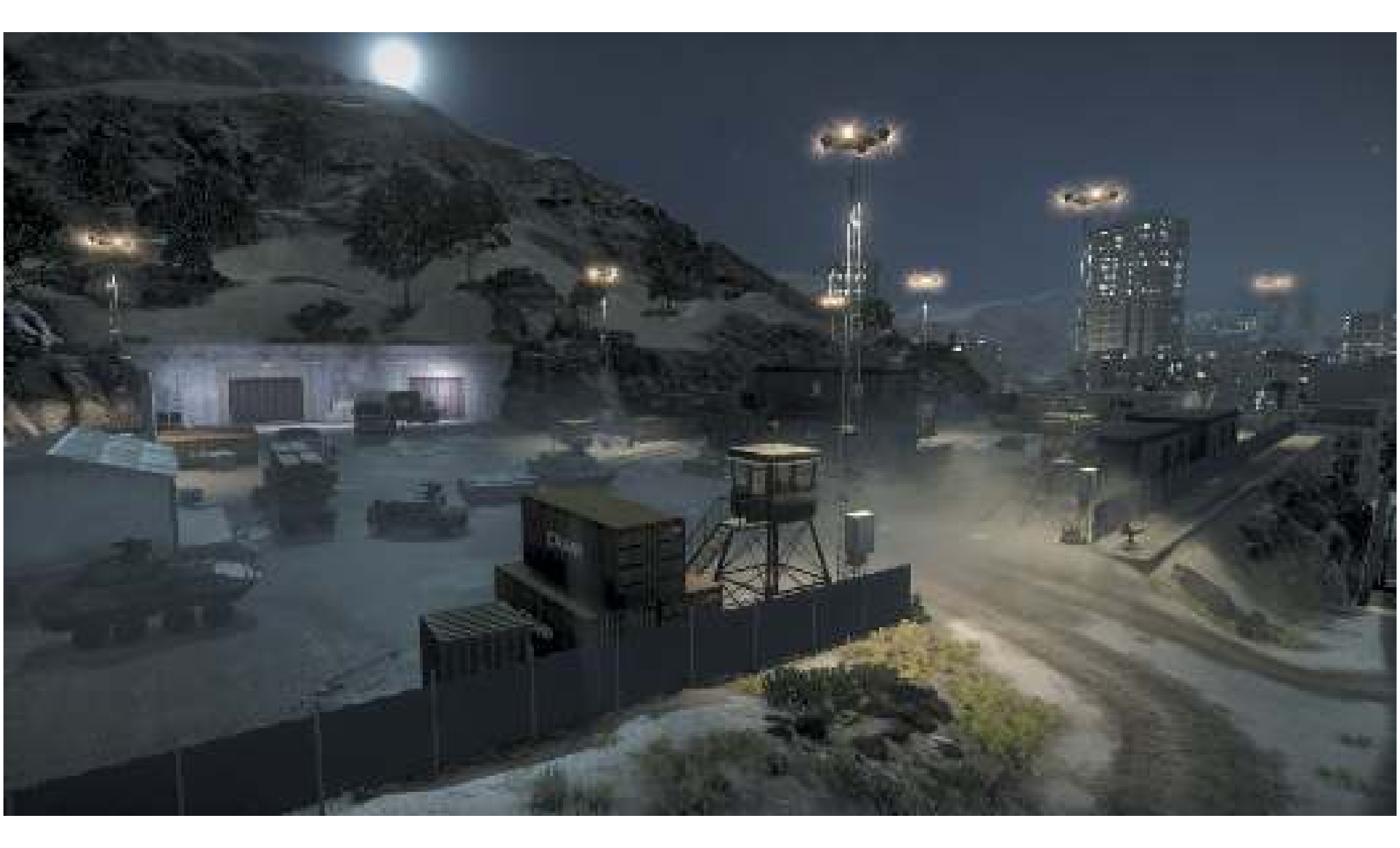
Meanwhile, the RU team should try to capture the Gas Station (D), Construction Site (C), and Foot Bridge (B). The centrally located Construction Site (C) and Foot Bridge (B) are likely to see the heaviest action.

So move your team's tank and IFV (spawned back at your base) to these spots to help defend these flags. If the fight in the center of the map becomes too heated, consider flanking attacks against the Back Yard (A) or Gas Station (D).

Just because these flags are near bases doesn't mean they're hard to capture. Despite the swarms of infantry racing around this map, it can still be tough to spot enemies due to the low light conditions.

So consider choosing the Thermal Optics upgrade when selecting loadouts for your vehicles. When on foot, the IRNV (IR 1x) scope is a great way to zero in on the heat signatures of enemy troops and vehicles.

US BASE



Base Assets

Name	Quantity	Respawn Time
M1114 HMMWV	1	20 sec.
LAV-25	1	60 sec.
M1 Abrams	1	90 sec.
M220 TOW Launcher	1	60 sec.

As in the standard Conquest mode, the US team deploys from this base on the north side of the map. Considering the number of players in this battle, the three vehicles provided disappear fast.

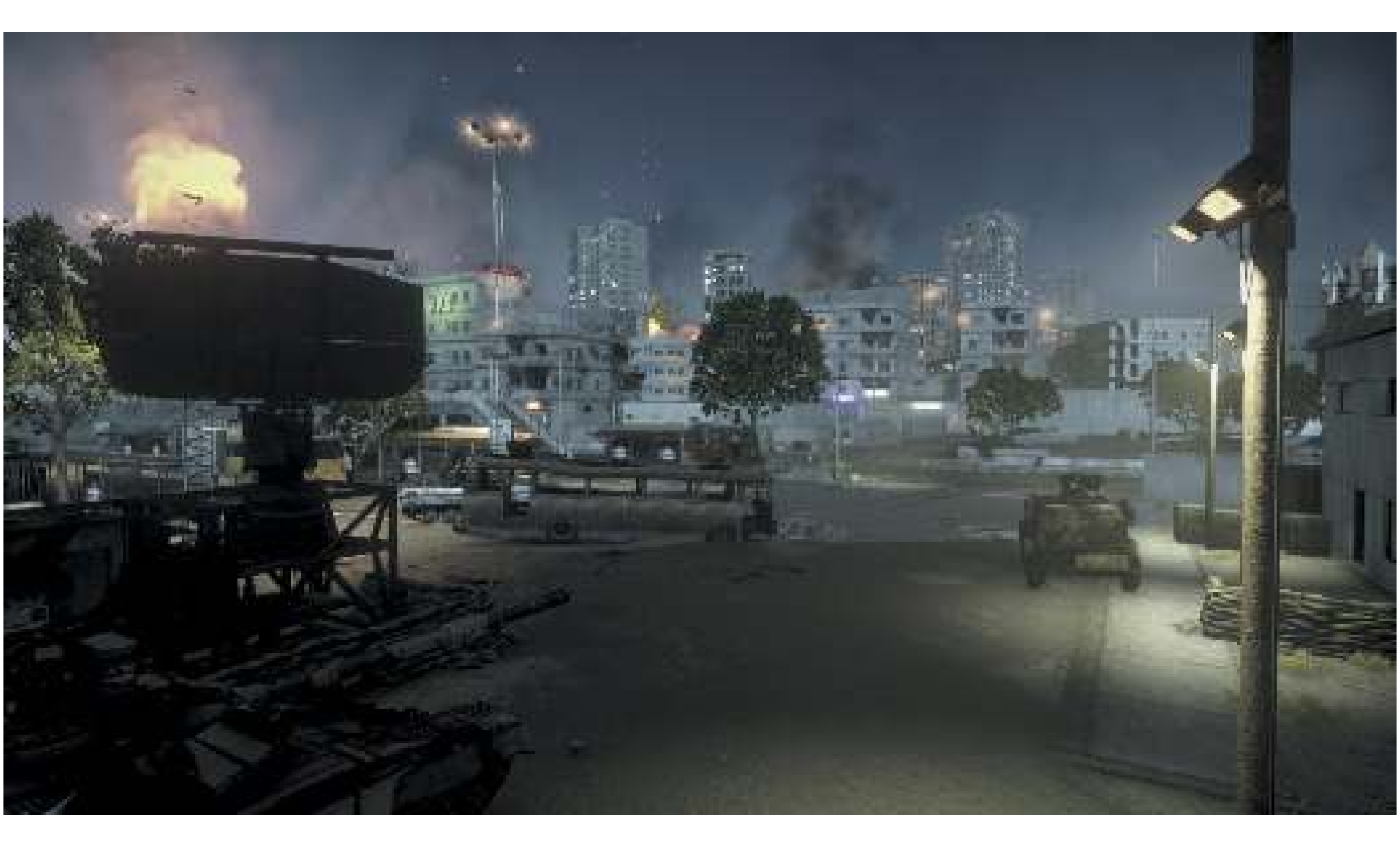
But instead of hopping in a vehicle and driving to some random control point, it's best to determine your destination based on the speed of the vehicle and distance to the flags.

The HMMWV is the fastest vehicle and should race toward the distant Foot Bridge (B) at the start of the match. Send the LAV-25 to the Construction Site (C) while the M1 Abrams and infantry secure the nearby Back Yard (A).

By deploying the vehicles in this fashion, your team has a good chance of snatching three flags at the start of the battle. But it takes reinforcements to hold these positions, especially the front line flags at the Foot Bridge (B) and Construction Site (C).

So move troops and vehicles to these areas to support defensive efforts. The US Base supplies the only LAV-25 and M1 Abrams on this map, so don't forget to transport these valuable assets to the front line positions where they can make a difference.

RU BASE



Base Assets

Name	Quantity	Respawn Time
GAZ-3937 Vodnik	1	20 sec.
BMP-2M	1	60 sec.
T-90A	1	90 sec.
9M133 Kornet Launcher	1	60 sec.

Once again, the bus depot on the south side of the map serves as the RU Base, providing them with just enough vehicles to make a move on three of the four flags. Forget about trying to secure the Back Yard (A)—it's too far away and too close to the US Base.

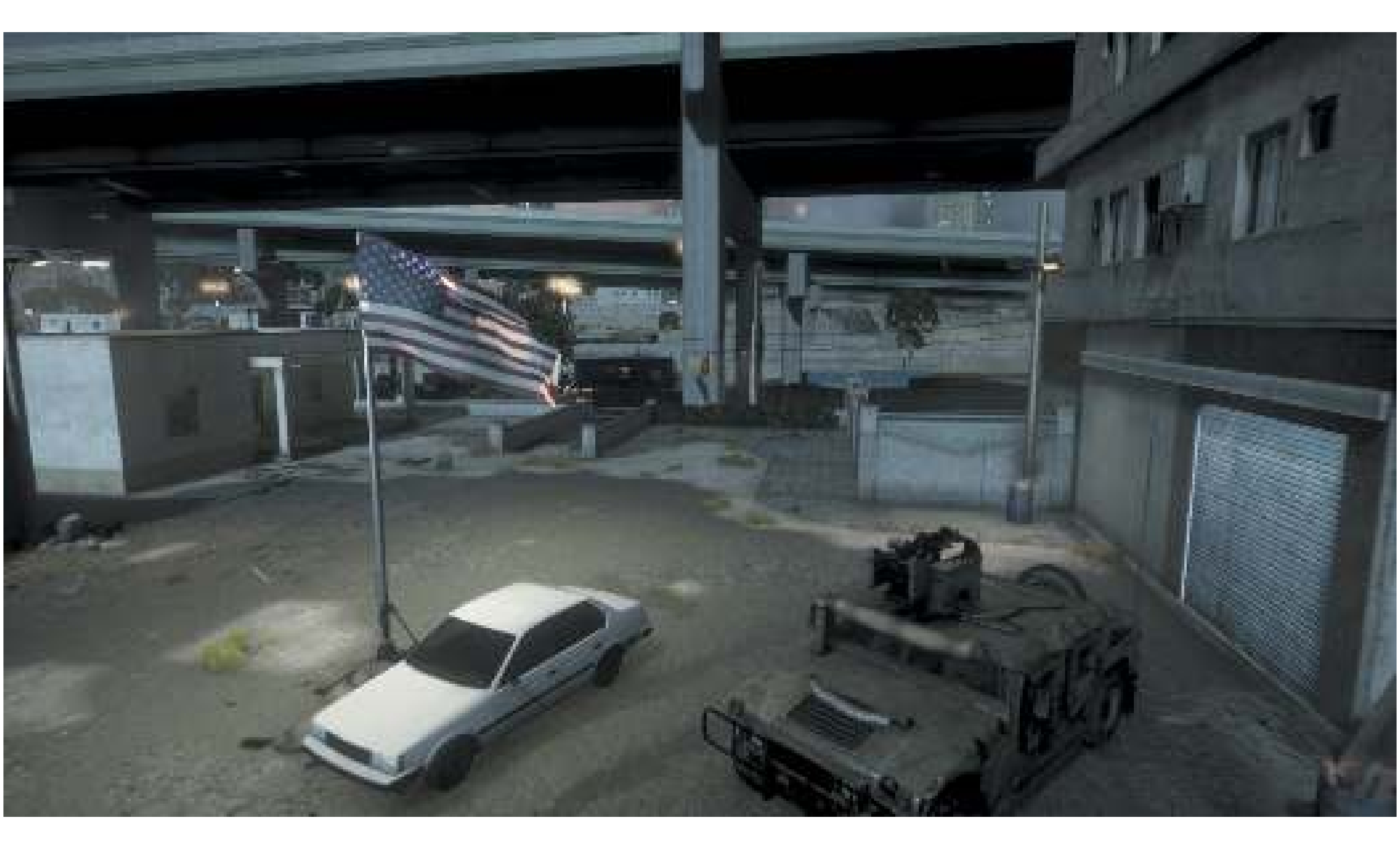
Instead, focus on the other three control points. But it takes speed and coordination to secure these control points before the US team can. Send the speedy Vodnik (filled with troops) to the Construction Site (C) while the BMP-2M advances on the Foot Bridge (B).

The T-90A and troops spawned at the RU Base can secure the nearby Gas Station (D), but don't leave the tank there—it's needed to attack and defend the forward positions of the Construction Site (C) or Foot Bridge (B).

With the exception of one or two squads left behind at the Gas Station (C) to defend, the rest of the team should focus on attacking and defending the two central flags throughout the duration of the match.

The RU Base is the team's only source for a T-90A and a BMP-2M, so don't forget to bring these armored assets forward to counter the US team's vehicles.

A: BACK YARD



Control Point Assets

US Control	RU Control	Respawn Time
M1114 HMMWV (1)	—	20 sec.

The Back Yard (A) control point is closest to the US Base so it is relatively easy for the US team to capture early on during the match. However, in a battle this crazy, the US team should never take this flag for granted.

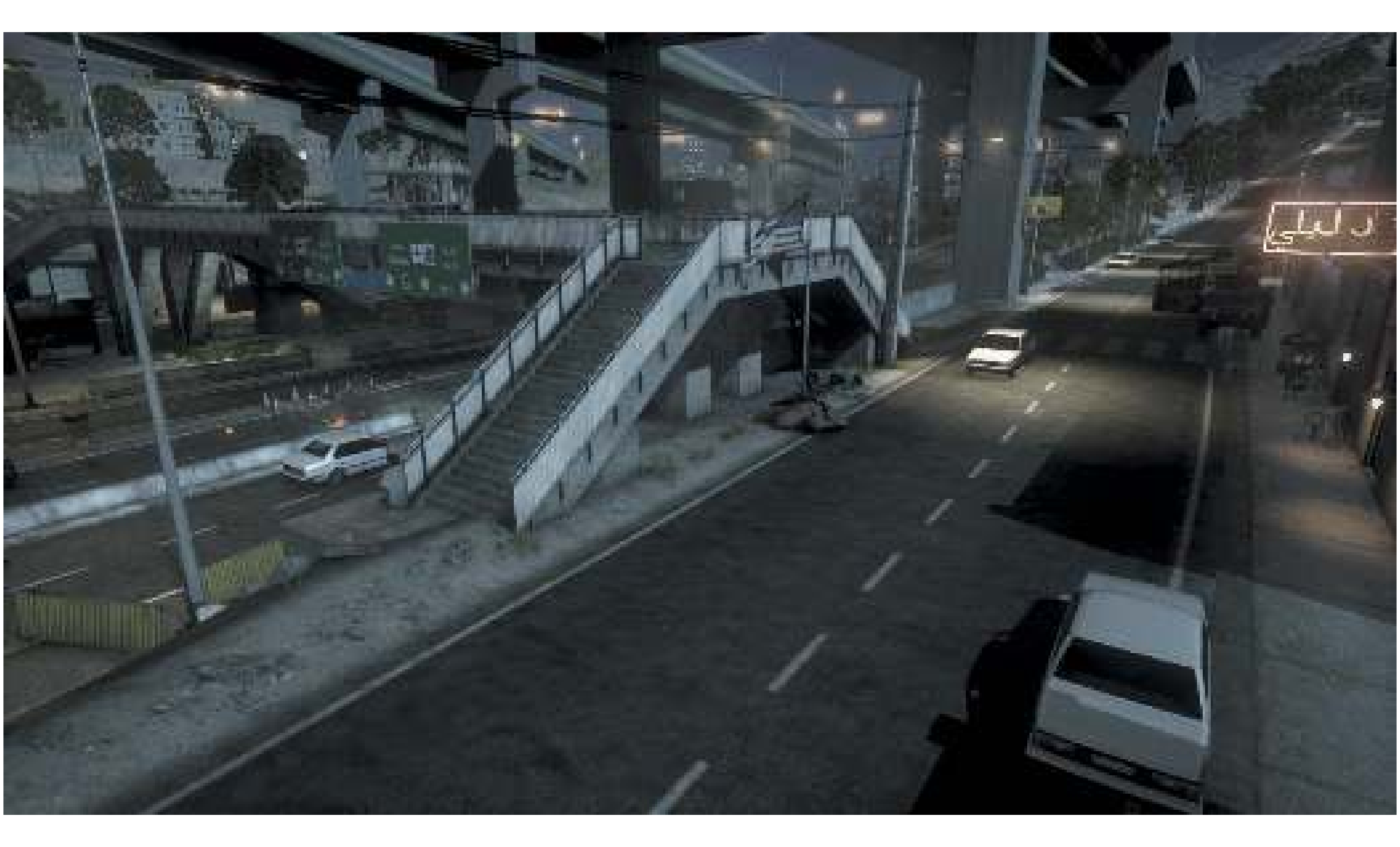
Once captured, at least one full-time squad should hold here and defend. A HMMWV is spawned here when controlled by the US. Instead of using this vehicle to transport troops, consider using its machine gun turret to defend the road to the east—this is the most popular route for approaching vehicles.

The road to the west is accessible only via a set of steps, making it the preferred approach by infantry attacking from the Foot Bridge (B) or Construction Site (C).

While the flagpole sits in the middle of an open area much like a parking lot, the flag has a large capture radius that allows it to be captured or contested from pieces of cover along the perimeter.

So take cover behind the crates to the northeast or inside the garage to the south while attempting to capture the flag.

B: FOOT BRIDGE



Control Point Assets

US Control	RU Control	Respawn Time
M1114 HMMWV (1)	—	20 sec.

Surrounded by the Gas Station (E) to the southwest, the Construction Site (C) to the northwest, and the Back Yard (A) to the northeast, the Foot Bridge (B) is a high-traffic area likely to change hands several times during the match.

The flag here is located on the east side of the narrow bridge crossing over the nearby highway. With the flag so close to the road, this control point is best captured by tanks and IFVs capable of withstanding small arms fire.

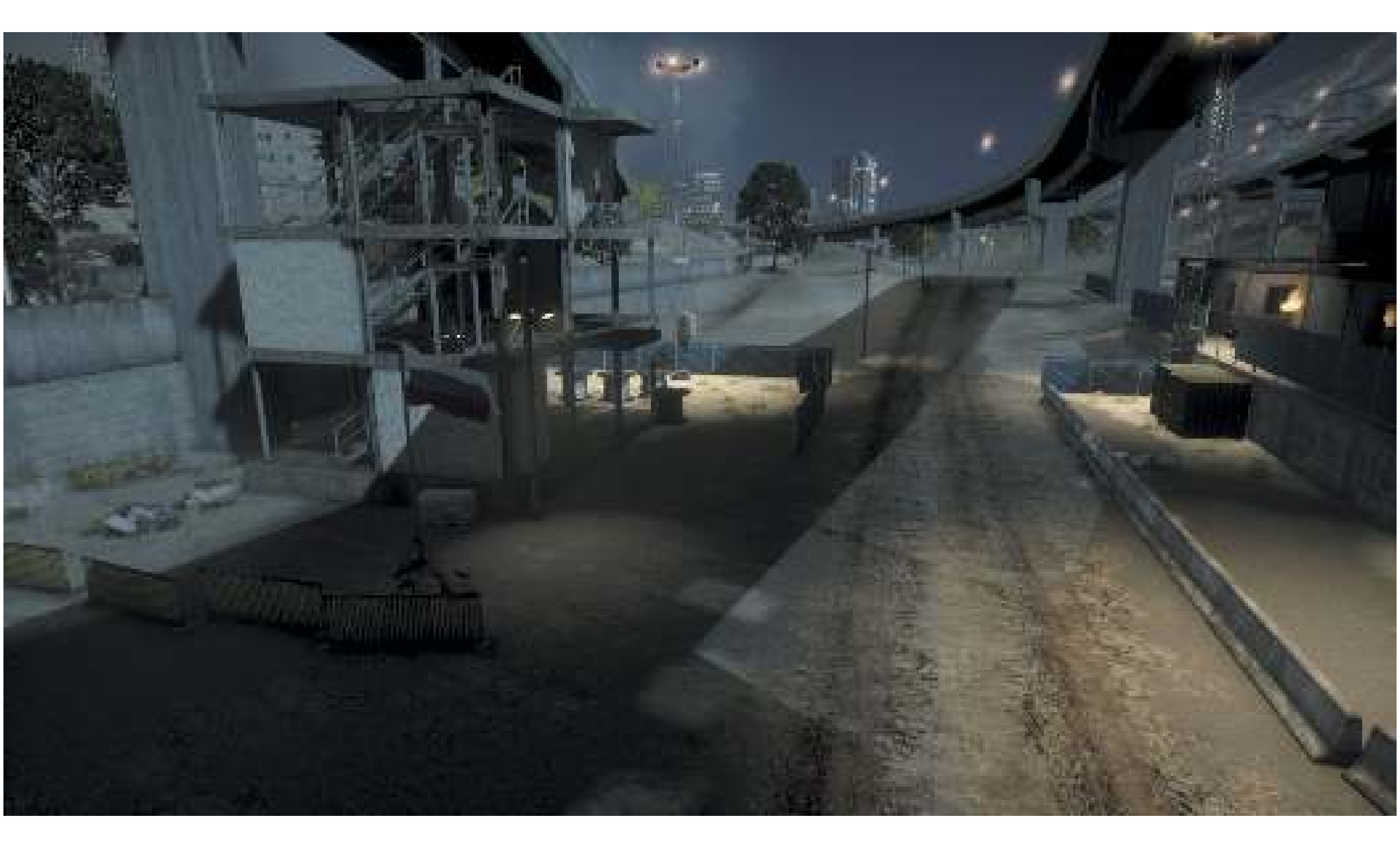
If you're on foot, don't huddle near the flag. Instead, get to the top of the bridge and drop prone on its eastern side. You can capture or contest the flag without exposing yourself to incoming fire.

The street spanning the north/south approach has a long sight line that makes it a popular kill zone for snipers. Vehicles (like the HMMWV spawned here for the US) positioned at the northern and southern ends of this street can also score some long-range kills by using the zoom function on their machine gun turrets.

This is a great way to cover the flag from a distance, but it might not be possible to see attackers on the bridge itself.

Therefore it takes a squad to keep a close eye on the flag and the nearby bridge to deter sneaky infantry attacks. If attacks along the bridge persist, consider deploying Claymores or C4 within the capture radius.

C: CONSTRUCTION SITE



Control Point Assets

US Control	RU Control	Respawn Time
—	GAZ-3937 Vodnik (1)	20 sec.

Like the Foot Bridge (B) to the west, the Construction Site (C) is another high-traffic central location likely to see plenty of action. If rushed early with a Vodnik, the RU team has a slight edge when it comes to capturing this flag first.

Regardless of which team secures this control point first, don't leave it undefended. The flag is flanked by two large, partially constructed buildings to the north and south. Both buildings provide excellent overwatch positions.

Recon troops posted on the upper floors or rooftops of these structures also have clear views of the areas around the Foot Bridge (B) to the east. So holding the Construction Site (C) only strengthens defenses around the Foot Bridge (B).

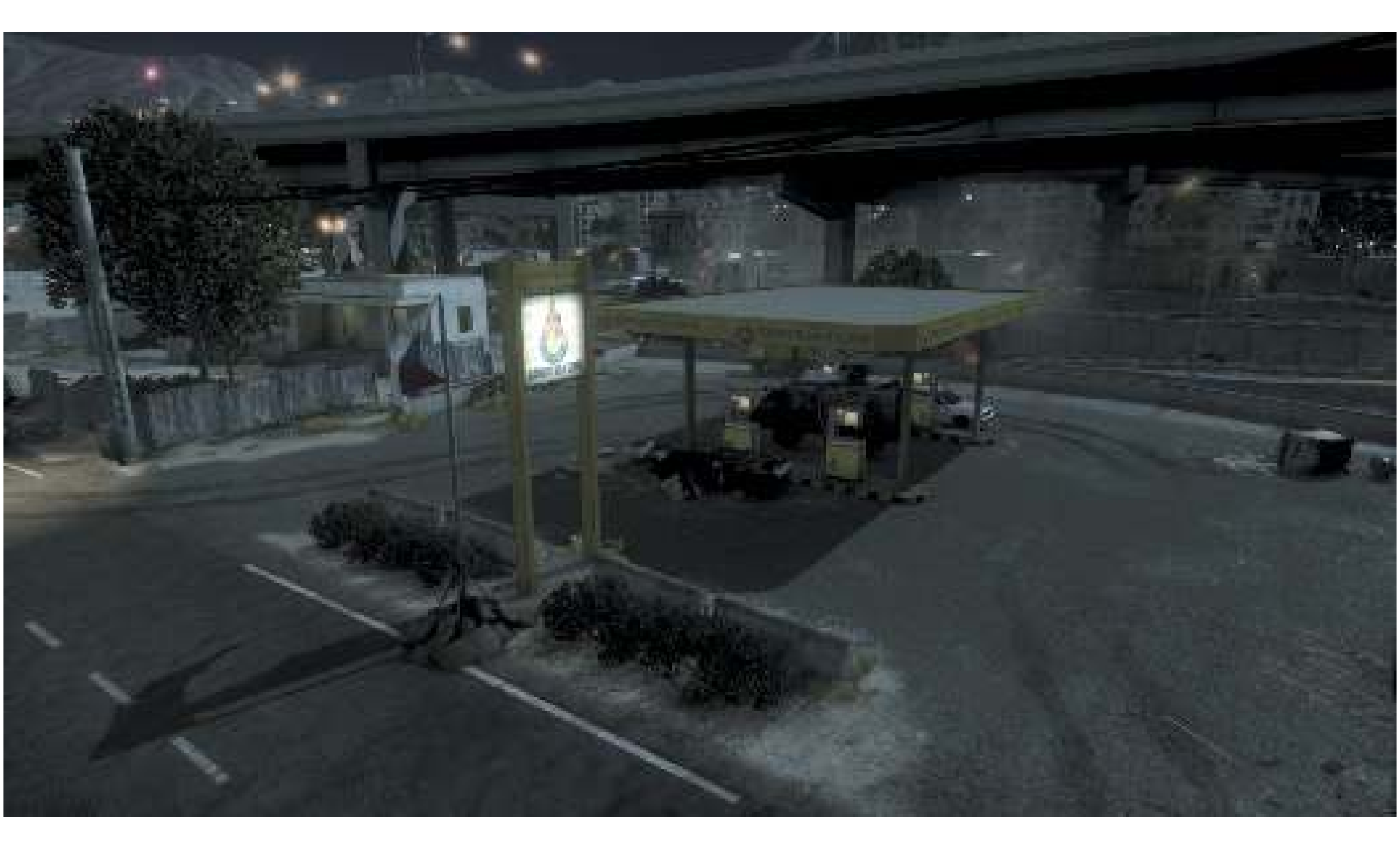
While there are plenty of hiding spots around the flag for infantry, vehicles can also easily access the capture radius by entering the site from the roads to the east and west.

But vehicles parked near the flag are vulnerable to attacks from the upper floors of the surrounding building, not to mention mines or C4 planted near the flagpole.

So unless the enemy team has completely abandoned this flag, consider attacking on foot and start by sweeping the nearby buildings.

The RU team gains an extra Vodnik here, which is useful for defense or launching speedy raids on the Gas Station (C) or Back Yard (A)—don't attack the Foot Bridge (B) with such a lightly armored vehicle.

D: GAS STATION



Control Point Assets

US Control	RU Control	Respawn Time
—	GAZ-3937 Vodnik (1)	20 sec.

Located only a few meters north of the RU Base, the Gas Station (D) sits firmly within the RU team's zone of control. But in this chaotic fight, anything can happen. So after the RU team captures this flag early during the round, they should leave at least one squad behind to defend it.

The Gas Station (D) is easily accessible by traveling along the road on the map's western edge—this is the only route vehicles can take to reach the flag. However, infantry attacks often come from the eastern steps, usually by infantry approaching from the Foot Bridge (B) or Construction Site (C).

Therefore, defenders here must prepare for attacks from both sides. The machine gun turret on the Vodnik, spawned here for the RU team, is great for covering both approaches.

Consider parking it on the western road to deter vehicle attacks, or park it on the road to the east to counter infantry attacks. When capturing or contesting the flag here, stay far away from the explosive gas pumps.

Instead, seek cover in or near the service station to the south. The interior of this small building offers a good view of the flag, so it is a great defensive cover point.

Conquest 64

Wake Island

Longtime veterans of the Battlefield series should be very familiar with the configuration of this classic map. While the weapons and vehicles have changed, the layout of Wake Island is almost identical to the variants available in previous installments.

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US Deployment

Base Assets

Vehicle	Image	Quantity	Respawn Time
AAV-7A1 AMTRAC		1	60 sec.
AH-1Z Viper		1	40 sec.
UH-1Y Venom		1	20 sec.
F-35B Joint Strike Fighter		2	30 sec.
RHIB		6	5 sec.
Centurion C-RAM		1	N/A

But this time it is the US team who is on the offensive while the RU team digs in around the five flags. As in all Wake Island variants, the Airfield (C) is the most contentious control point on the map.

A: North Village

Control Point Assets

US Control	RU Control
 DPV (1)	 VDV Buggy (1)
 M1 Abrams (1)	 T-90A (1)

It supplies the RU team with their only air assets. Therefore, the US team should try to take the Airfield (C) as early as possible to establish air superiority.

B: North Base

Control Point Assets

US Control	RU Control
 DPV (1)	 VDV Buggy (1)

But the RU team won't concede this central control point without a bloody fight. If the US faces stiff resistance at the Airfield (C), sometimes it's best to focus on capturing and holding the surrounding control points.

C: Airfield

Control Point Assets

US Control	RU Control
 DPV (1)	 VDV Buggy (1)
 M1 Abrams(1)	 T-90A (1)
 LAV-AD (1)	 9K22 Tunguska-M (1)
 Skidloader (1)	 Skidloader (1)
	 Mi-28 Havoc (1)
	 SU-35BM Flanker-E (1)

With five flags up for grabs, each team must try to hold at least three flags to initiate the drain on the opposing team's ticket count.

E: South Base

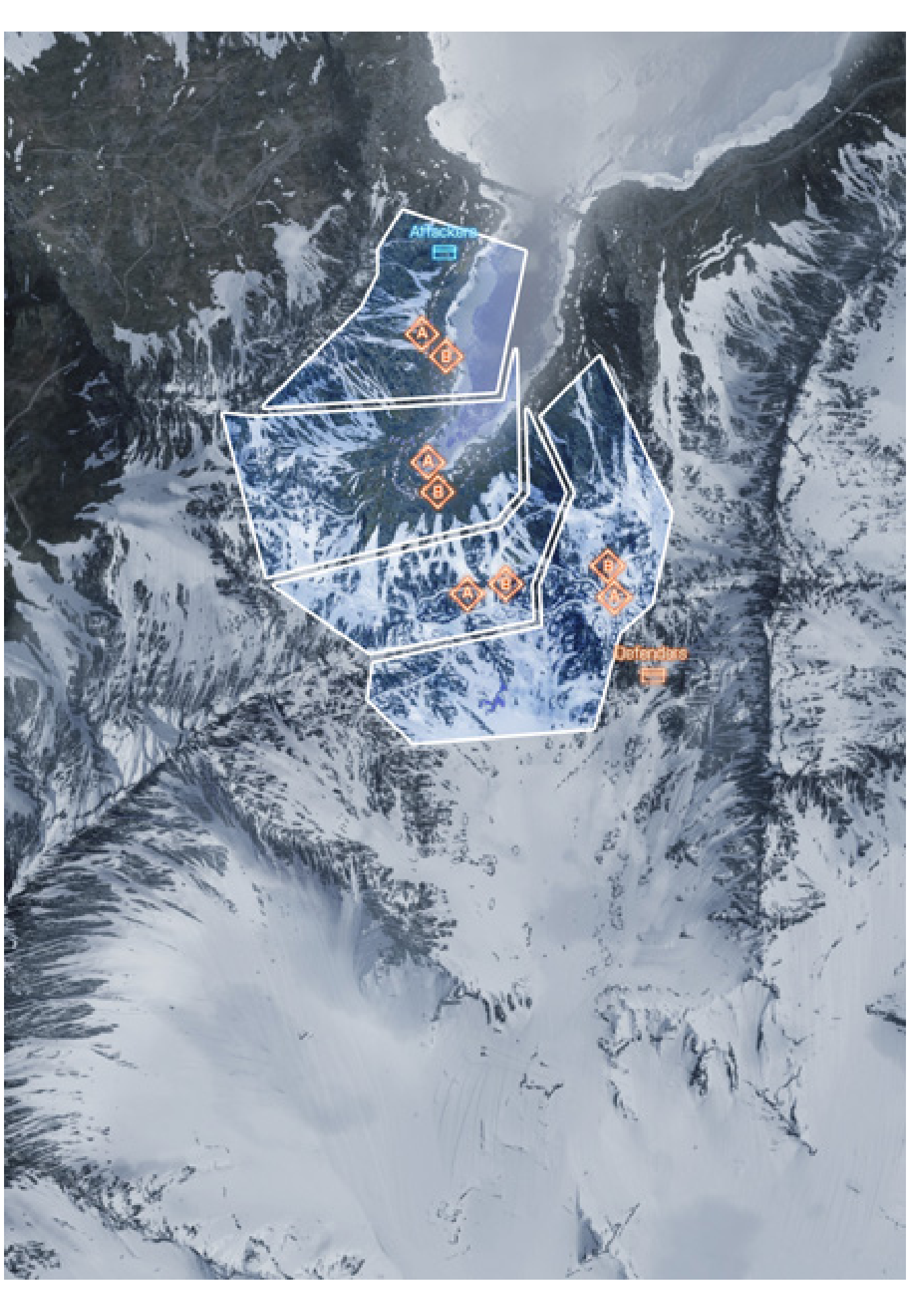
Control Point Assets

US Control	RU Control
 DPV (1)	 VDV Buggy (1)
 M1 Abrams (1)	 T-90A (1)

Of course, if the US team manages to secure all five flags, the RU team has nowhere to spawn and this leads to decisive US victory. So the RU team must defend each flag aggressively to avoid an embarrassing defeat.

Rush

Alborz Mountains



This Rush battle is spread across four zones, starting in the lower elevations near the lake before climbing into the rugged mountain range. While the US attackers maintain a significant vehicle advantage throughout the course of the battle, they'll need to make the most of these assets to secure a victory on this challenging map. In many instances the challenging terrain forces the US attackers to perform predictable frontal assaults on each defensive position. This makes the US vehicles vulnerable to ambushes by the defenders. While the terrain is a hindrance to the US team, the narrow roads and dense forests are a key asset for the RU defenders. Throughout the battle the defenders have access to only one T-90A and a single SU-25TM Frogfoot. This means the defenders are largely an infantry force facing off against an onslaught of US vehicles. While engineers are the most effective at taking out vehicles, the defenders must also rely on recon troops to spot incoming attackers, preferably with MAVs and T-UGS motion sensors. By leveraging the natural choke points and keeping tabs on the whereabouts of the attackers, the RU team has a strong chance of holding out for a victory despite their lack of vehicles.

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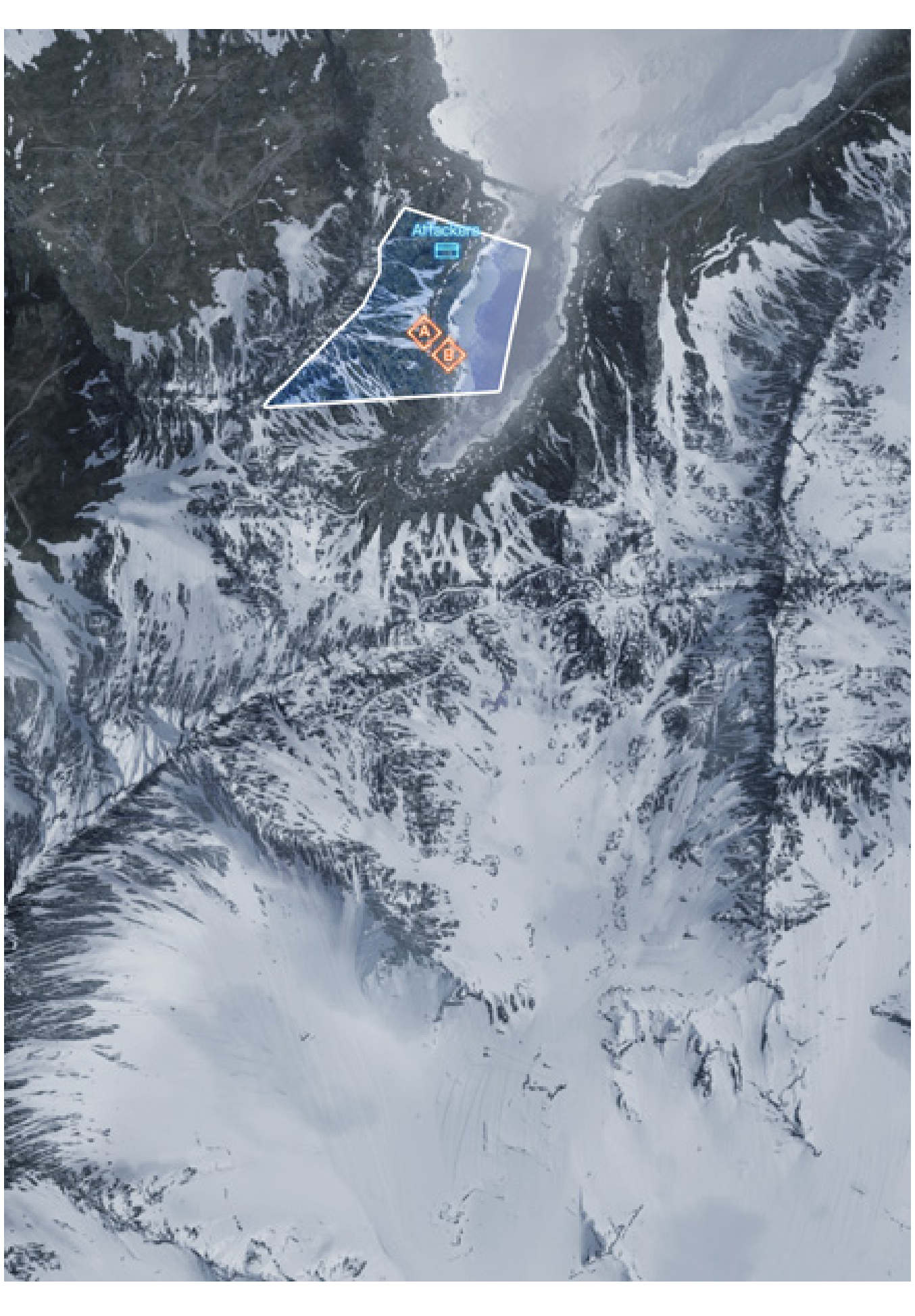
Zone 1: Fishing Huts



US Deployment

Deployment Area Assets

Name	Quantity	Respawn Time
Quad Bike	2	5 sec.
M1128	1	20 sec.
AAV-7A1 AMTRAC	1	60 sec.
A-10 Thunderbolt	1	40 sec.
Gunship	1	120 sec.

During the opening phase of the battle, the US team deploys on the western bank of the lake, just north of the fishing huts. As usual, the attackers have a significant advantage when it comes to vehicles—try rushing the objectives early with the quad bikes before the RU team can dig in. But once the defenders are situated it takes a concerted effort to push them back before the M-COM stations can be approached and destroyed. Lead the attack with the M1128 tank destroyer, and make sure at least one engineer with a repair tool rides in the back. Without the support of engineers, the M1128 won't last long against the RU team's T-90A. The tank destroyer can gain the upper hand if supported from the air by the A-10 and gunship. Meanwhile, rush the objectives with the AAV-7A1 AMTRAC. This vehicle can serve as a forward spawn point for the whole team, allowing the US to apply constant pressure on the fishing huts and its objectives.

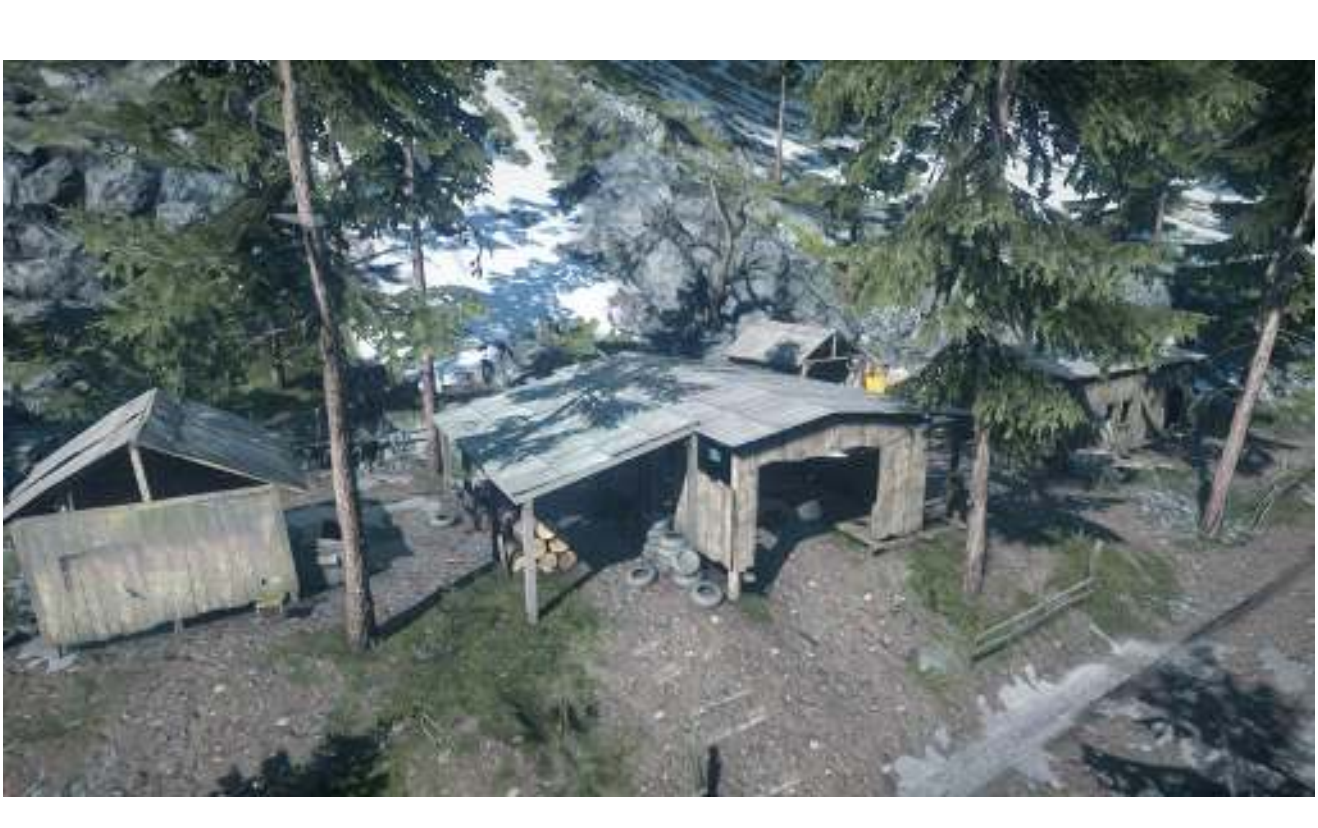
RU Deployment

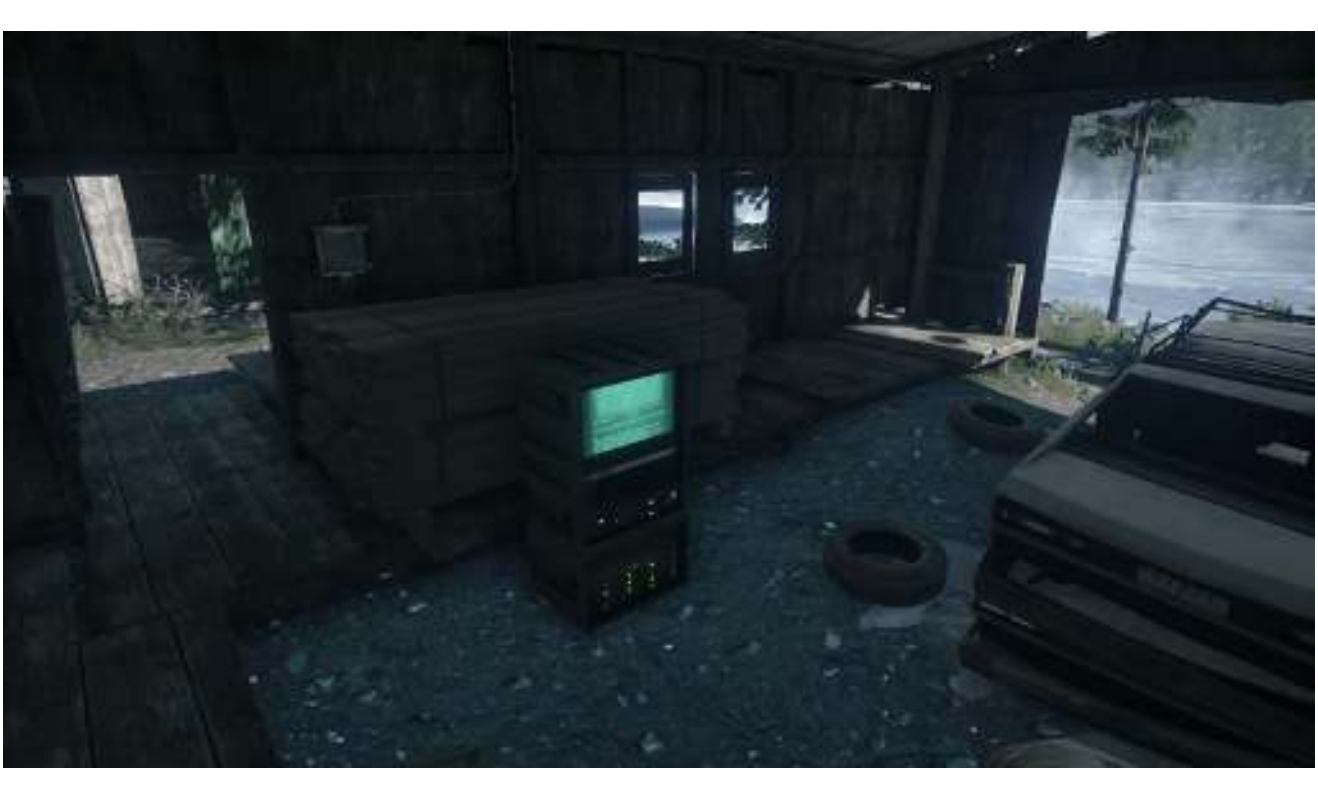
Deployment Area Assets

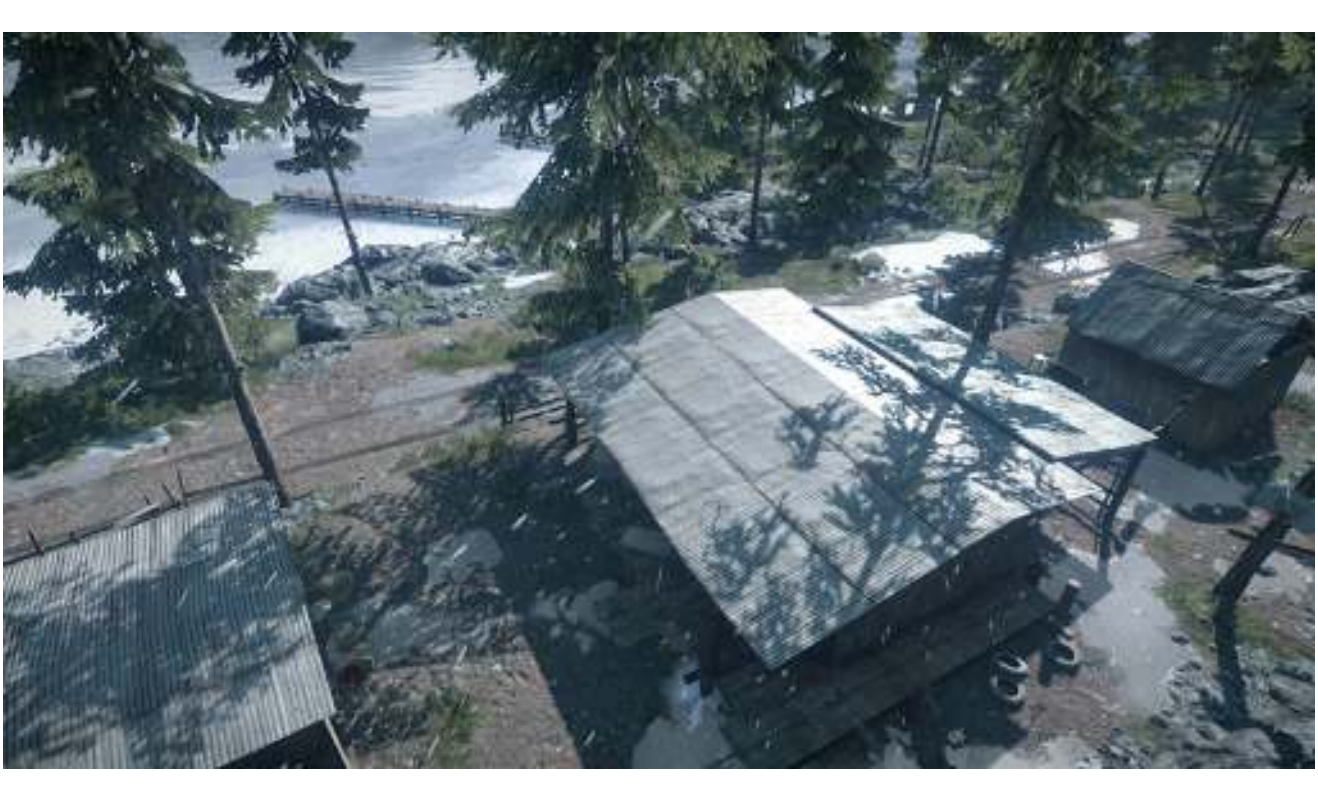
Name	Quantity	Respawn Time
T-90A	1	60 sec.
SU-25TM Frogfoot	1	40 sec.

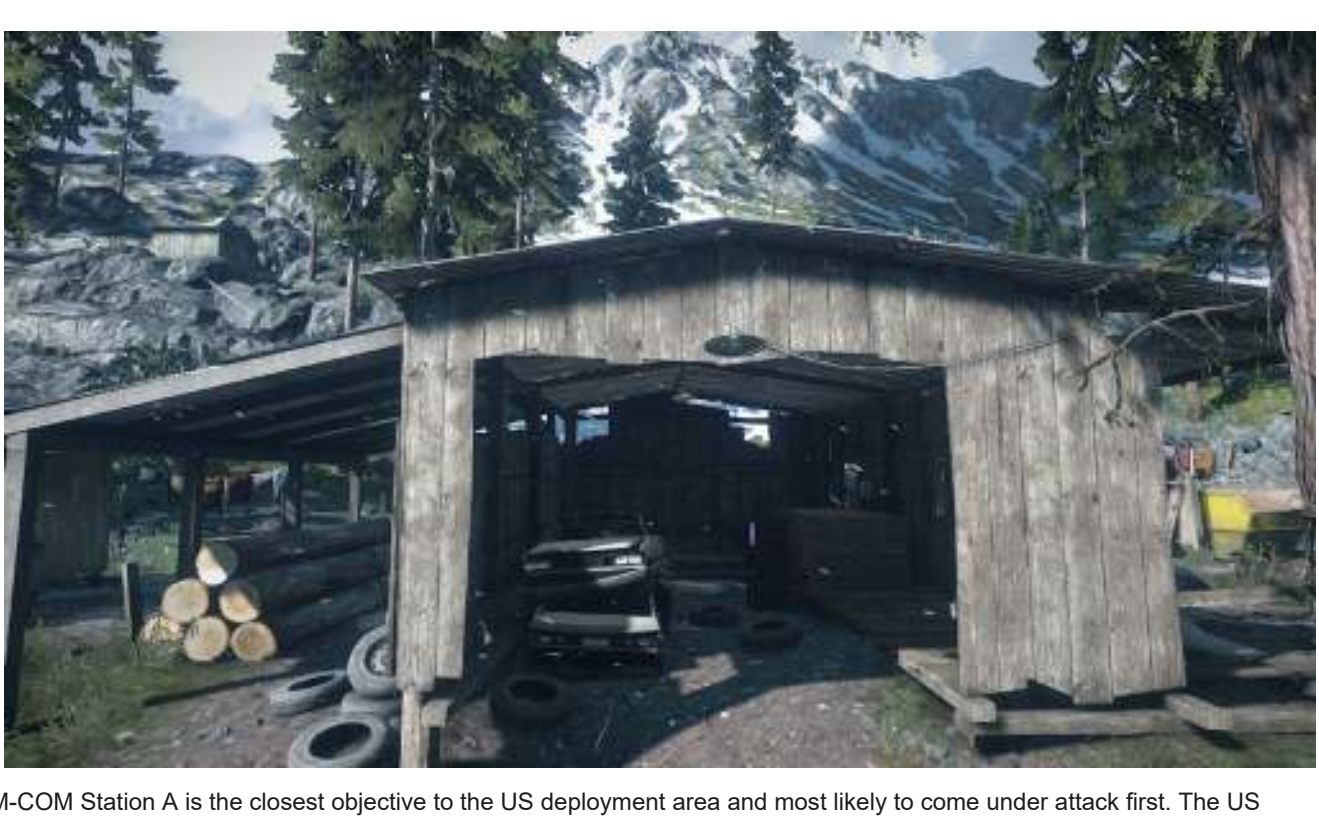
At the start of the battle, the RU team deploys on the south side of the fishing huts, leaving the objectives wide open for early-round attacks. Move the T-90A north as quickly as possible in an effort to secure the objectives. Infantry must sprint toward the objectives and assume a defensive posture. Engineers are necessary to keep the T-90A repaired at all times—their mines and rocket launchers also come in handy for countering the onslaught of US vehicles racing in from the north. While the T-90A and infantry work to secure the fishing huts, get the SU-25TM into the air so it can counter the US team's A-10 and gunship. Although it's a ground-attack aircraft, the SU-25TM is best suited for shooting down the US team's air assets in this battle. Denying the US team close air support is key to weakening their offensive capabilities. When the US aircraft are destroyed, the SU-25TM can assist by strafing the US team's ground vehicles. But the wooded terrain can make strafing runs somewhat dangerous, so watch your altitude.

M-COM Station A



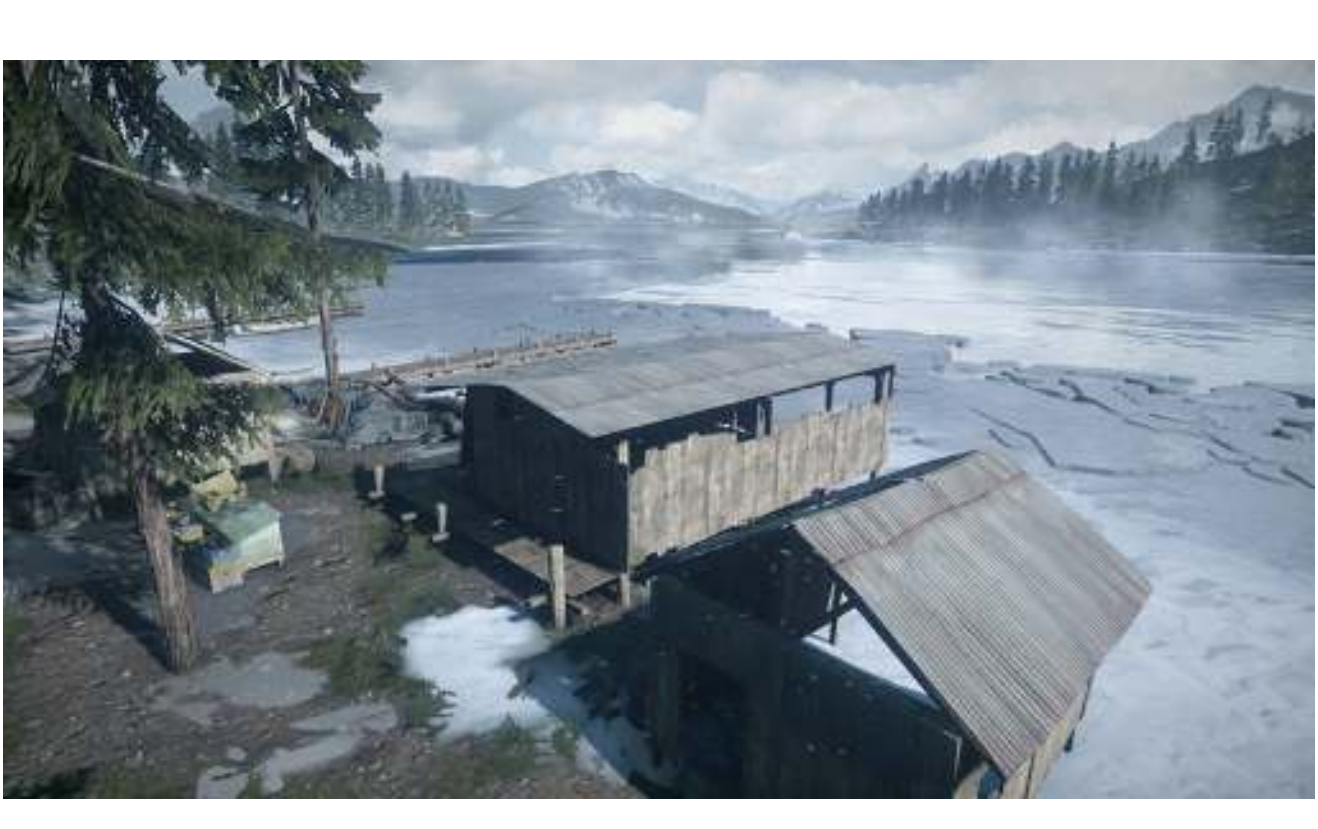


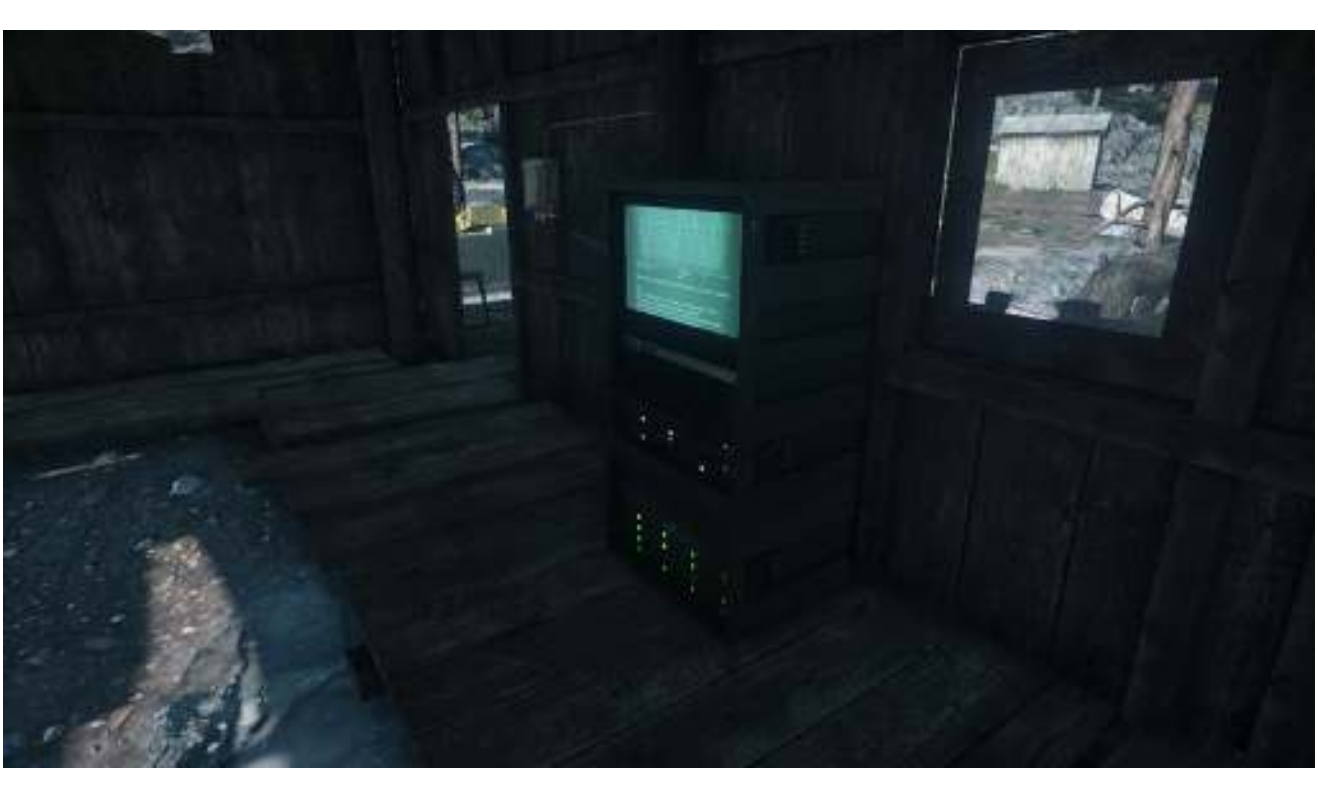


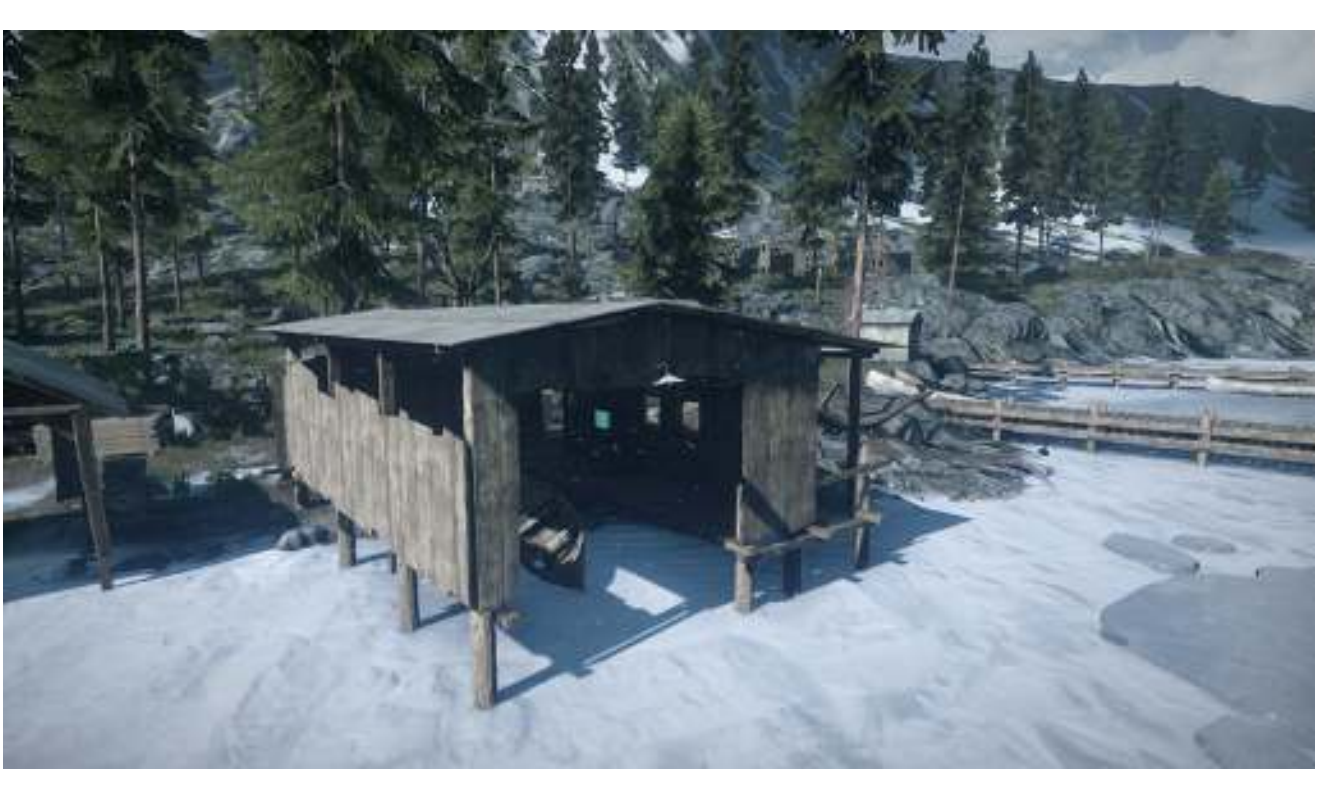


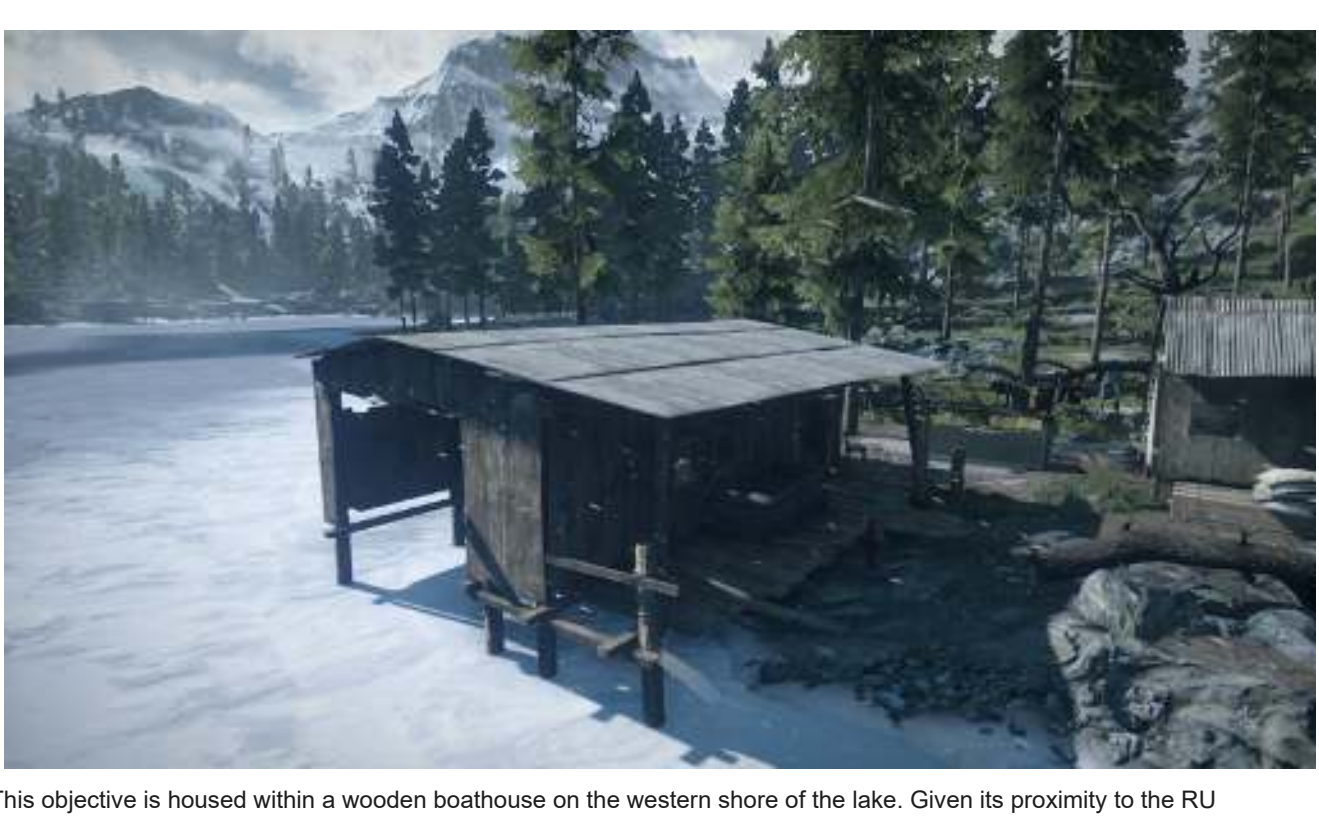
M-COM Station A is the closest objective to the US deployment area and most likely to come under attack first. The US attackers should rush this objective early during the round, preferably with quad bikes or by parachuting out of the gunship. Unless approaching in the T-90A, the RU team has a difficult time reaching this objective before the US team. Sometimes it's better to consolidate defenses around M-COM Station B than to try to defend this distant objective. The M-COM station is housed within a rickety garage adjacent to the dirt road cutting through the fishing huts. The garage's interior is accessible from the road as well as from a narrow doorway on its north side. The wooden walls of the garage will not stand up to heavy fire, making it a poor hiding spot. Instead, defenders should booby-trap the interior and then back off and guard the perimeter.

M-COM Station B



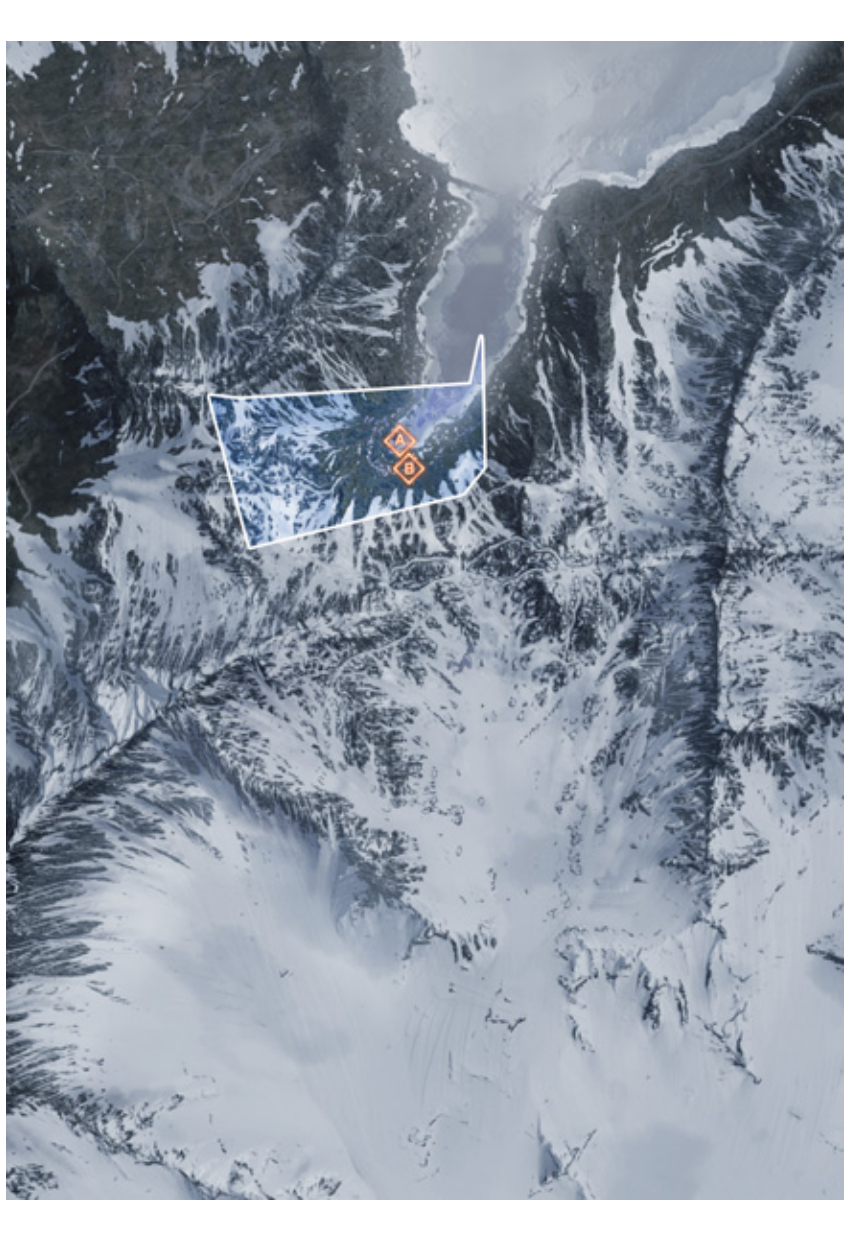






This objective is housed within a wooden boathouse on the western shore of the lake. Given its proximity to the RU deployment area, the defenders have a much easier time reaching and locking down this objective than they do M-COM Station A. For the attackers, it's easiest to reach this boathouse by traveling along the frozen western bank of the lake. The amphibious AAV-7A1 AMTRAC can even approach from the water to the east in an effort to flank the boathouse and act as a forward spawn point. However, defenders should expect most attacks to come along the dirt road from the north. Mining the dirt road and booby-trapping the boathouse's interior is highly advisable. But don't rely solely on passive defenses. If you're not constantly watching, infantry can sneak in from the north or drop in via parachute from the US team's gunship. Consider parking the T-90A in the woods to the south or west to reinforce this position against infantry and vehicle attacks.

Zone 2: Mountain Village



US Deployment

Deployment Area Assets

Name	Quantity	Respawn Time
Quad Bike	3	5 sec.
M1128	2	20 sec.
AAV-7A1 AMTRAC	1	60 sec.
A-10 Thunderbolt	1	40 sec.
Gunship	1	120 sec.

After knocking out the first pair of objectives, the US deployment area moves south to the fishing huts. Here the US gains access to an extra quad bike and M1128 tank destroyer, allowing for greater firepower and mobility as they press toward the new objectives at the mountain village. Since the RU team has a few seconds to dig in around the objectives, avoid early-round rushes in quad bikes or parachutes. Instead, lead a coordinated attack on the mountain village with both tank destroyers and the AMTRAC. The firepower of these three vehicles is enough to overwhelm the defenders. At the very least, a frontal assault can serve as a distraction, allowing infantry on quad bikes to stage flanking attacks, hitting the mountain village from the east. Both the A-10 and gunship are great for softening defensive positions, but watch out for the RU team's SU-25TM. If left unchallenged, the SU-25TM can seriously hinder the advance by the tank destroyers and AMTRAC.

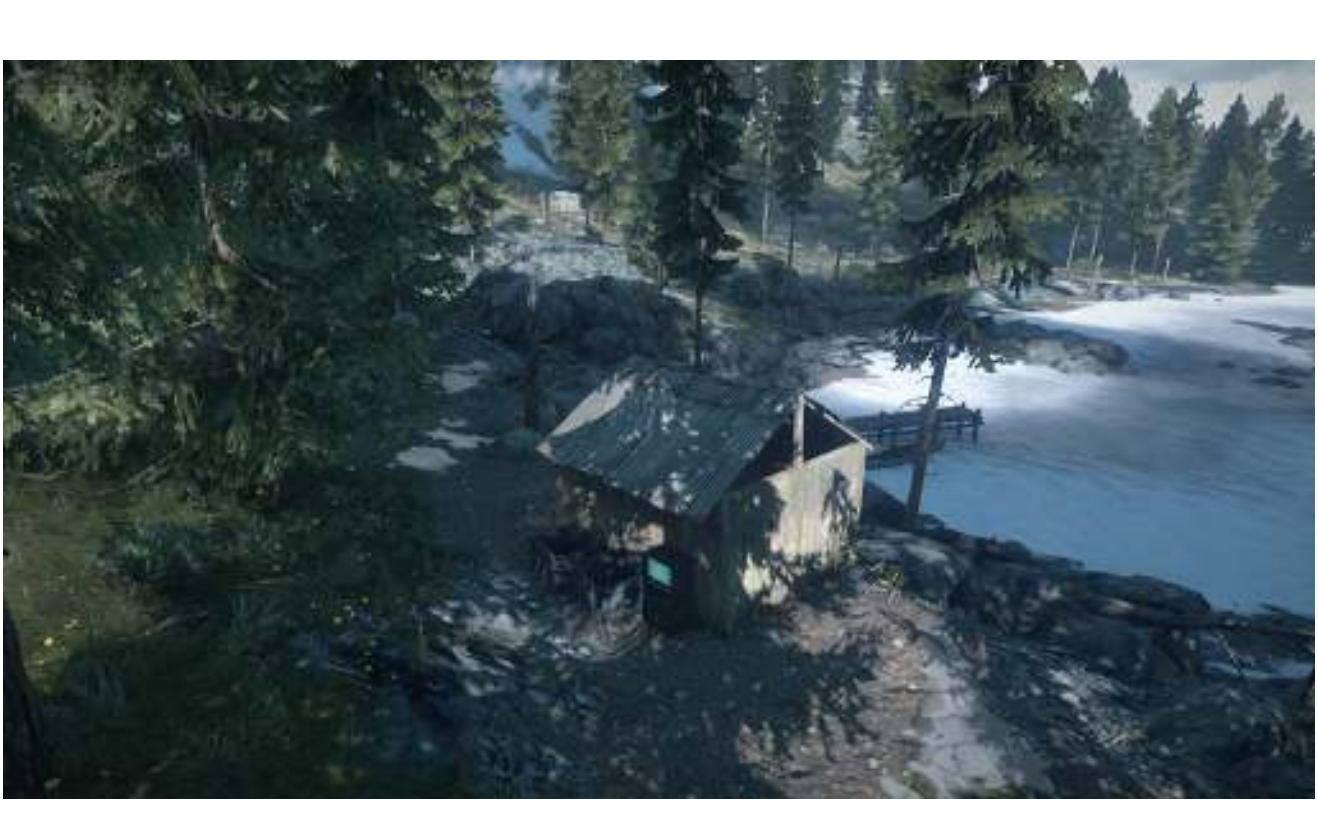
RU Deployment

Deployment Area Assets

Name	Quantity	Respawn Time
T-90A	1	60 sec.
SU-25TM Frogfoot	1	40 sec.

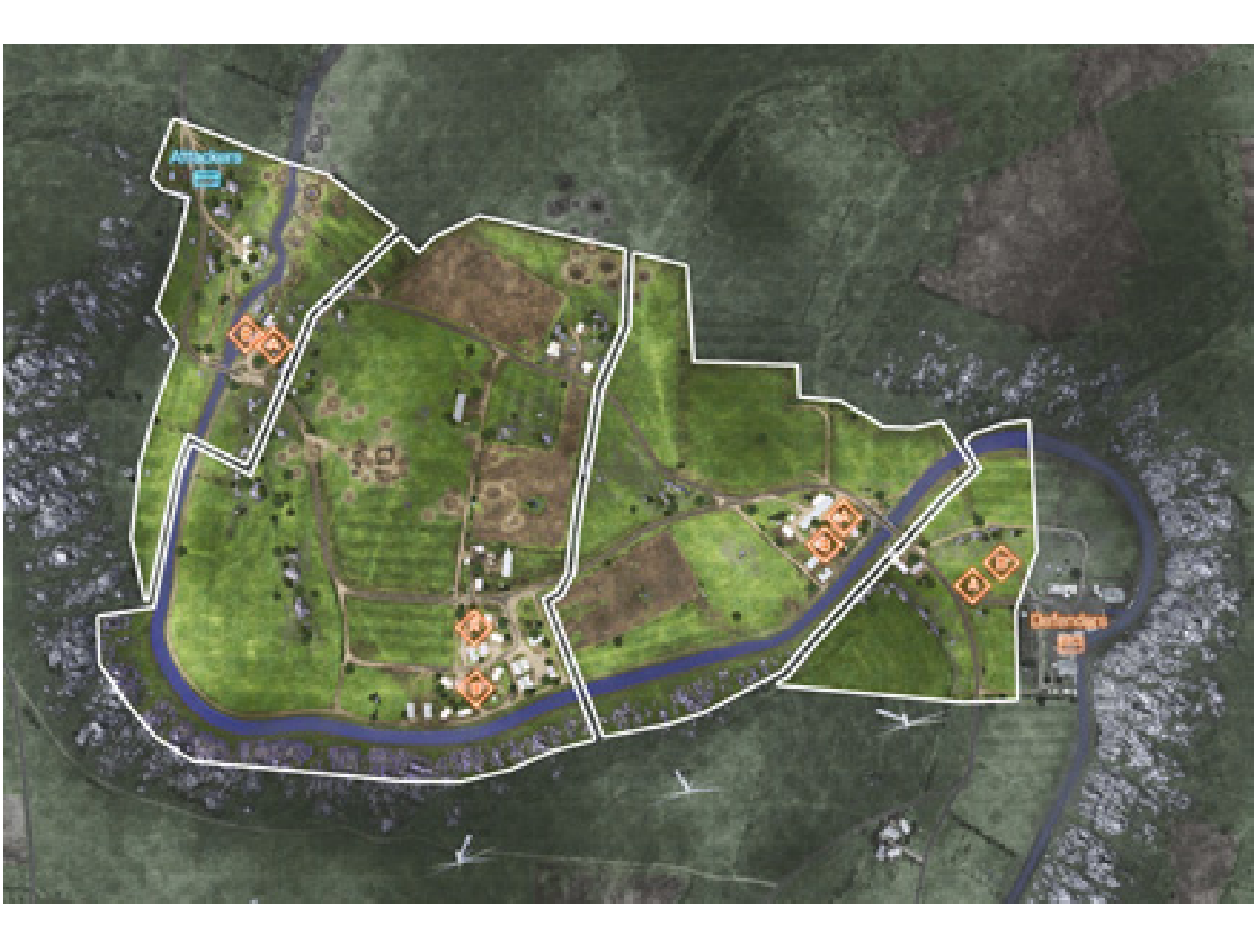
Following the destruction of the objectives at the fishing huts the RU team's deployment area is pushed back to the east side of the mountain village. Unlike in the first phase, the RU team has a few seconds to regroup and consolidate their forces around the mountain village before the US team arrives. Use these precious seconds to move the T-90A forward, taking a position along the dirt road between the two M-COM stations. Back up the T-90A with engineers equipped with repair tools—the T-90A will need plenty of assistance if it hopes to survive the fight with the incoming US tank destroyers. Engineers can assist offensively as well by deploying mines and launching rockets at the incoming US vehicles. Keep the SU-25TM airborne to deal with the US team's aircraft. Shooting down the US team's A-10 and gunship can alleviate pressure on the ground, allowing defenders to focus solely on the ground assault.

M-COM Station A



Rush

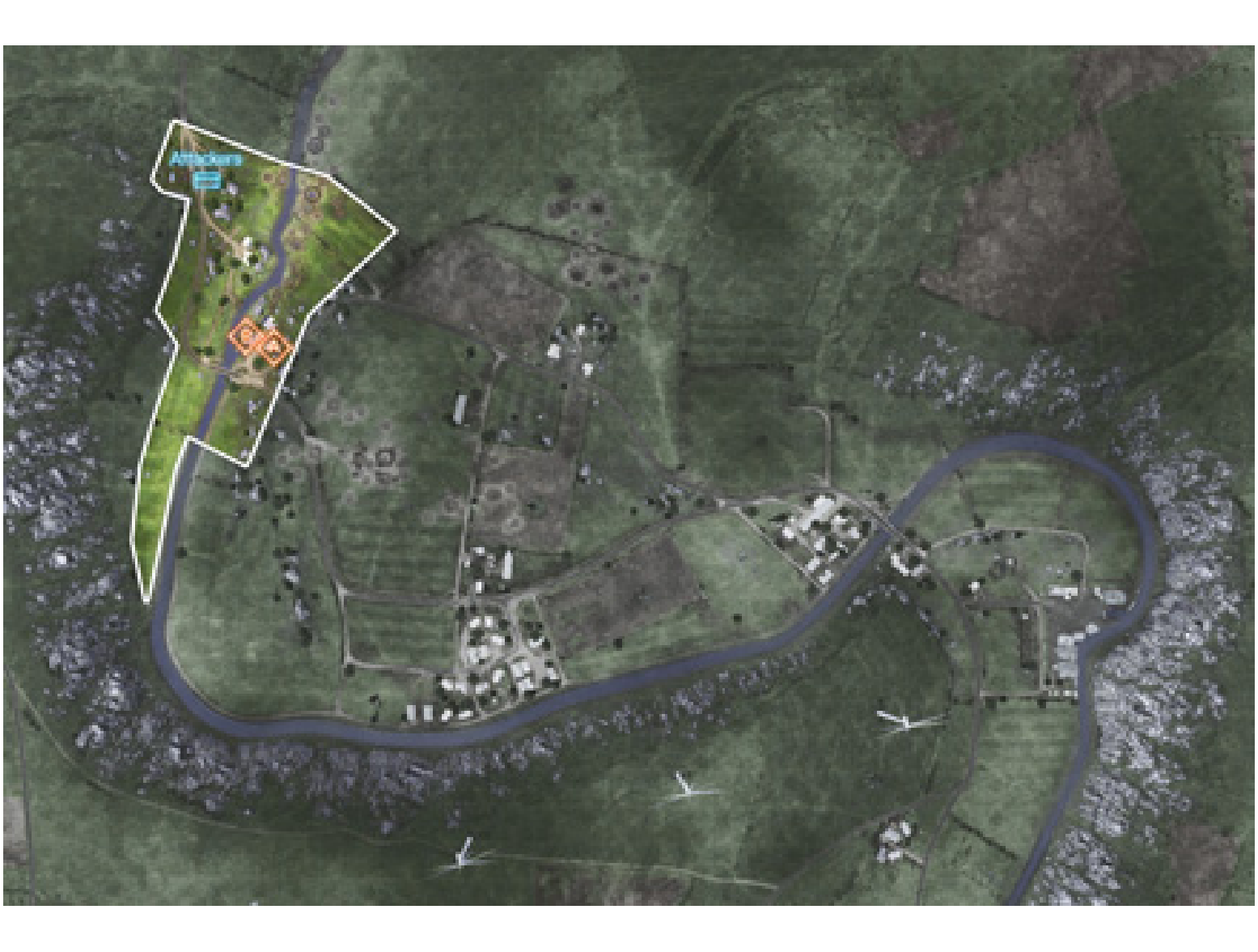
Armored Shield



This Rush battle is spread across four separate zones, requiring the US team to destroy a total of eight M-COM stations to secure a victory. Throughout the battle the RU defenders have access to only two vehicles: a T-90A tank and an Mi-28 attack helicopter. Holding back the US advance largely hinges on the effective deployment of these assets. A skilled pilot and gunner in the Mi-28 can make all the difference, laying waste to US ground units while harassing the gunship. But once the battle commences to the second zone, the US gains an attack helicopter too, somewhat offsetting the RU team's advantage. As a result, the RU team's best chance at winning this battle is by holding out in the first zone. If the first two M-COM stations fall, the US team gains an even greater vehicle advantage, making it much more difficult for the RU team to hold back the attackers.

Click here for interactive maps

Zone 1: Treatment Plant



US Deployment

Deployment Area Assets

Name	Quantity	Respawn Time
Growler ITV	1	20 sec.
M1128	2	20 sec.
Gunship	1	120 sec.

At the start of this battle the US team deploys from a small cluster of buildings on the north edge of the map. Vehicle selection is relatively sparse, consisting of two M1128 tank destroyers and one Growler ITV. If you spawn here, be sure to give your teammates rides to the front. Otherwise it's a long hike on foot. Early on, US troops can enjoy success by parachuting down to the first pair of M-COM stations from the gunship orbiting above the battlefield. However, once the RU team digs in around the objectives, the M1128 tank destroyers will be necessary to engage the T-90A. Outside the gunship, the US team has no form of air cover during this phase. As a result, the RU team's Mi-28 Havoc can pose a significant threat. Stinger missiles fired by engineers are your best option for deterring this threat, helping keep your tank destroyers and gunship safe.

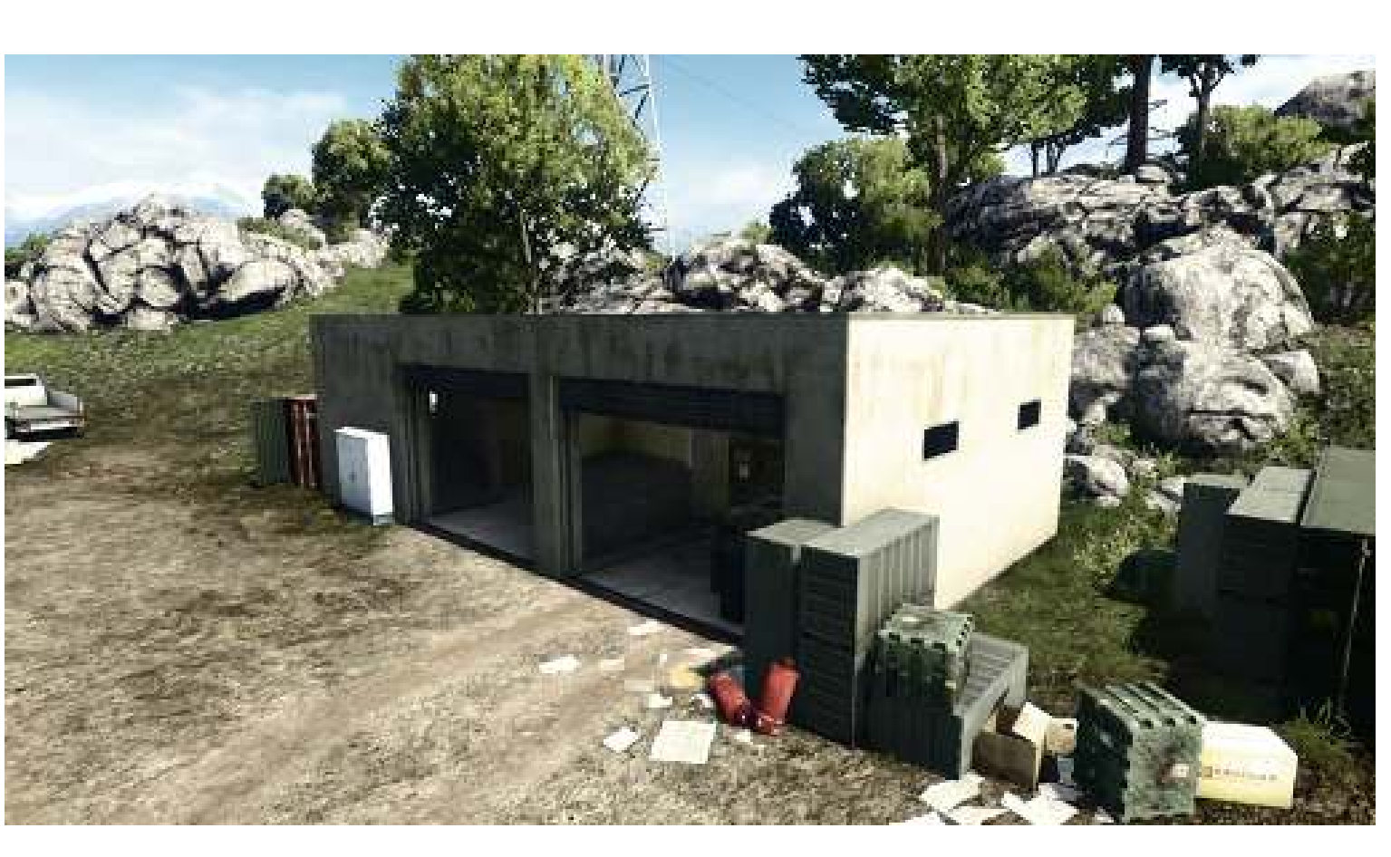
RU Deployment

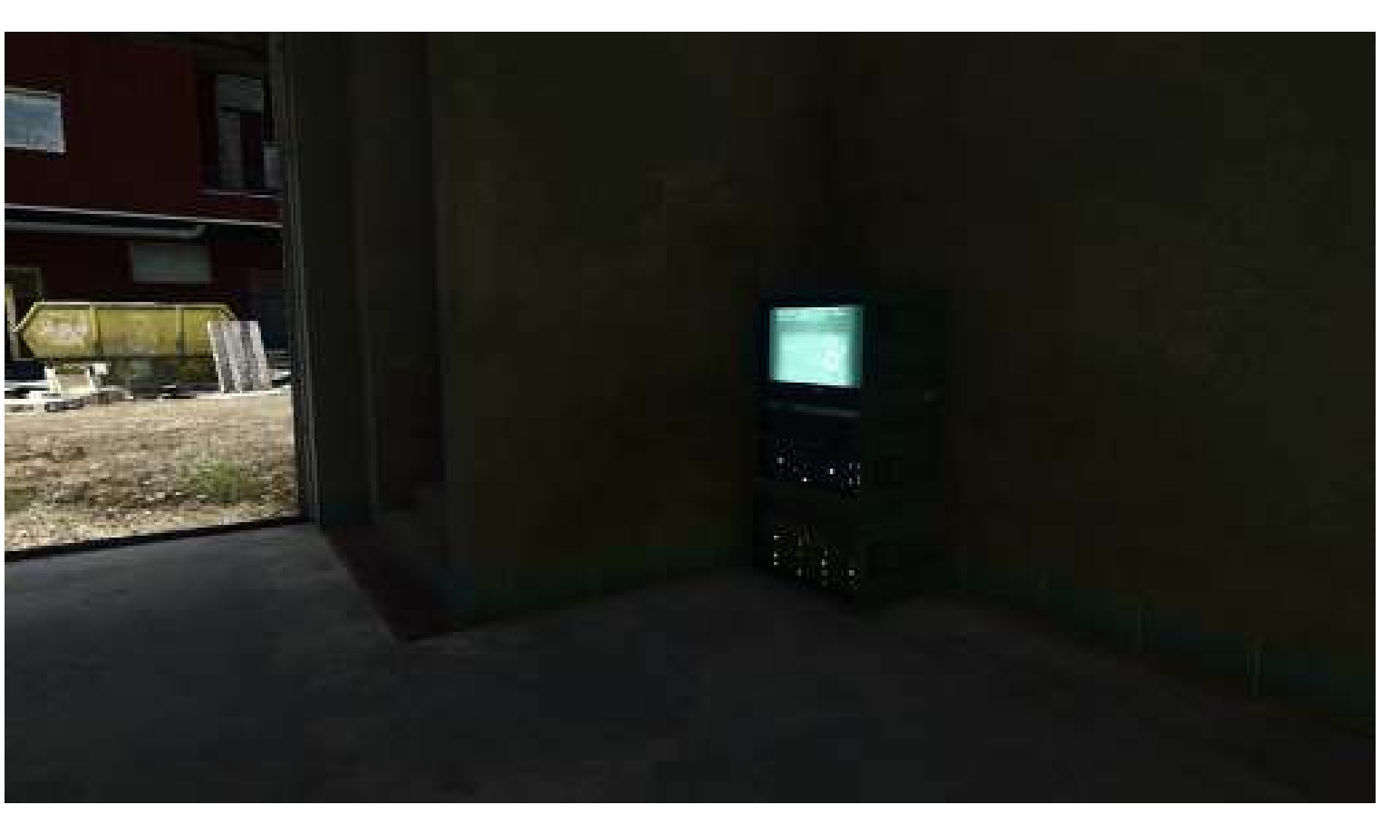
Deployment Area Assets

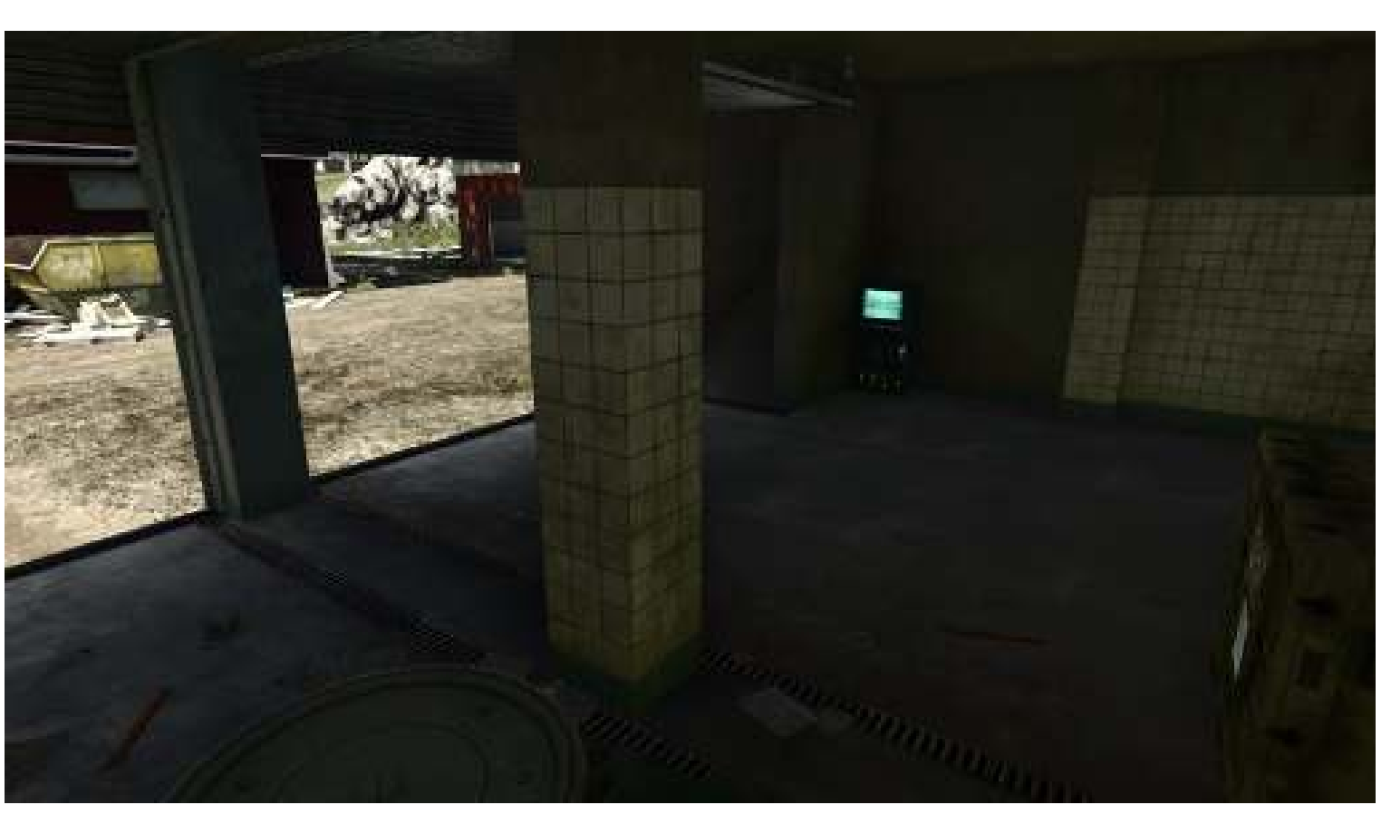
Name	Quantity	Respawn Time
T-90A	1	60 sec.
Mi-28 Havoc	1	60 sec.

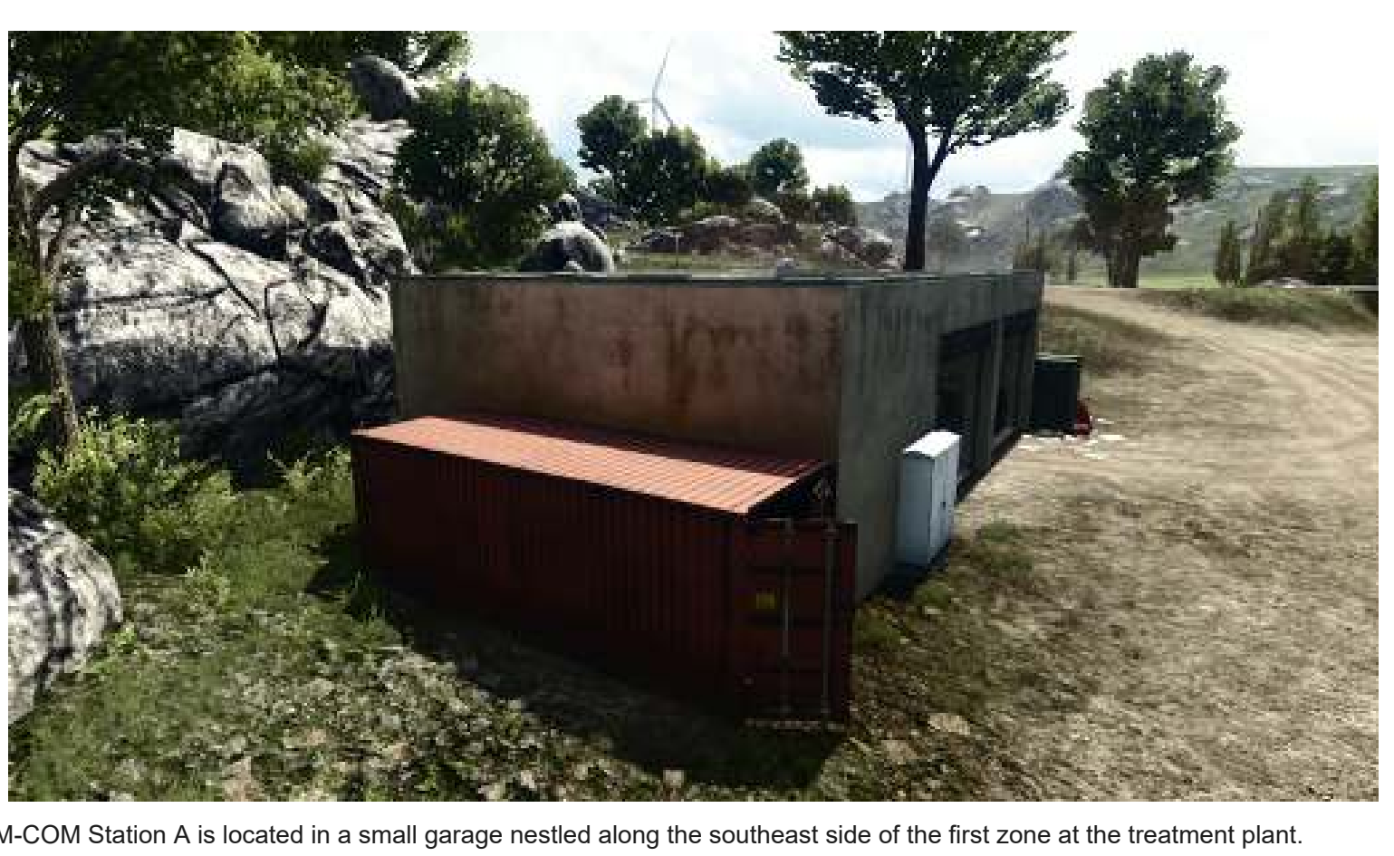
As in any Rush battle, early-round rush attacks by the US team pose the biggest threat during this phase of the battle. Therefore the RU team must race toward the objectives and secure them before US troops can swarm the area. Expect most attacking troops to parachute in from the gunship circling above. Attacking the gunship with the Mi-28 is the best way to temporarily eliminate this airborne spawn point. Pound the gunship from a distance with heat-seeking missiles to knock it out of the sky. With the gunship out of the way, turn your attention to enemy infantry and the M1128 tank destroyers. The T-90A can assist in holding back ground attacks, but it is defenseless against the gunship's bombardment. So consider parking it beneath trees or other forms of concealment to make it harder to spot from the air. It isn't easy, but if the RU team can hold out here, the fight will be much easier. Otherwise, the US team gains a AH-1Z Viper in subsequent phases.

M-COM Station A



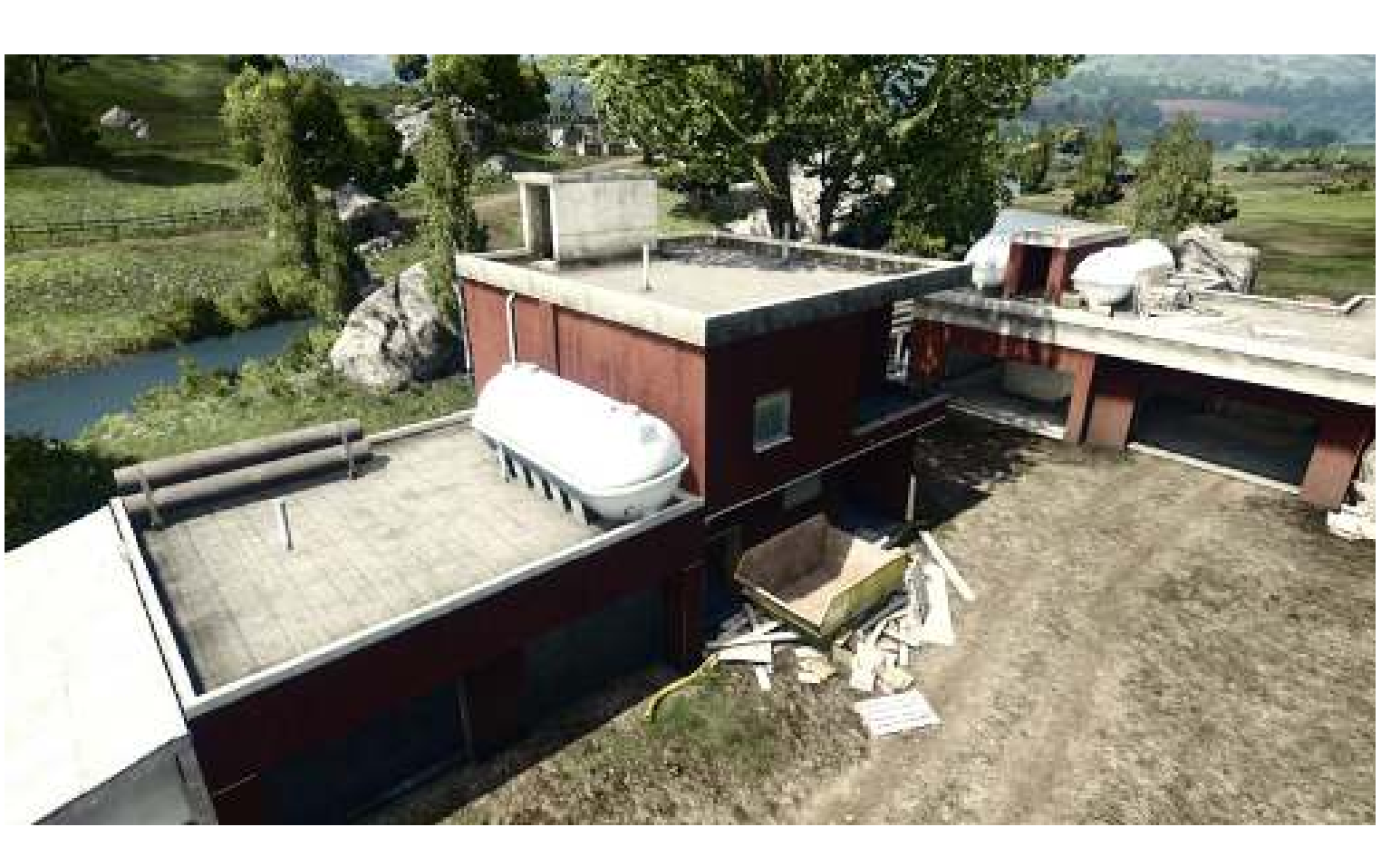


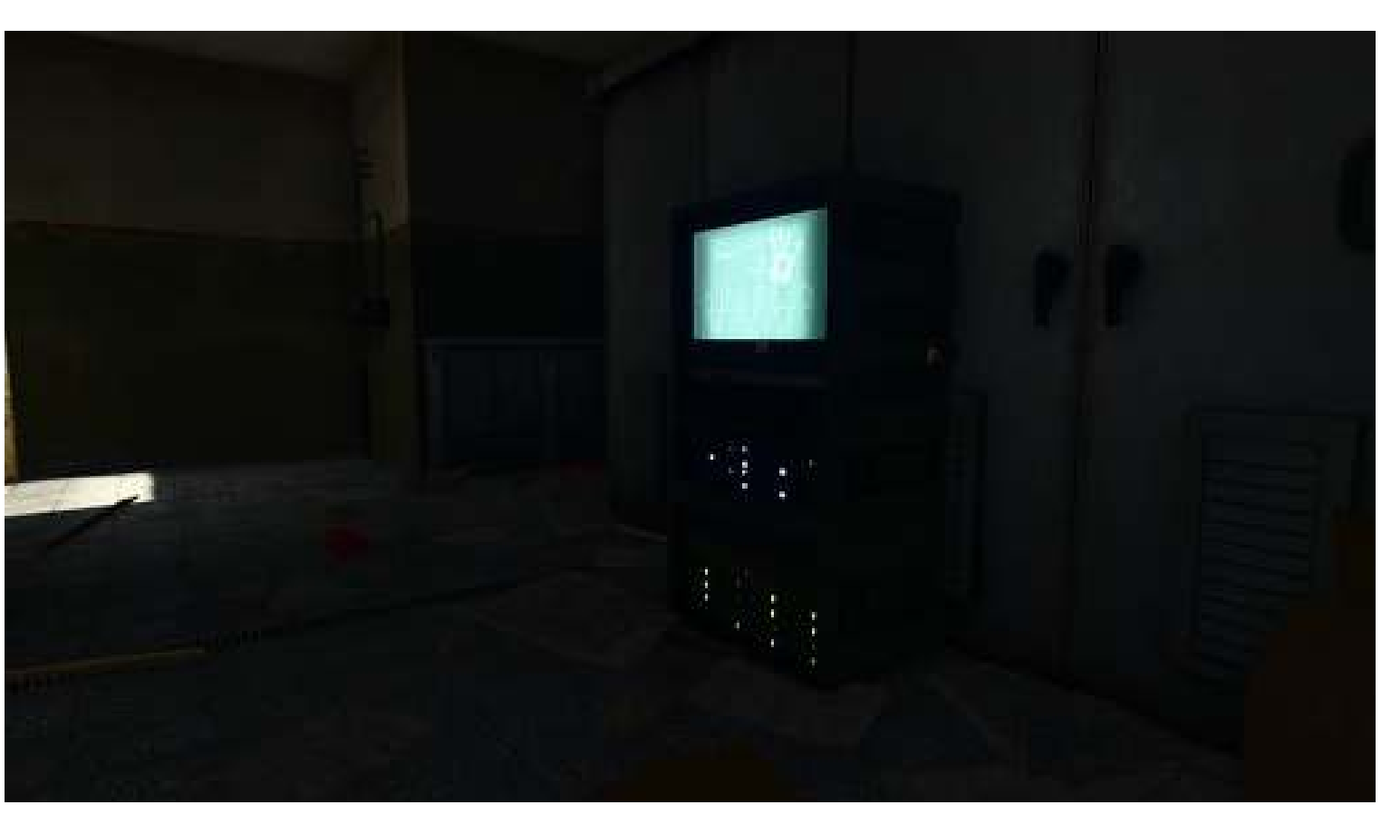


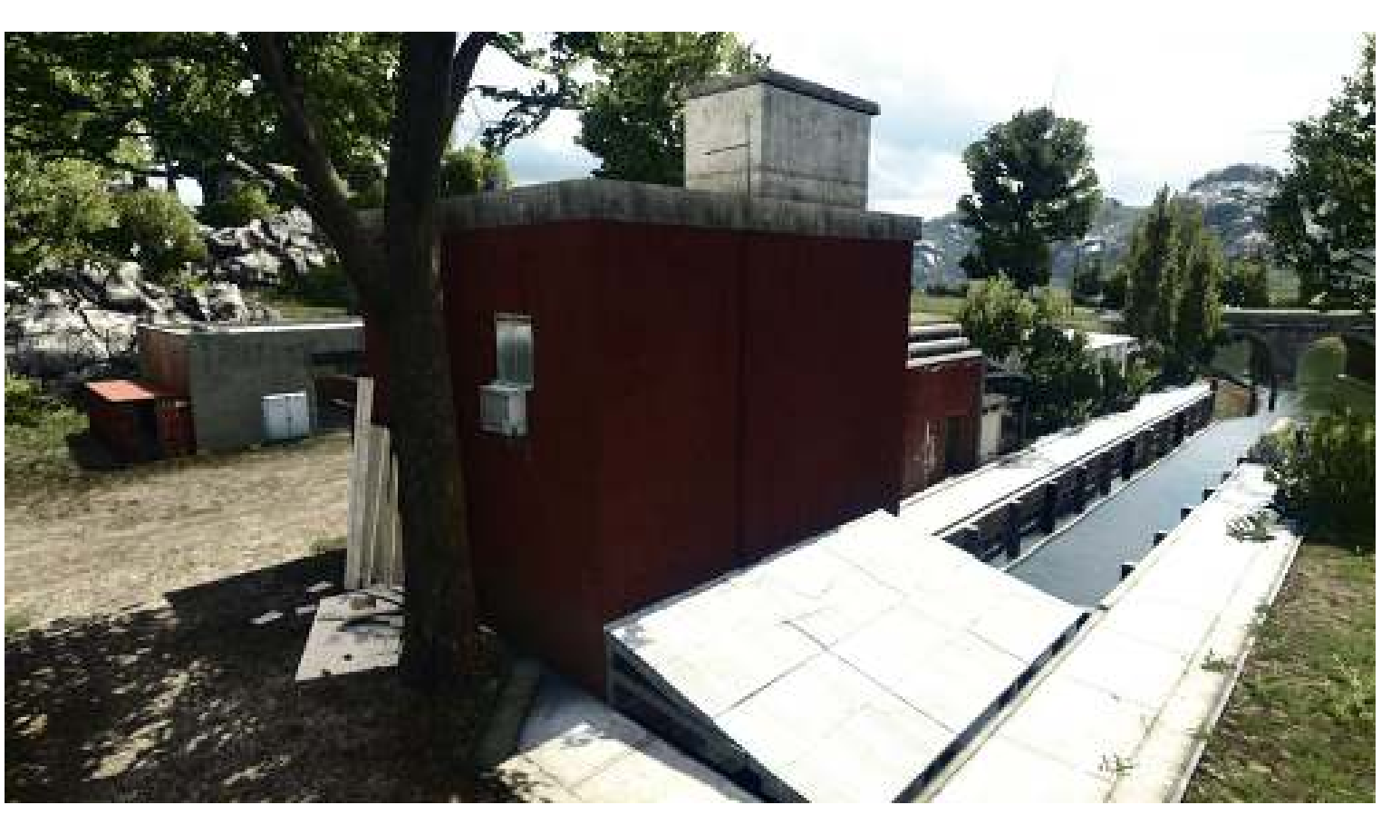


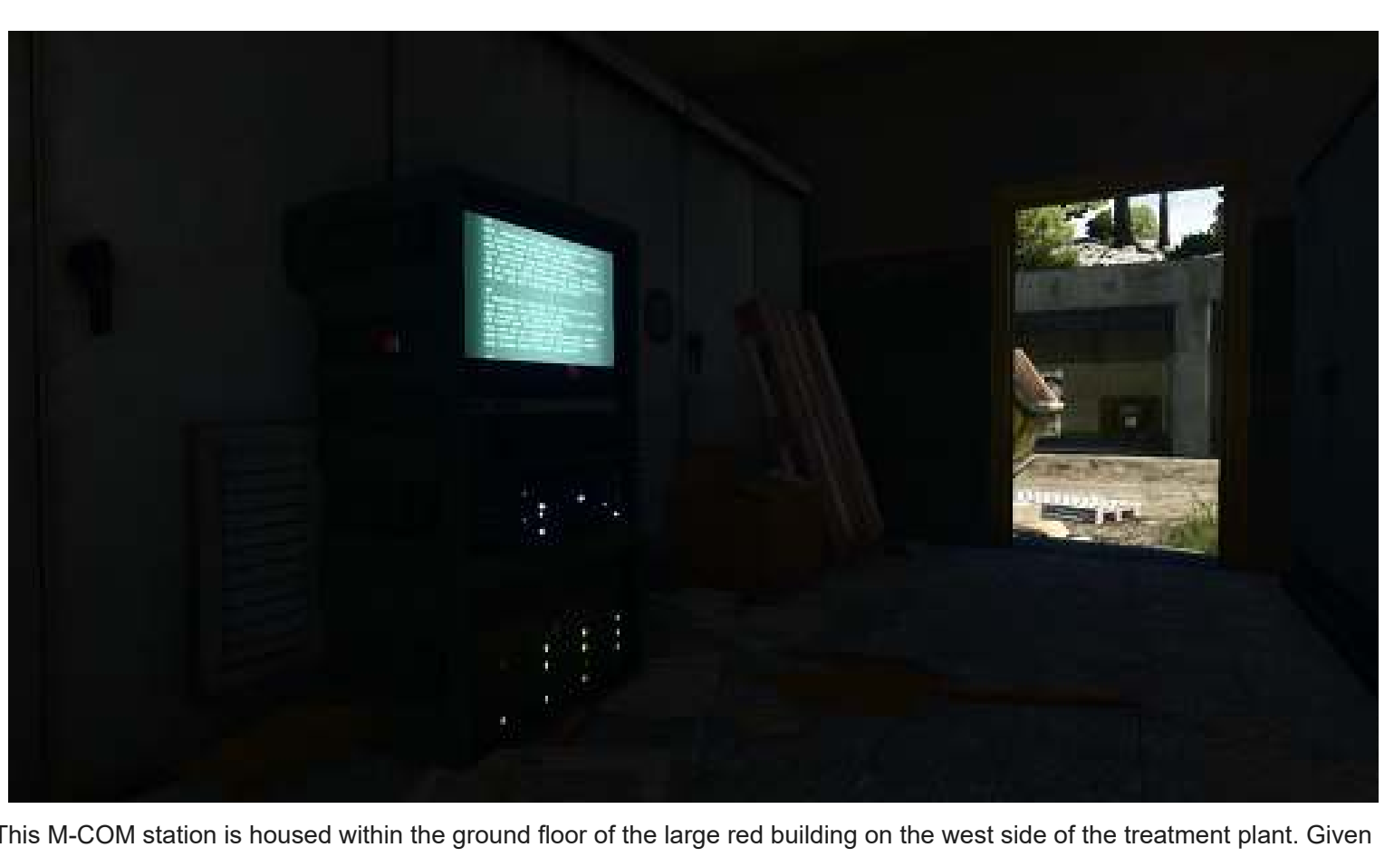
M-COM Station A is located in a small garage nestled along the southeast side of the first zone at the treatment plant. Although the concrete walls can be reduced to rubble, the US attackers should strive to preserve the exterior walls of this building, because they provide cover and concealment while you plant a charge on the objective. So limit explosive attacks by the tank destroyers and gunship when attempting to secure this area. On the other hand, the RU team may benefit from demolishing the garage's exterior walls, opening longer lines of sight for the defenders. Alternatively, consider placing booby traps (claymores and C4) around the objective and within the stairwell connecting to the garage's roof—attackers approaching via parachute often land on the roof and use these stairs to reach the ground floor.

M-COM Station B



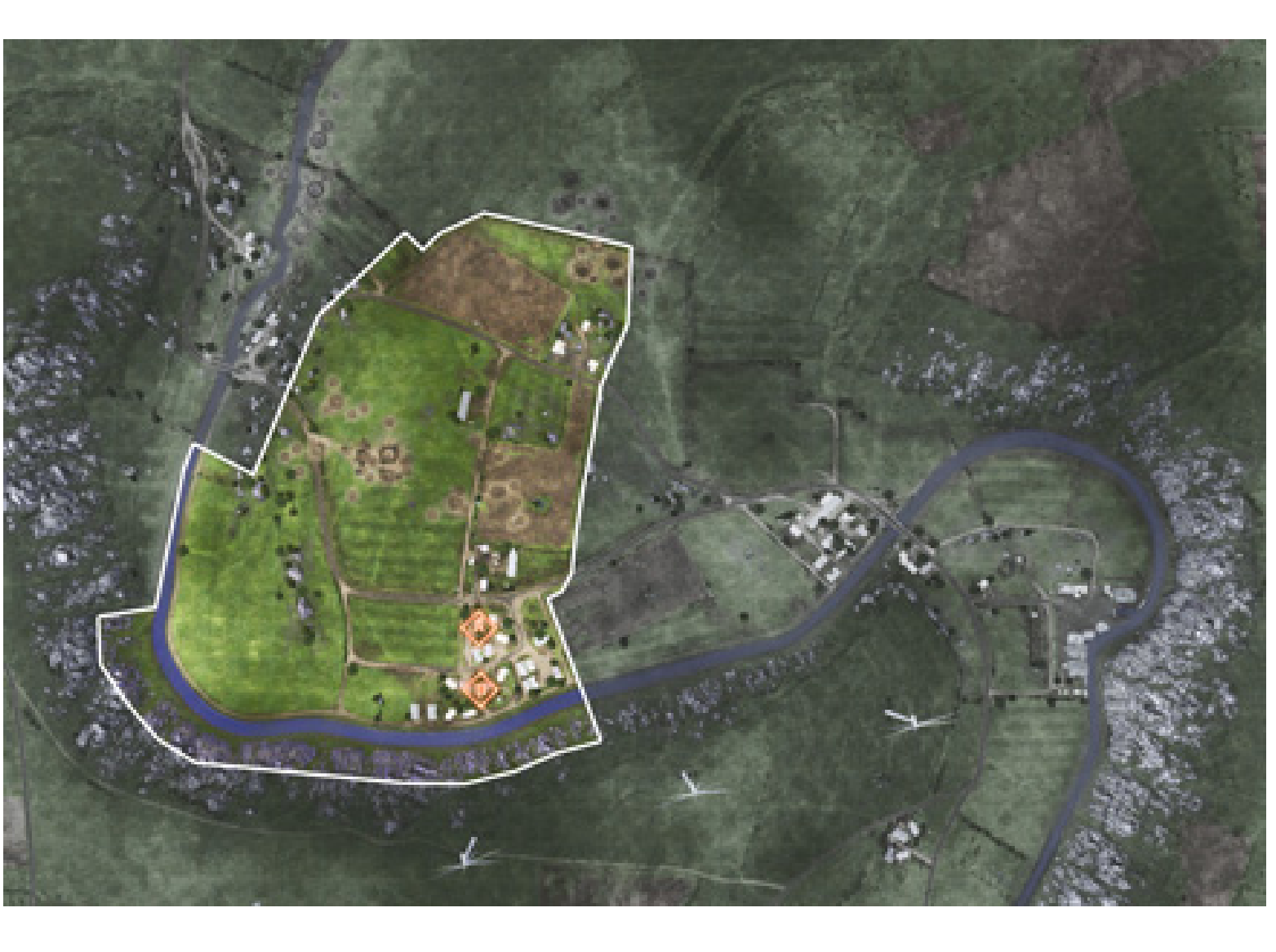






This M-COM station is housed within the ground floor of the large red building on the west side of the treatment plant. Given this objective's proximity to the US deployment area, M-COM Station B is likely to come under attack first, often rushed by troops arriving in a Growler ITV. The narrow canal on the west side of the building serves as a natural barrier. But this can easily be jumped by troops seeking to gain entrance into the building. RU defenders should consider posting troops and booby traps along this oft-traveled west side to deter attacks. In addition, RU troops should consider booby-trapping the dark interior of the building to catch unsuspecting attackers by surprise as they rush toward the objective.

Zone 2: Village



US Deployment

Deployment Area Assets

Name	Quantity	Respawn Time
Growler ITV	4	20 sec.
RHIB	1	10 sec.
M1128	2	20 sec.
M142	1	60 sec.
AH-1Z Viper	1	60 sec.
Gunship	1	120 sec.

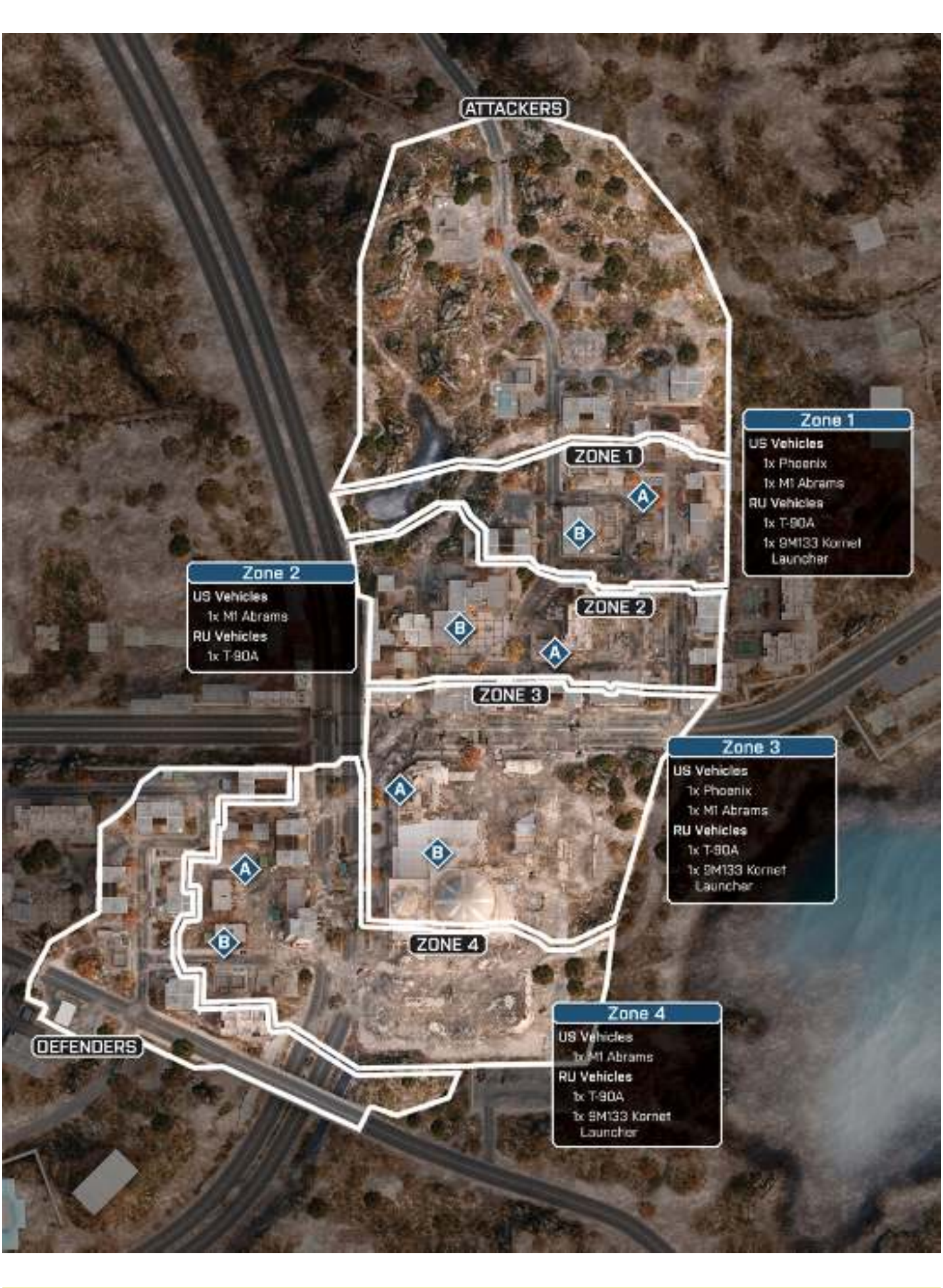
If the US team can take out the first set of M-COM stations, they gain a huge vehicle advantage in the second phase of this battle. The addition of an AH-1Z Viper definitely tilts the odds in favor of the US team—but only if manned by a competent pilot and gunner. The AH-1Z can help neutralize the RU team's Mi-28 and T-90A while the attacking infantry and ground vehicles focus on pounding the objectives. Use the M1128 tank destroyers and M142 rocket artillery to provide fire support from a distance while infantry rush in to plant charges on both M-COM stations. Meanwhile, rely on the surplus of Growler ITVs to transport troops from the deployment area to the objectives. At this stage, parachuting from the gunship is risky unless you're joined by a large number of fearless teammates.

RU Deployment

Deployment Area Assets

Rush

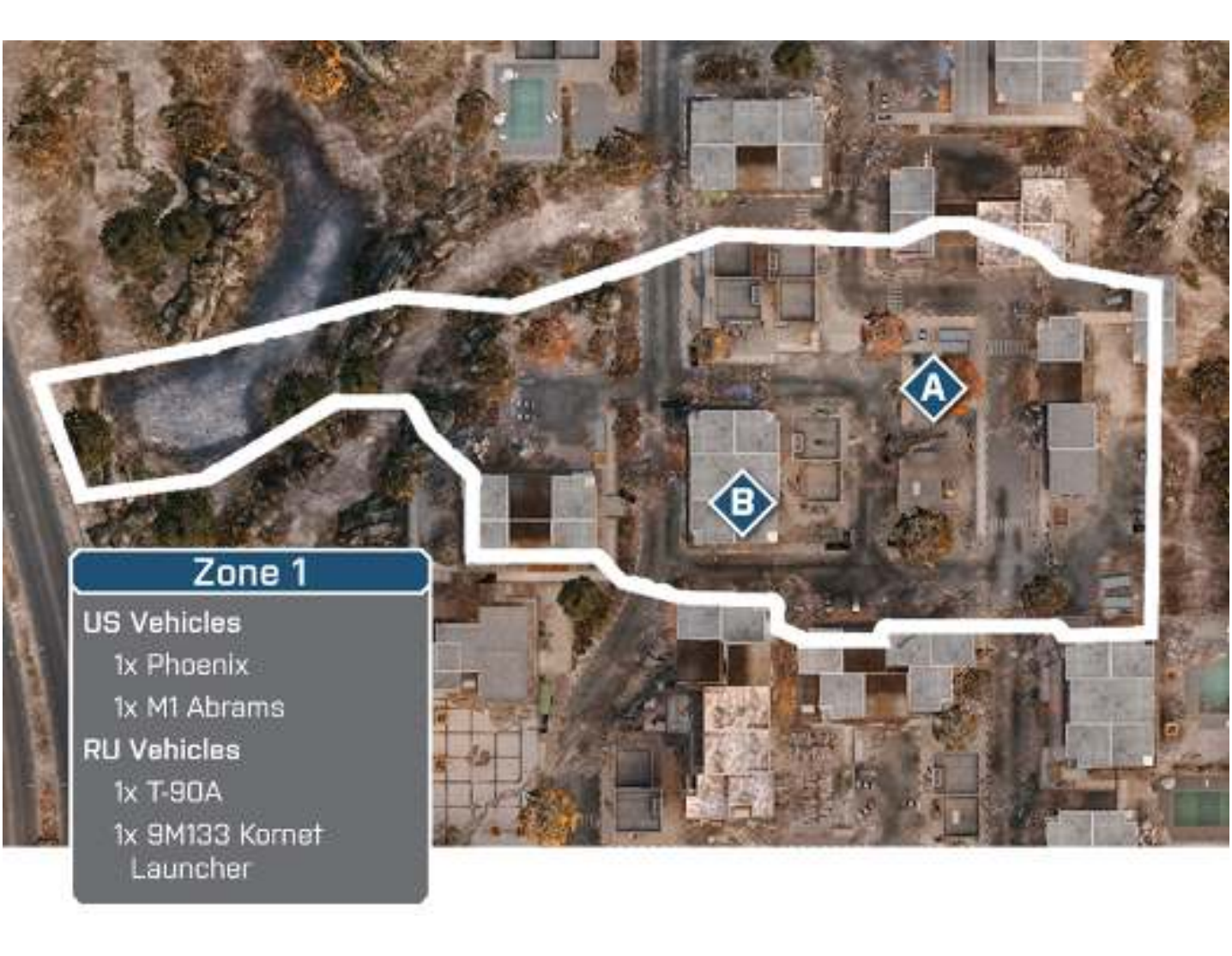
Azadi Palace



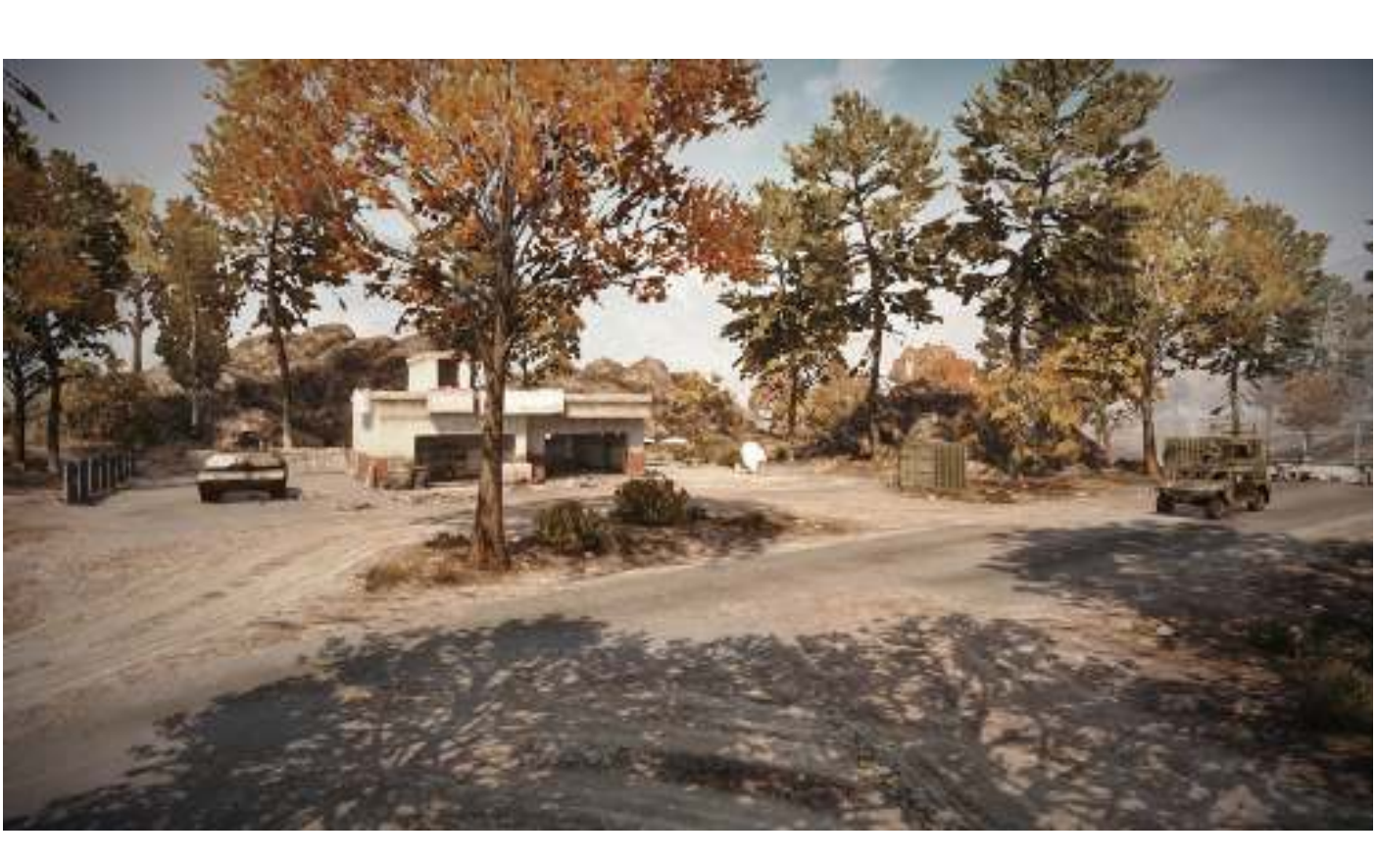
Click here for interactive maps

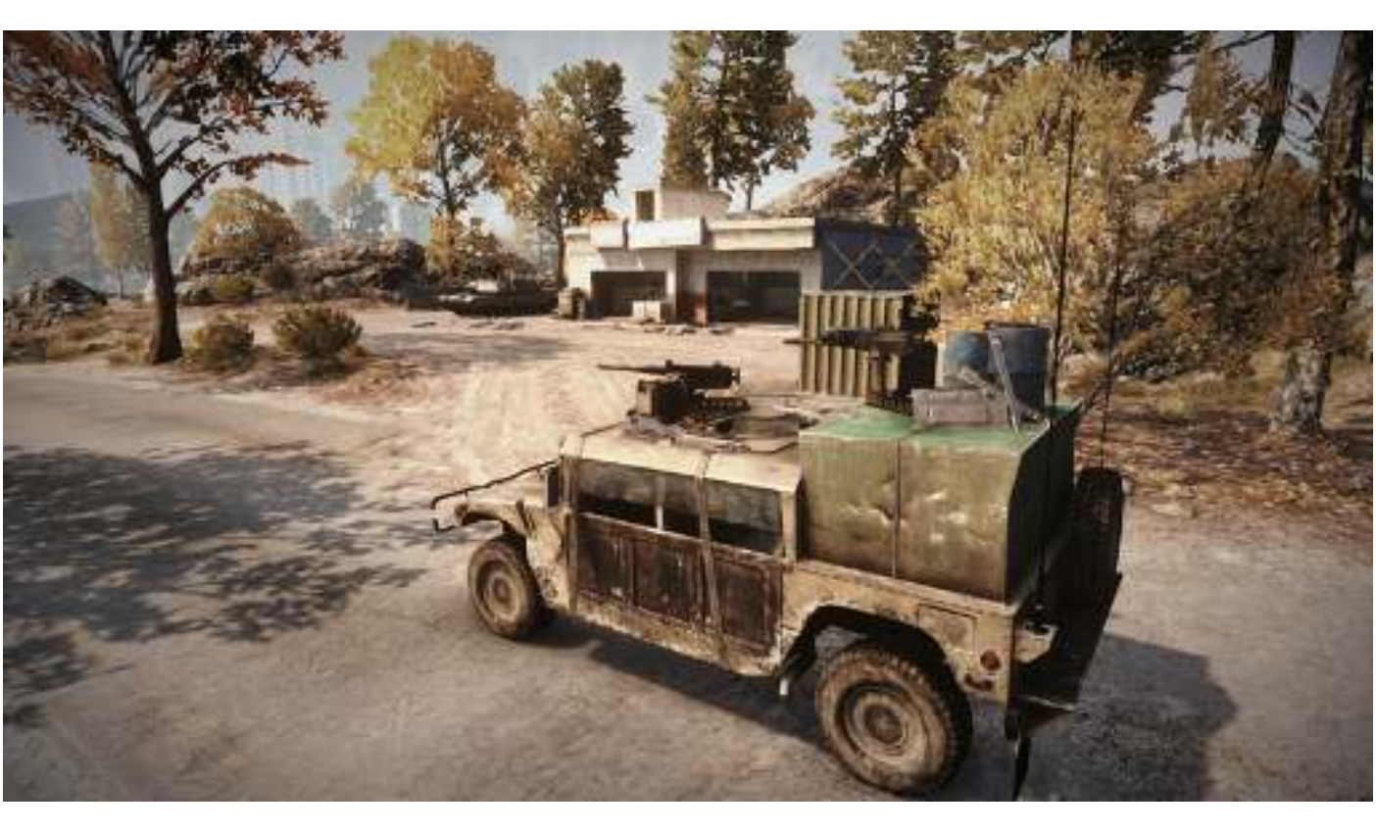
This sprawling Rush battle tests the urban combat tactics and skills of both teams as they fight for control Azadi Palace and the surrounding neighborhoods. The battle is spread across four zones, starting at the City Entrance before progressing to the Downtown, the Azadi Palace, and the Construction Site. Throughout the course of the battle each team maintains access to one tank. In most cases, these tanks cancel each other out, leaving it up to the infantry to do the heavy lifting. But a good tank crew supported by Repair Tool-toting engineers can make a big difference in this battle. So never write off the effectiveness of these powerful vehicles when it comes to holding or taking ground. Field a few of engineers to repair your team's tank and assist in taking out the opposing team's tank by firing rockets and placing mines. Due to the cut-up nature of the damaged city, infantry combat takes place at various ranges, depending on the zone. The versatile carbines and assault rifles are ideal for engaging threats at any range. But when the battle shifts to Azadi Palace's interior during the third phase, consider switching to a PDW or shotgun.

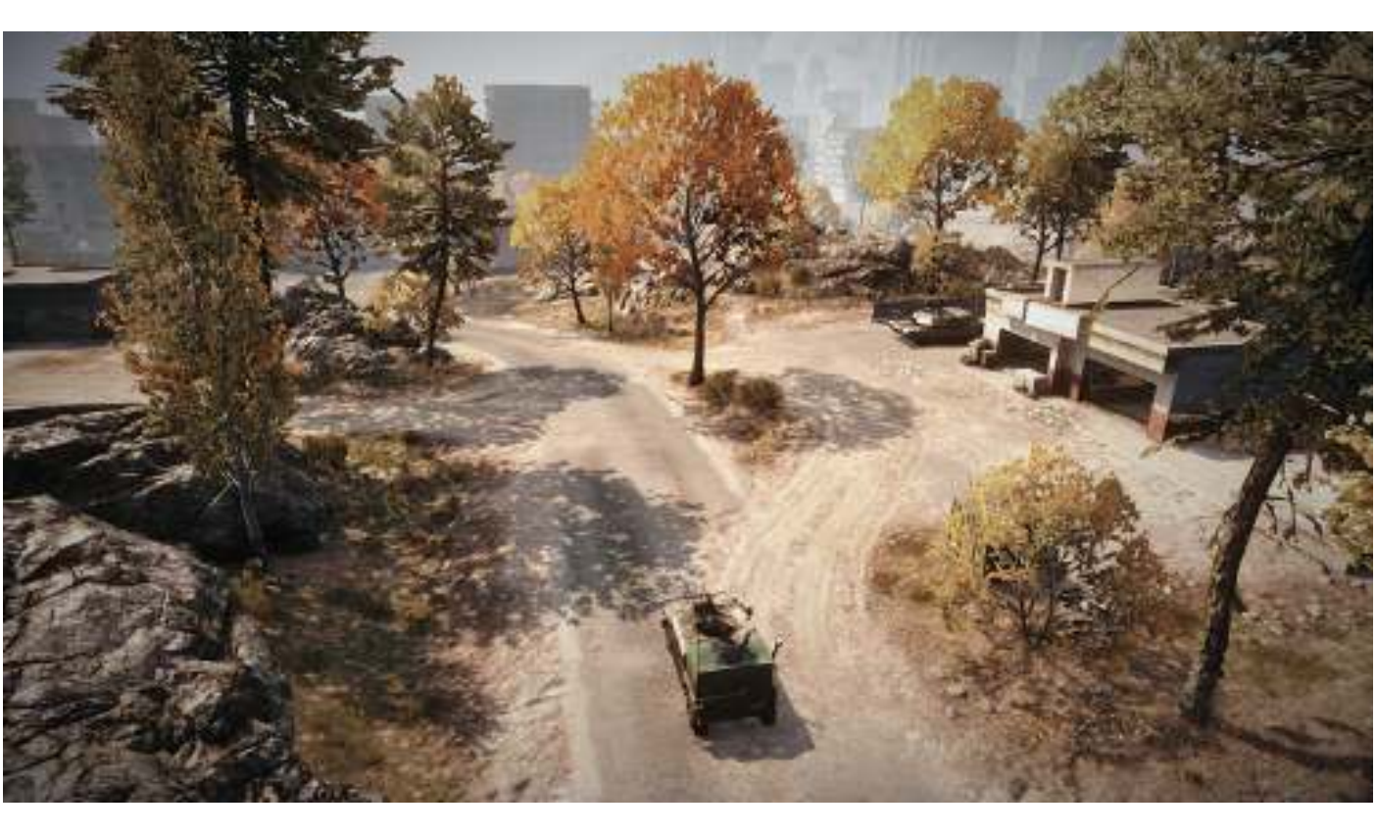
Zone 1: City Entrance

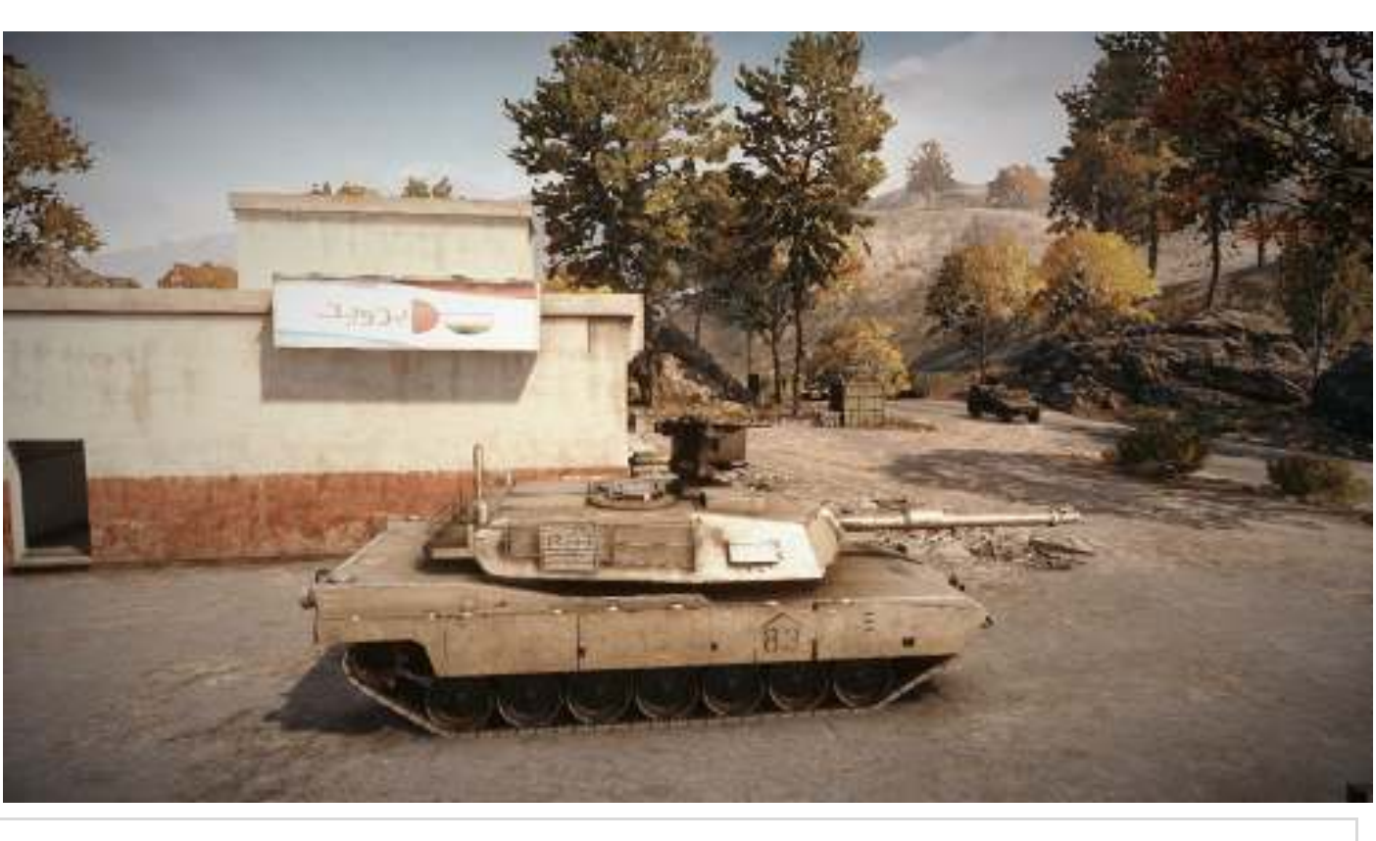


US Deployment







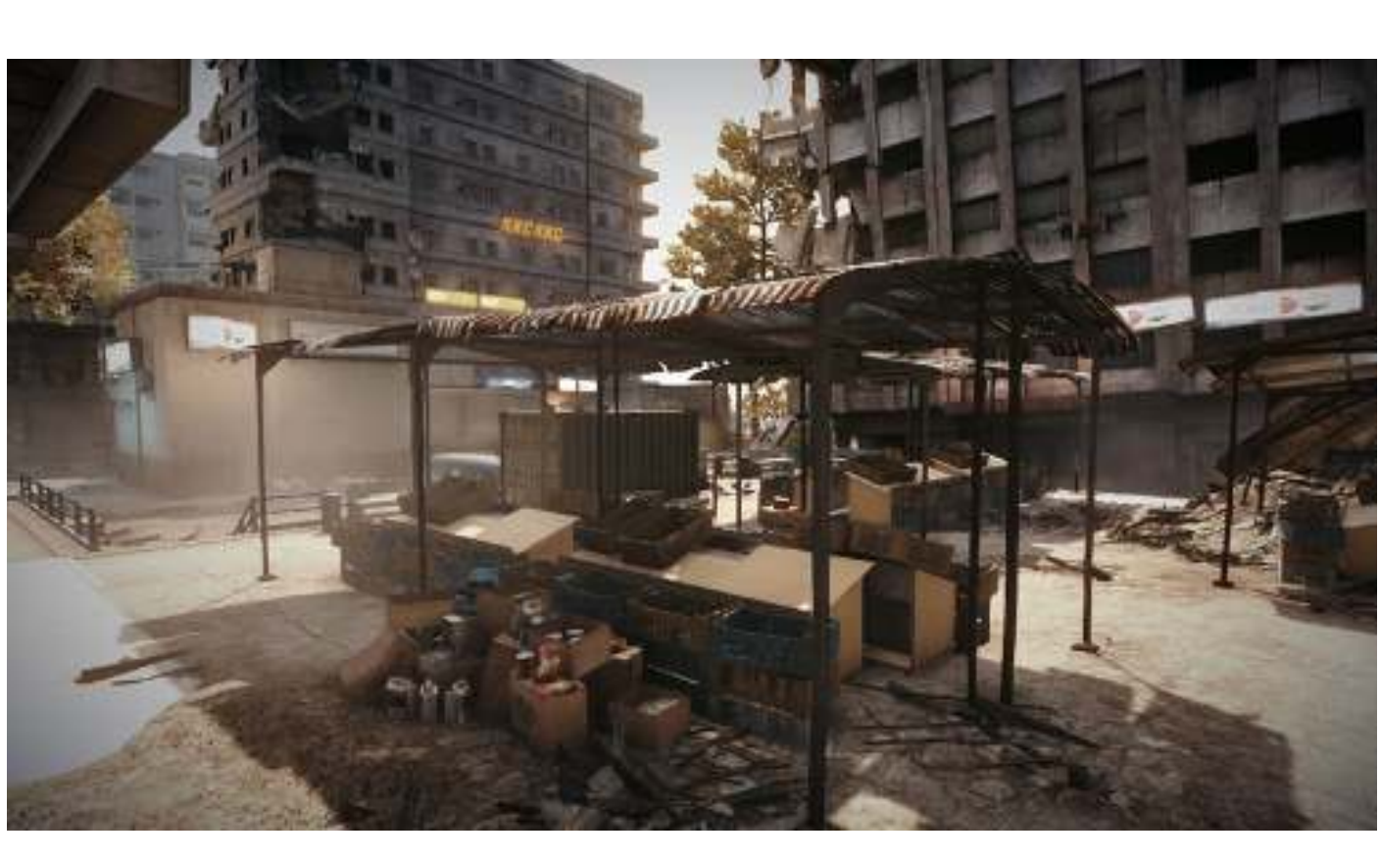


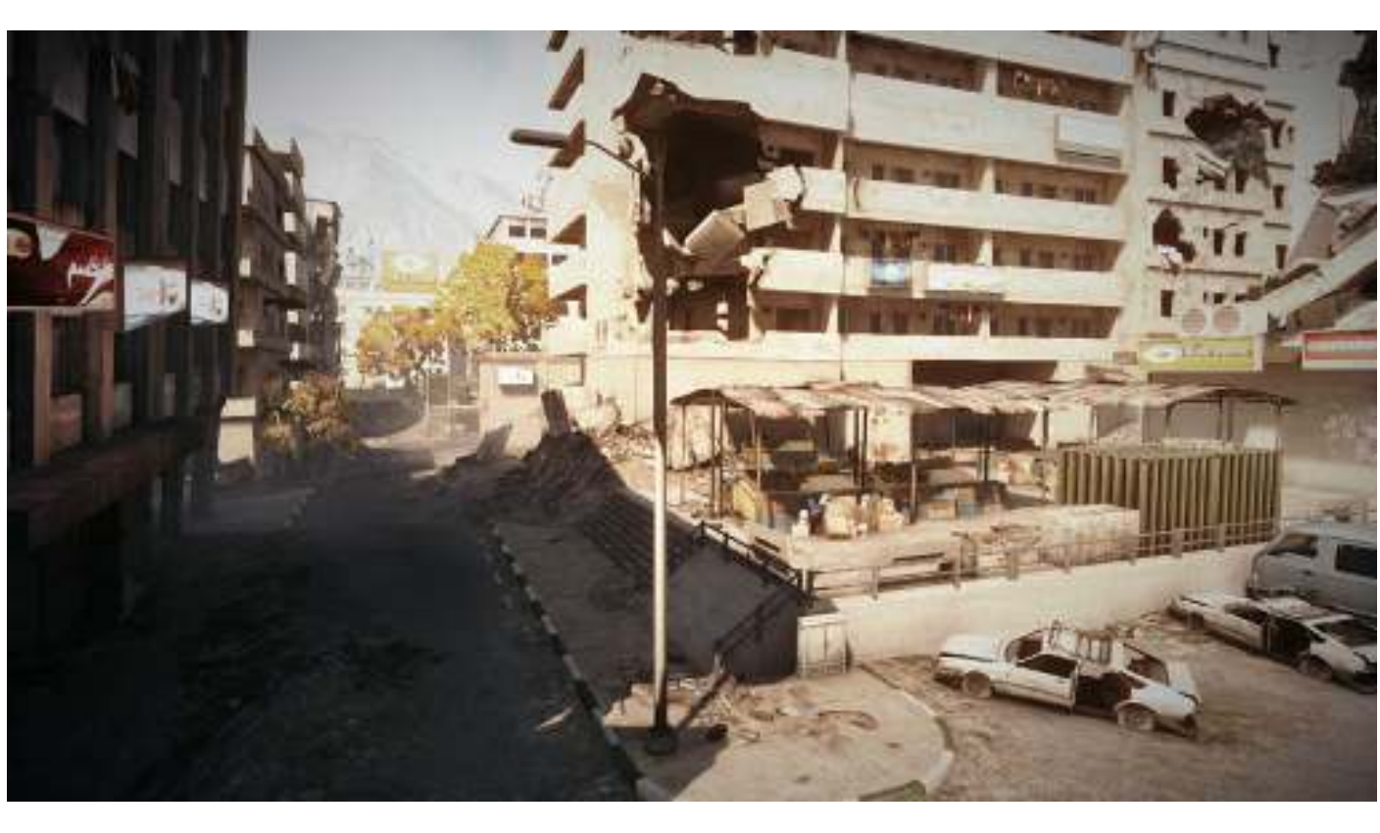
Deployment Area Assets

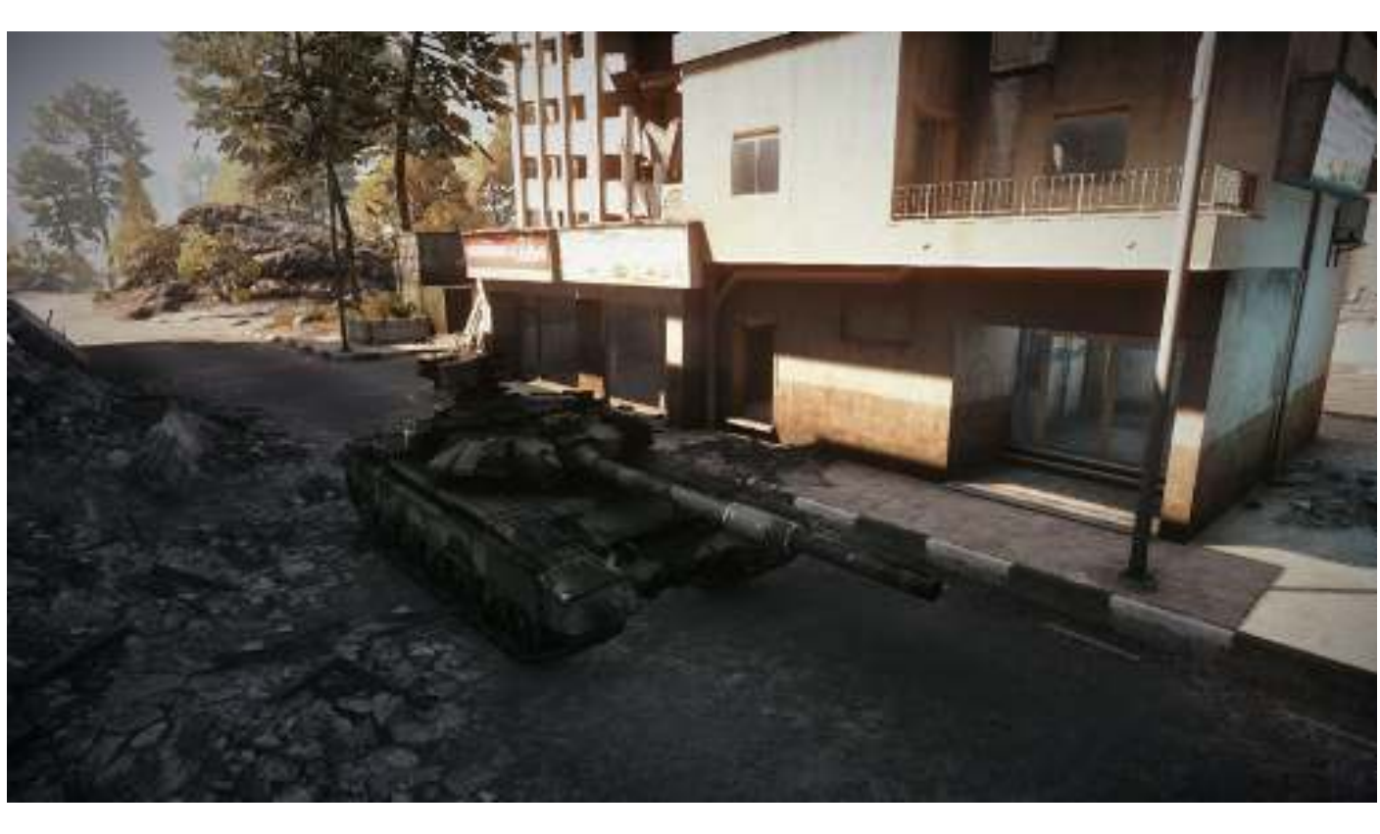
Name	Quantity	Respawn Time
Phoenix	1	30 sec.
M1 Abrams	1	30 sec.

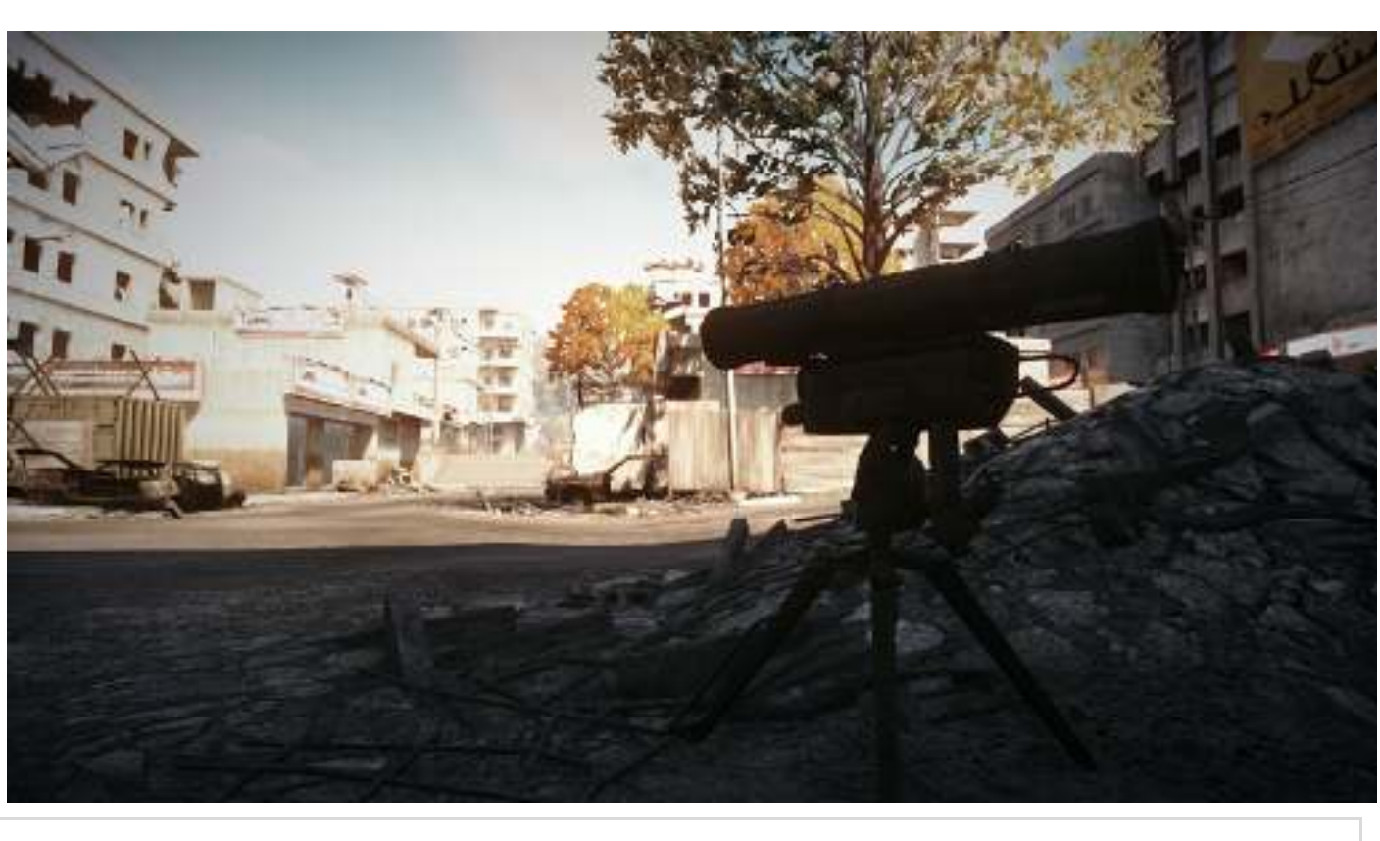
At the start of the battle the US team deploys on the north side of the city, along with a Phoenix and M1 Abrams. The distance between this deployment area and the objectives makes it tough for the US team to rush the M-COM stations at the start of the match. The Phoenix stands the best chance of swiftly transporting a few troops into the city. Consider using this vehicle to transport troops to M-COM Station B and attacking through the building from the west. But the majority of the team must attack the objective at the City Entrance on foot. Make an effort to occupy the buildings on the north and east sides of the plaza where M-COM Station A is positioned. Place Radio Beacons in these buildings to maintain a spawn point close to the objectives. The priority of the M1 Abrams is to counter the RU team's T-90A. A few engineers can assist in this task. But when the M1 Abrams isn't busy dueling the T-90A, use it to overwhelm defenders around M-COM Station A. Just watch out for the Kornet launcher directly south of the City Entrance.

RU Deployment







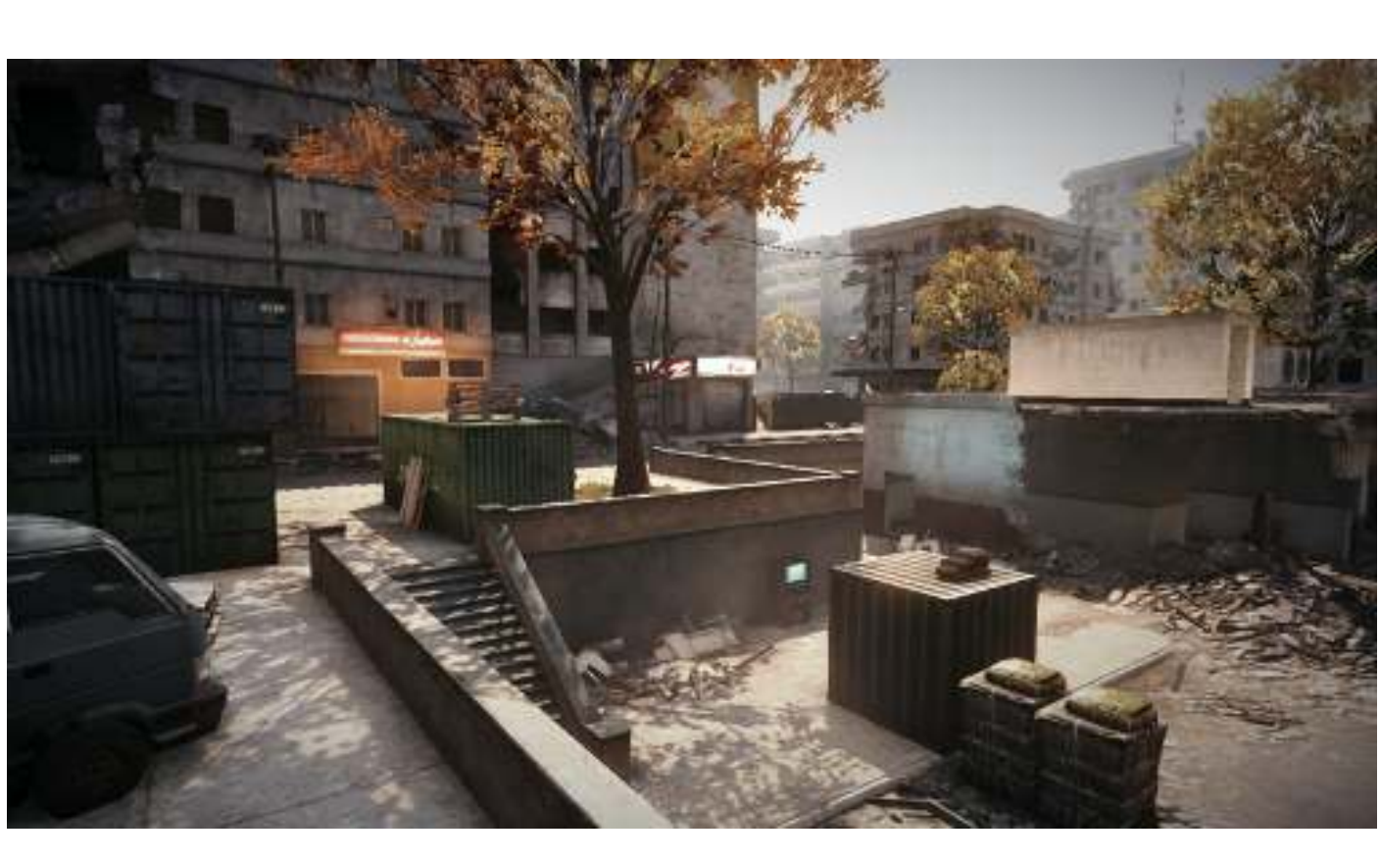


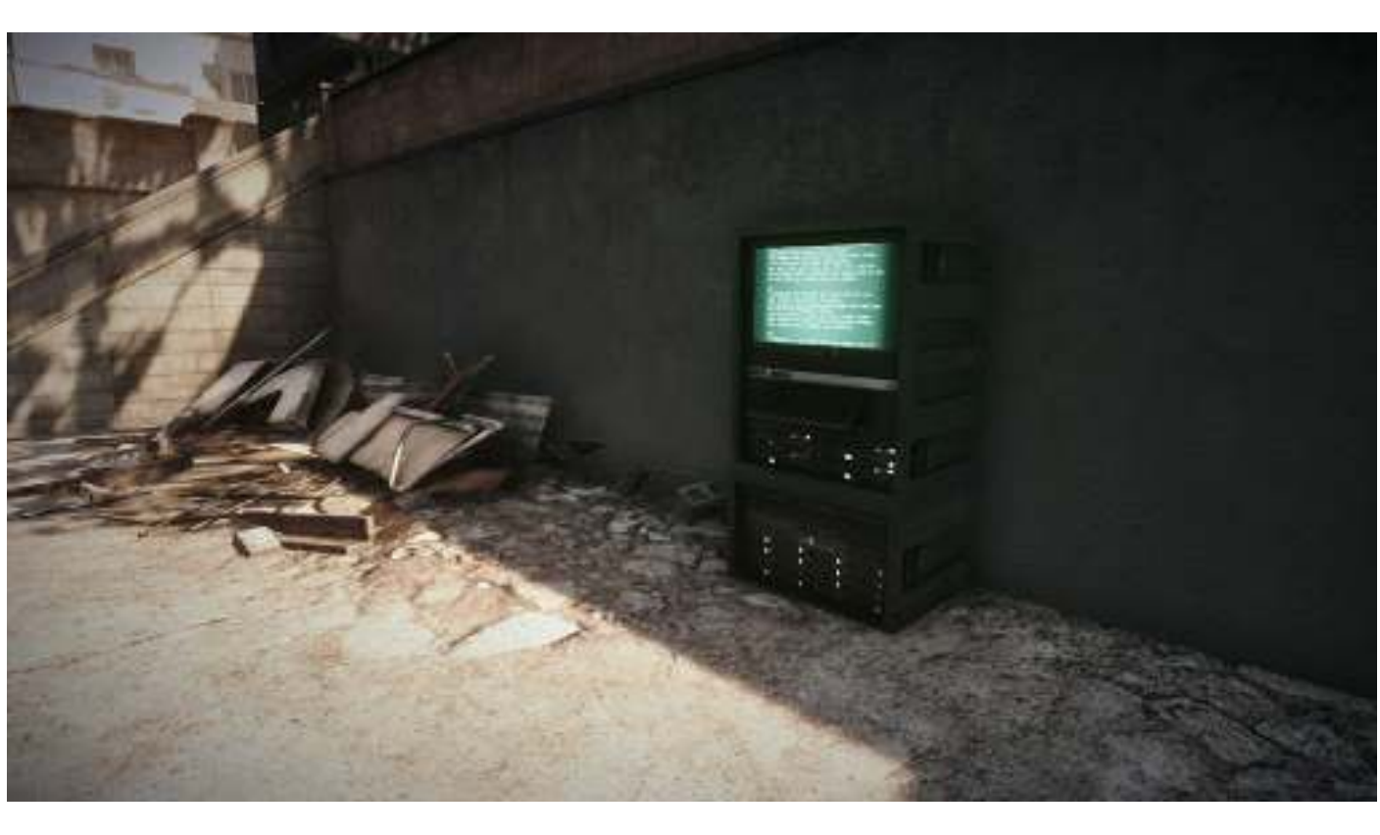
Deployment Area Assets

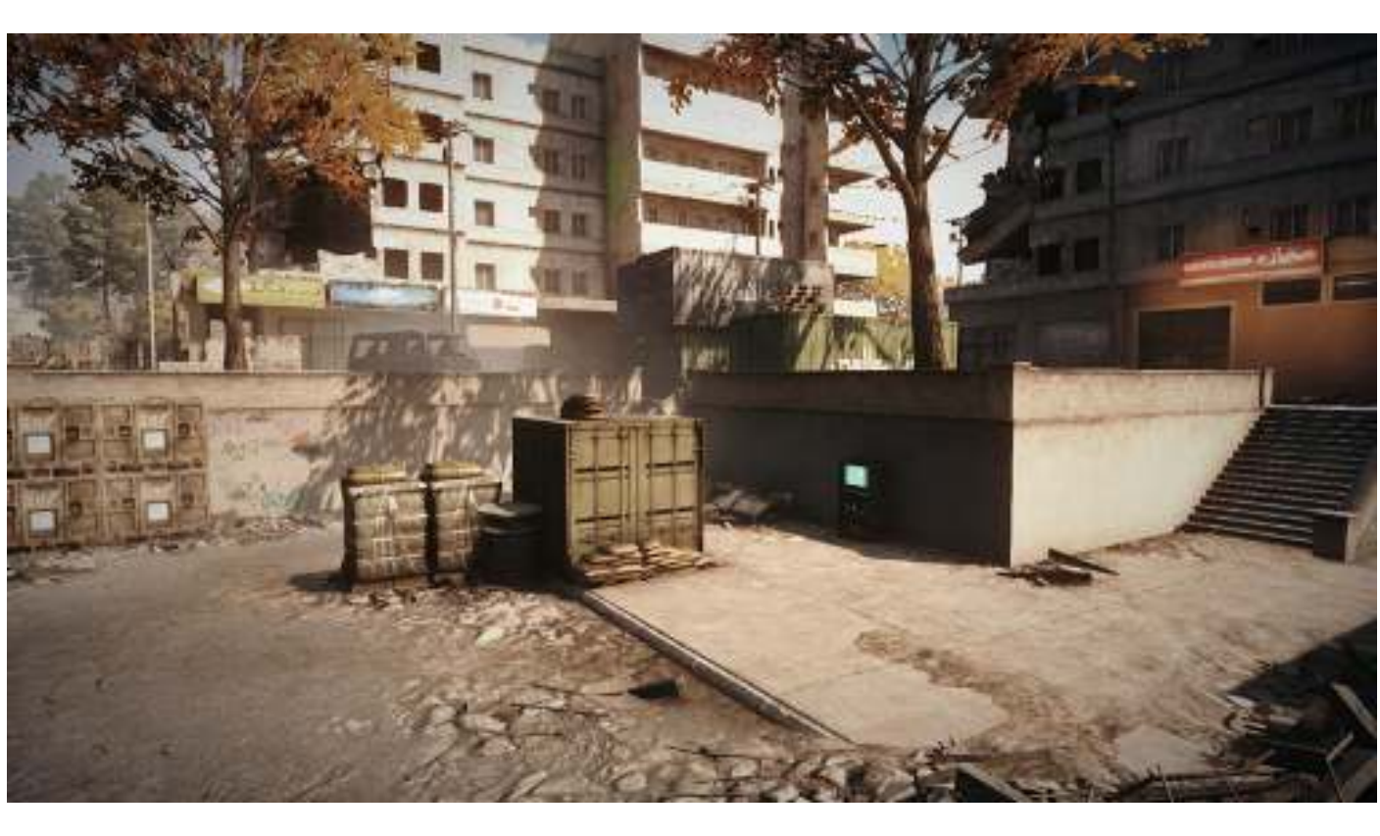
Name	Quantity	Respawn Time
T-90A	1	50 sec.
9M133 Kornet Launcher	1	10 sec.

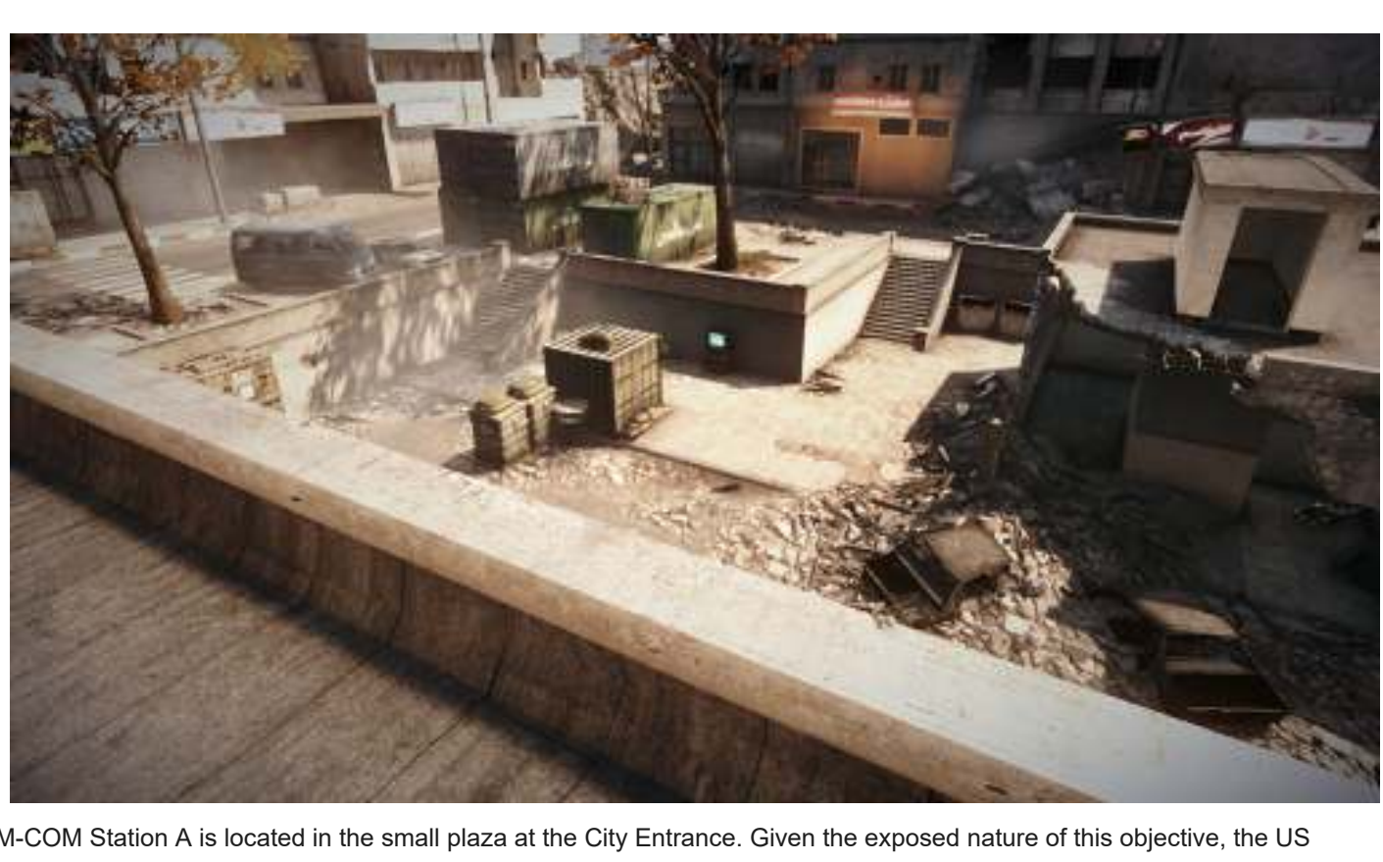
Unlike most initial phases during Rush matches, the RU defenders have a good chance of securing both objectives before the US attackers arrive. Deploying from the nearby Market to the south defenders spawning here still need to sprint north to establish their defenses. Rush to secure the buildings on the north side of the City Entrance and engage the attackers as they trickle into the city—the goal is to prevent the US team from gaining a solid foothold within the city. It's a good idea to utilize squad spawning and Radio Beacons to maintain a presence close to the objectives. Meanwhile, get the T-90A into the action by positioning it along the road west of M-COM Station B. From here, the T-90A can ambush the US team's M1 Abrams and Phoenix as they race into the city from the north. But make sure the T-90A is supported by a dedicated group of engineers ready to perform repairs. While blocking the US team from entering the city is a good strategy, keep at least one squad posted around each objective to counter breakthrough attacks by US infantry.

M-COM Station A



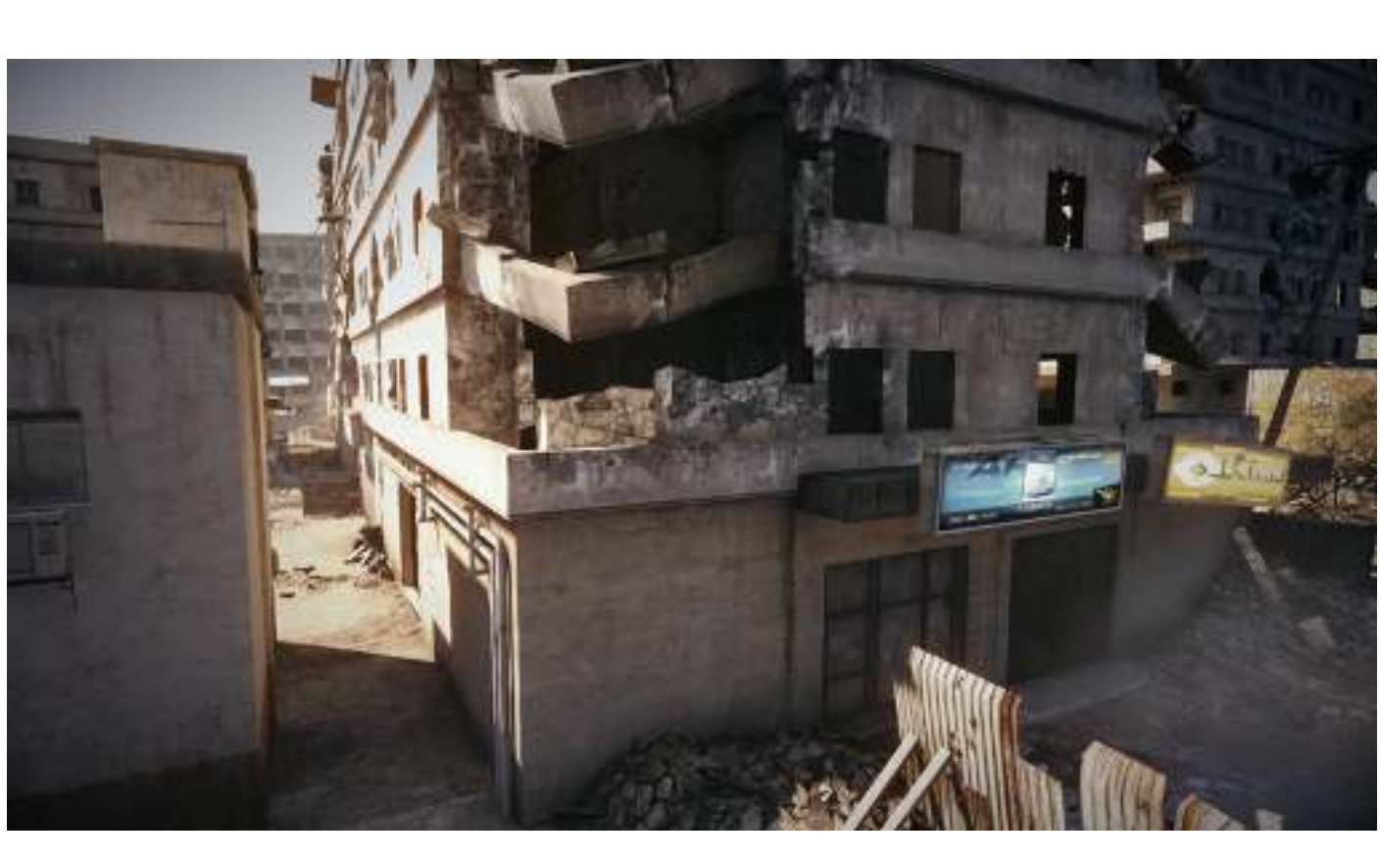


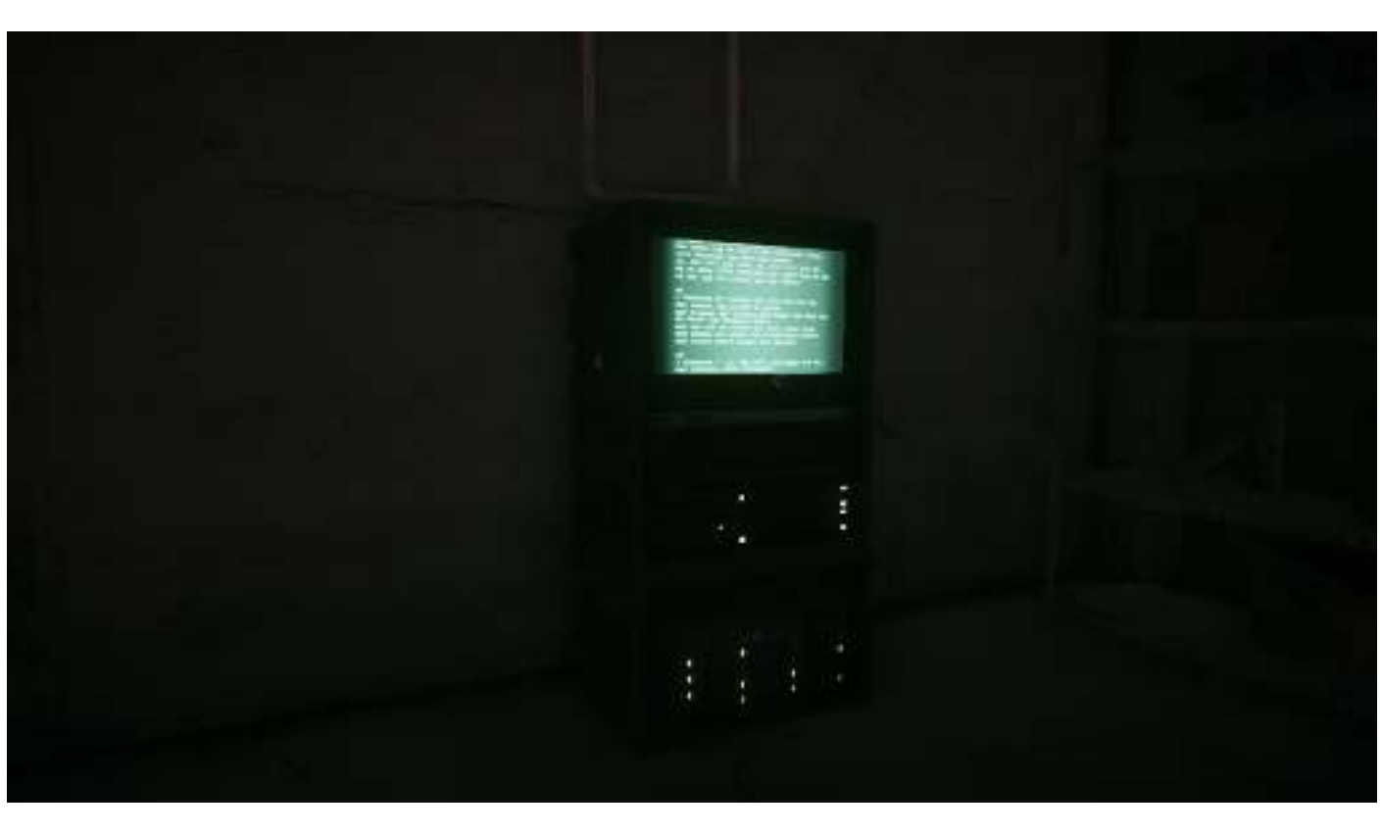


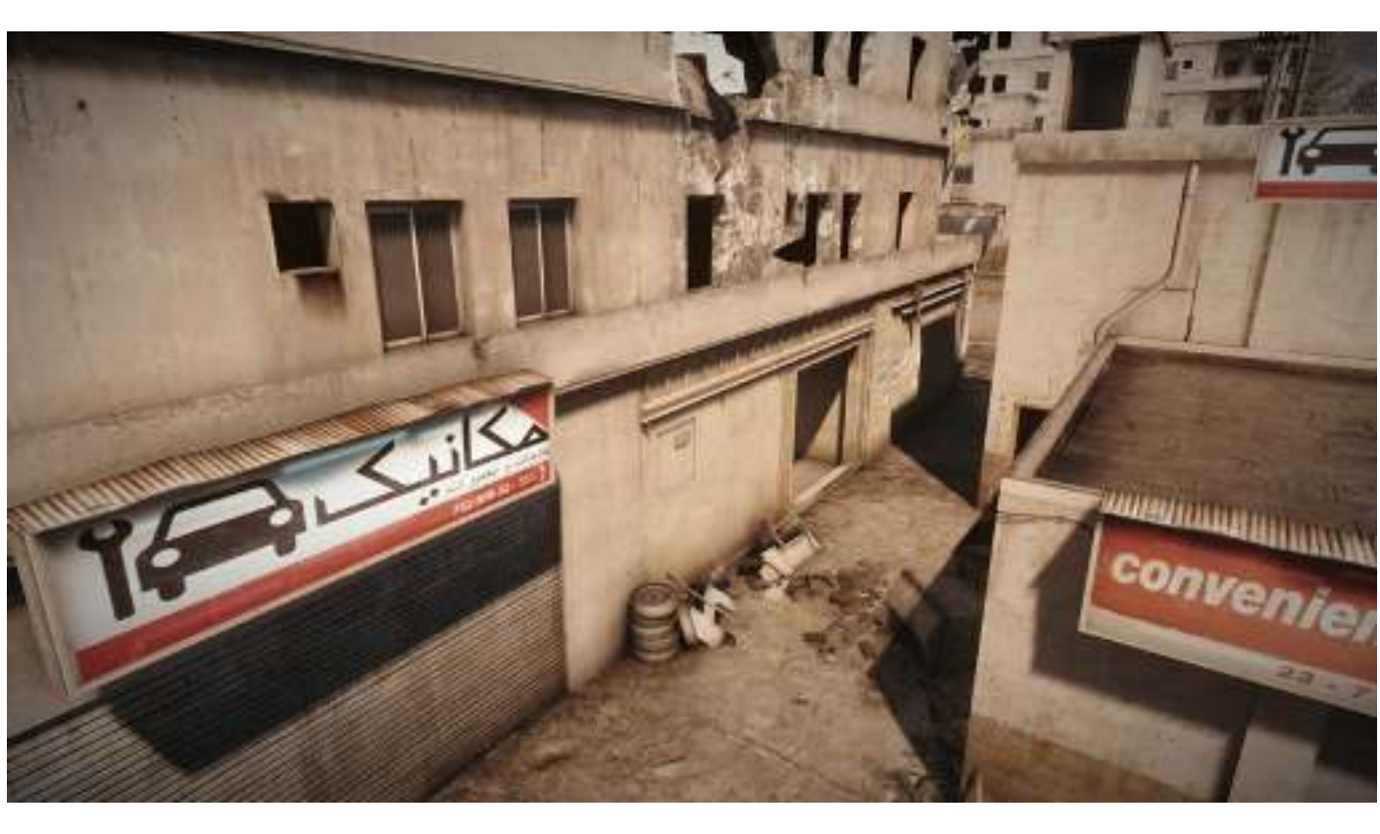


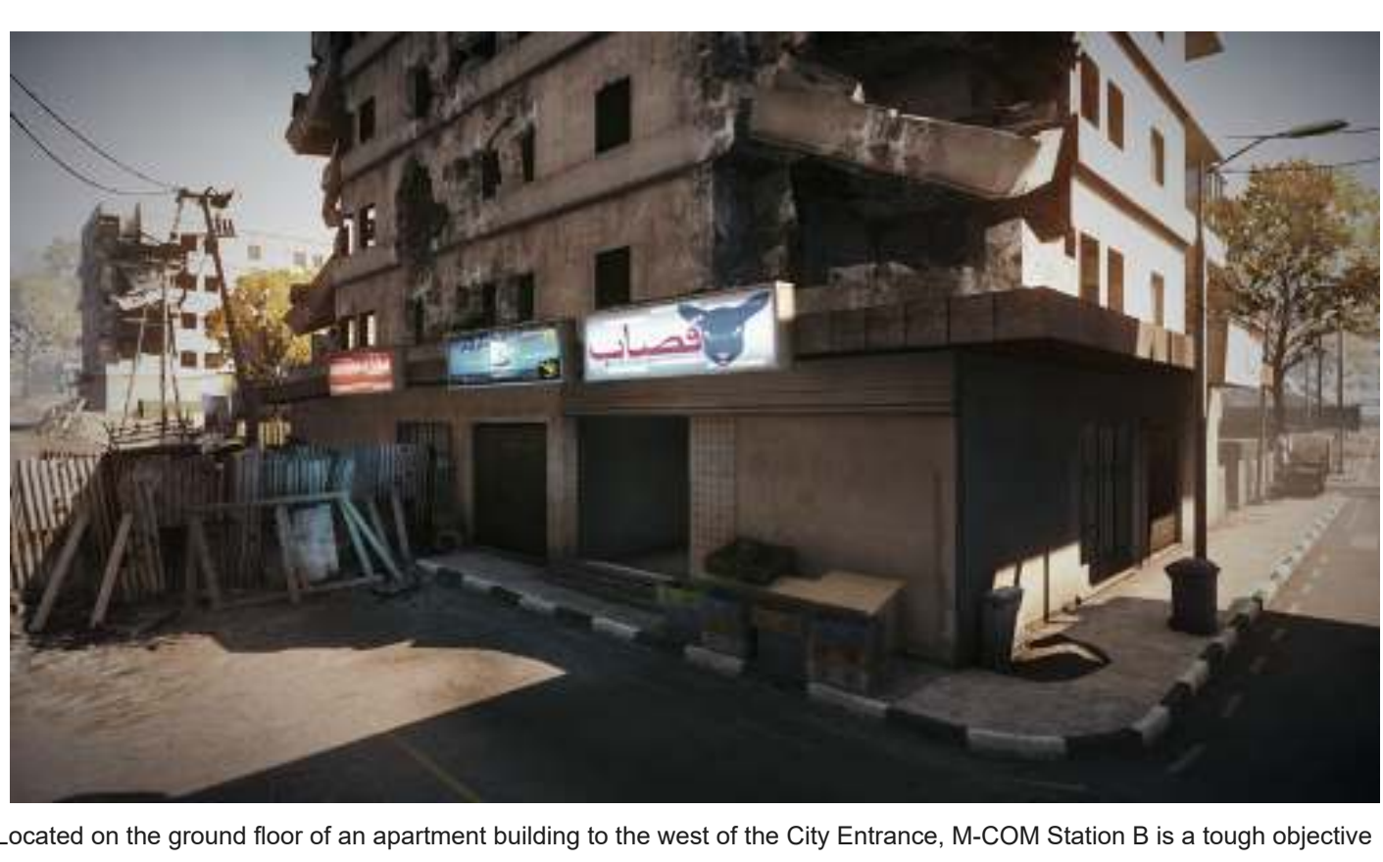
M-COM Station A is located in the small plaza at the City Entrance. Given the exposed nature of this objective, the US attackers must thoroughly secure the surrounding area before attempting to set a charge. The buildings to the south and west are popular overwatch positions for defenders—even the rooftops of these buildings are accessible and give defenders a great vantage point. Vehicles can approach the objective from the streets to the west and south, or from the wide staircase to the north. Defending engineers should consider mining the area around the objective as well as manning the Kornet launcher directly to the south. If infantry attacks fail, the US team may need to rely on their M1 Abrams to overwhelm the defenders here by bombarding the surrounding buildings. At the very least, the M1 Abrams can serve as a deterrent, giving infantry just enough time to rush in and set a charge. Whether arming or disarming a charge here, deploy smoke on the objective for some added concealment amidst the chaos.

M-COM Station B



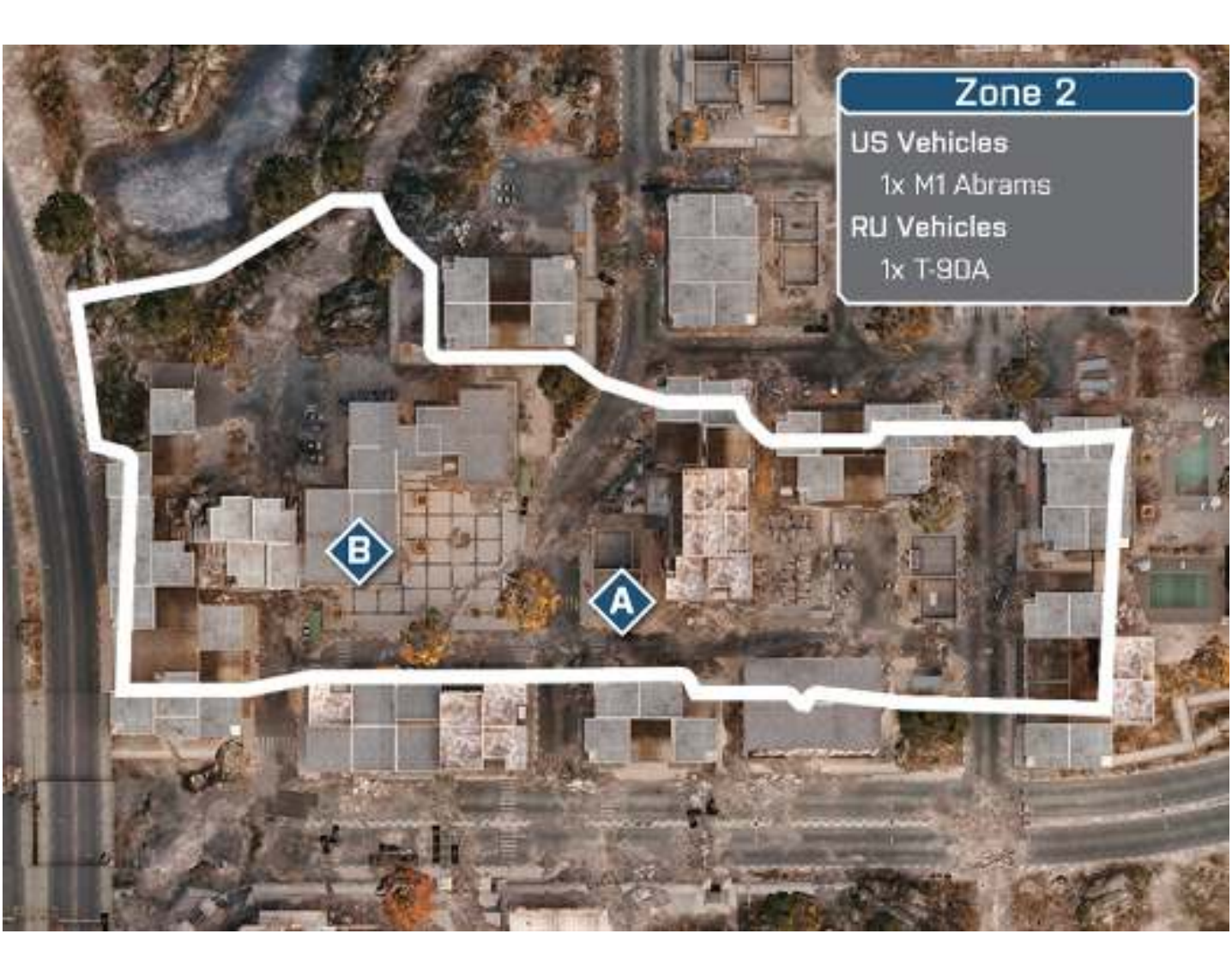




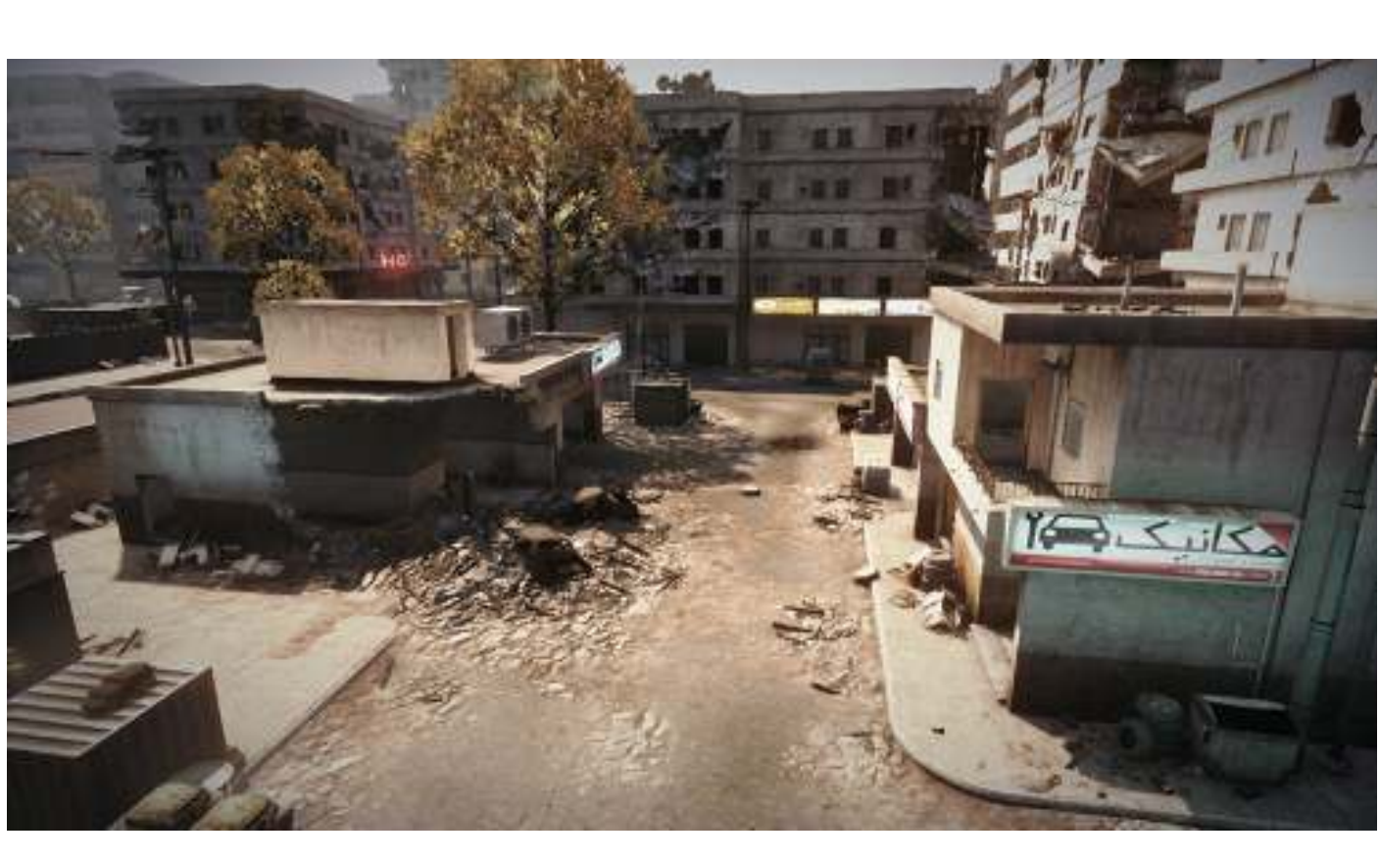


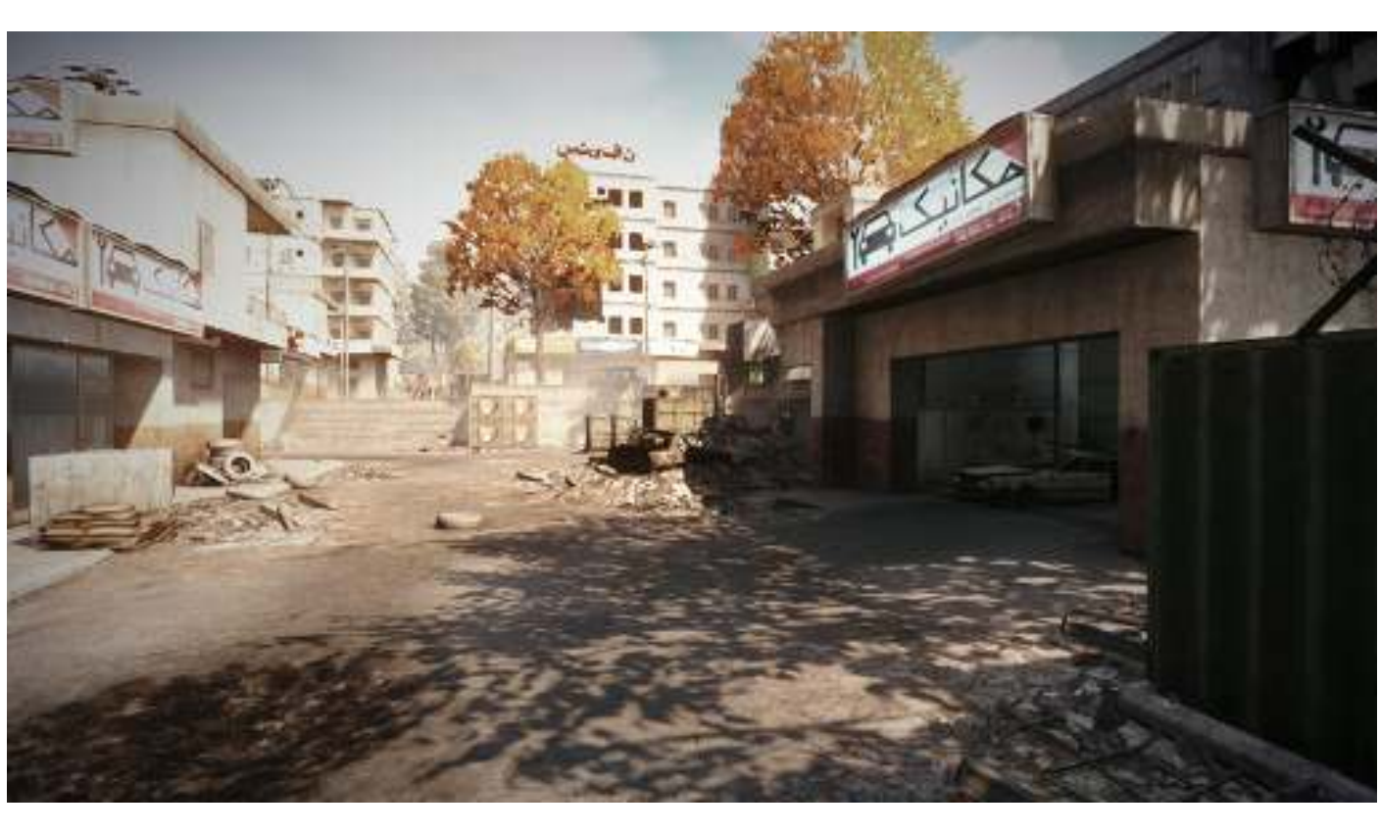
Located on the ground floor of an apartment building to the west of the City Entrance, M-COM Station B is a tough objective to attack and defend, and attempts often lead to heavy casualties for both sides. There are only two entry points into this building: on the east and west sides. For the attackers, the western entrance is the safest route, as it allows infantry to approach the objective from within the building's interior. However, expect heavy close-quarter fighting while pushing through the narrow corridors and doorways—PDWs, shotguns, and grenades dominate here. The eastern entrance is only accessible through a narrow alley. Attackers should approach from this side only when attempting to encircle the defenders in a pincer maneuver, hitting them simultaneously from the east and west. Like the attackers, the defenders should rely on close-quarter weapons as well as booby traps and T-UGS motion sensors. It's also important to constantly monitor the western entrance and eastern alley, preventing the attackers from gaining entry.

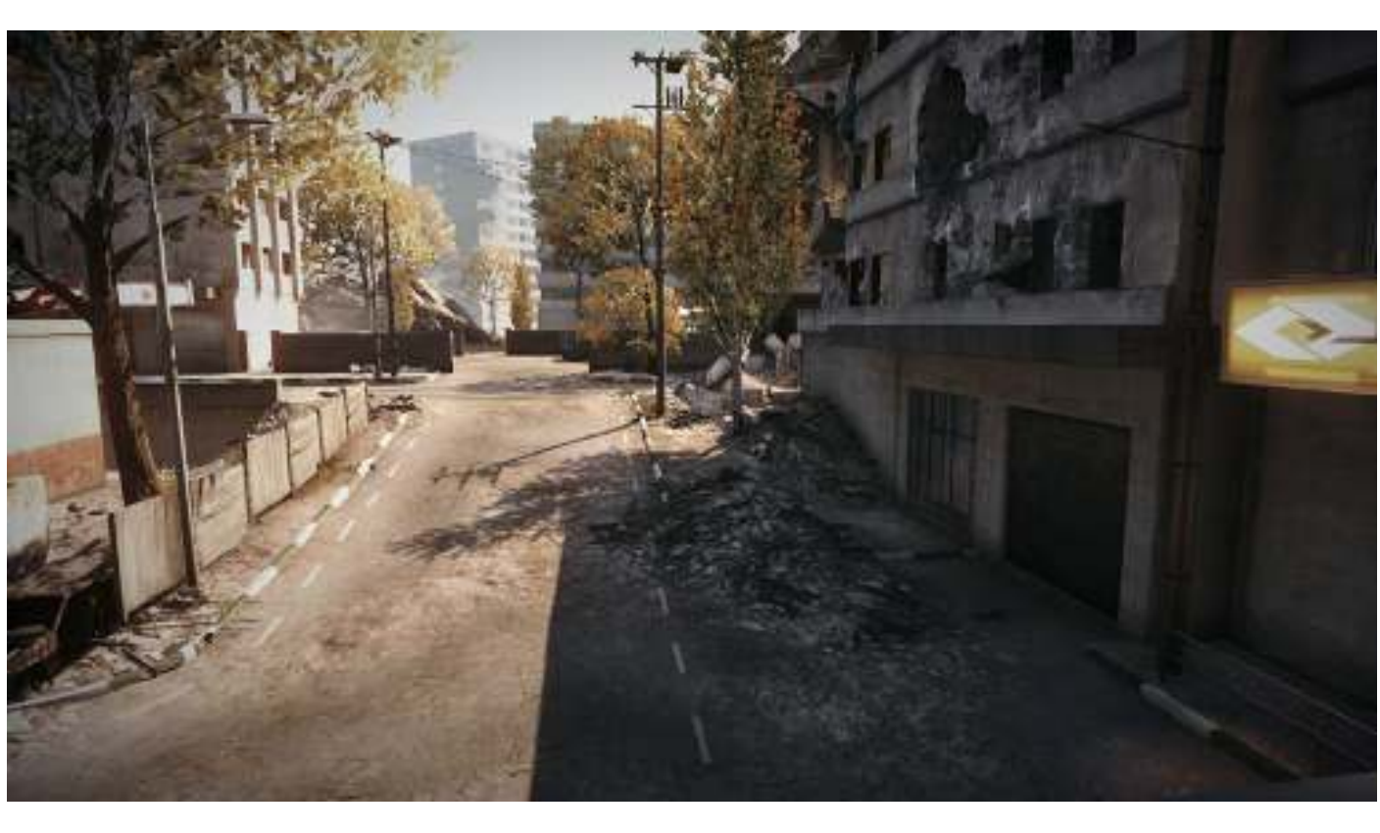
Zone 2: Downtown

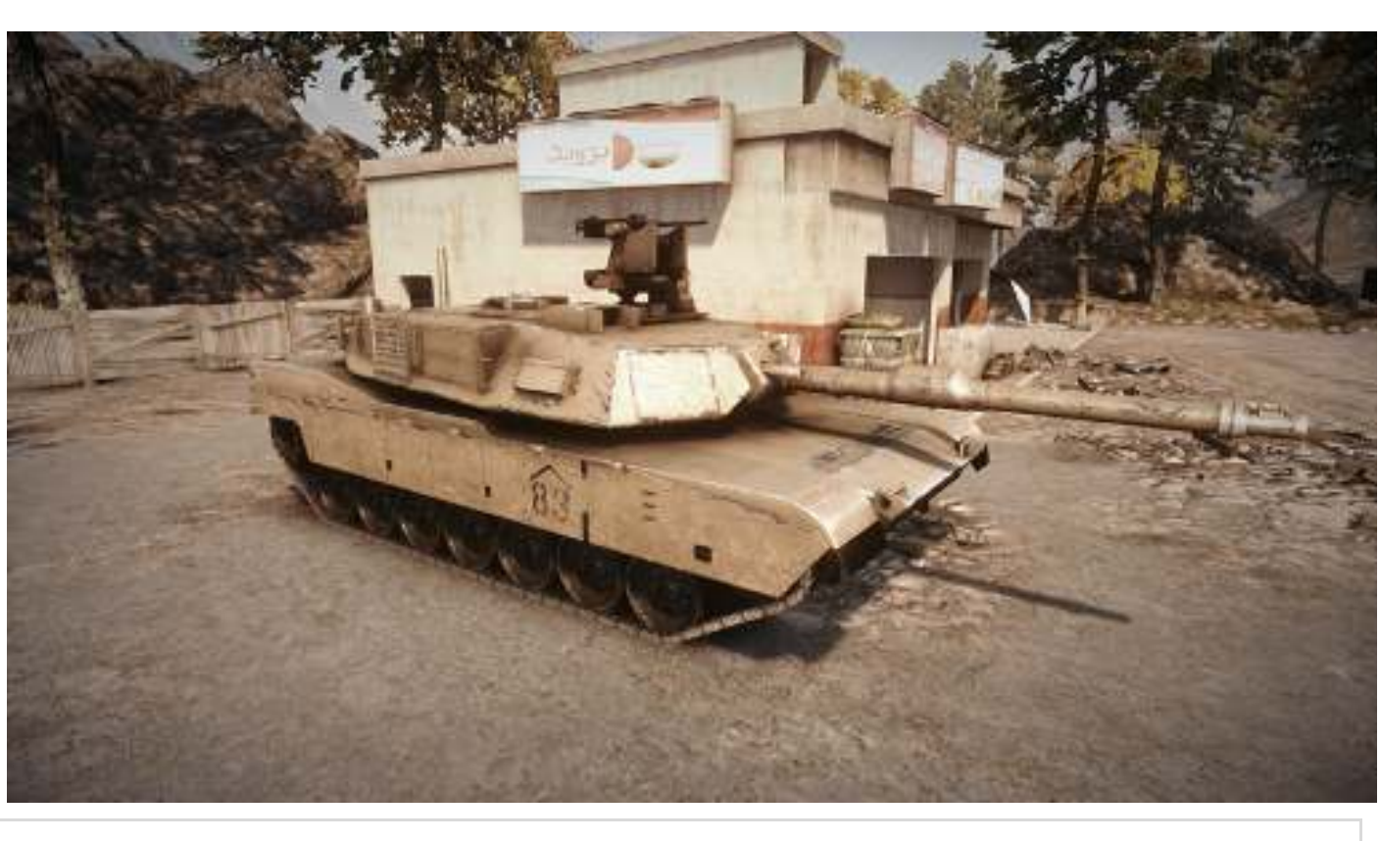


US Deployment







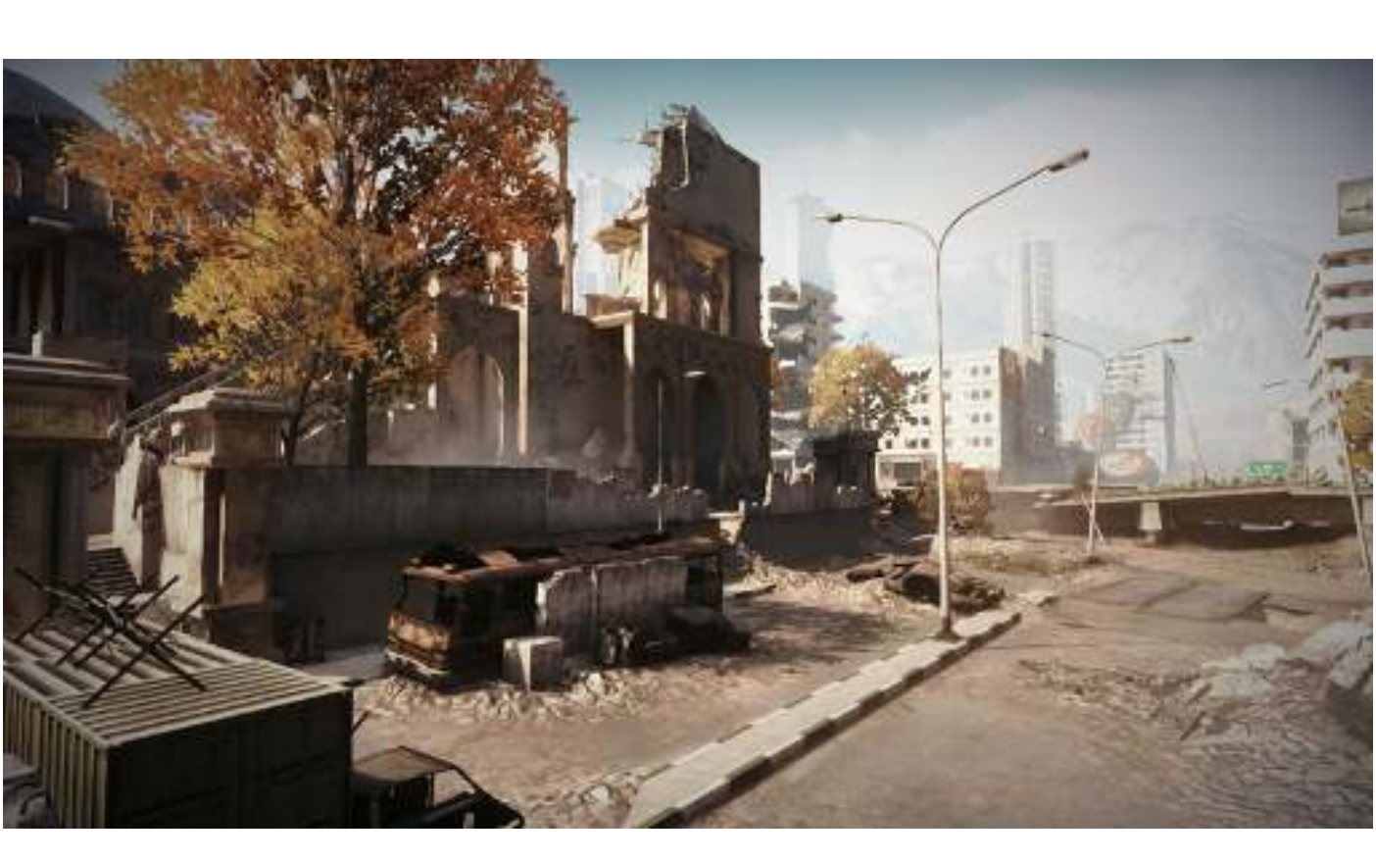


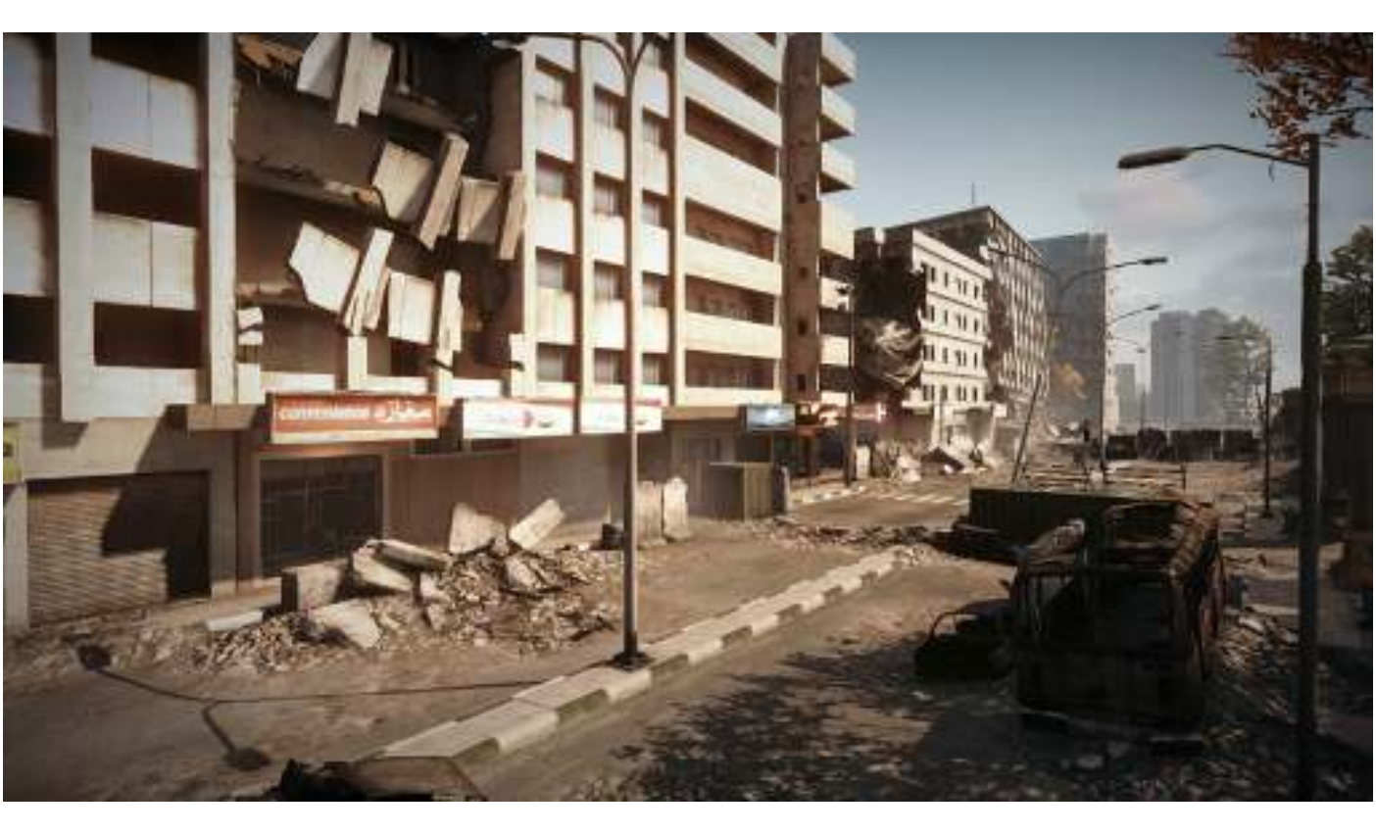
Deployment Area Assets

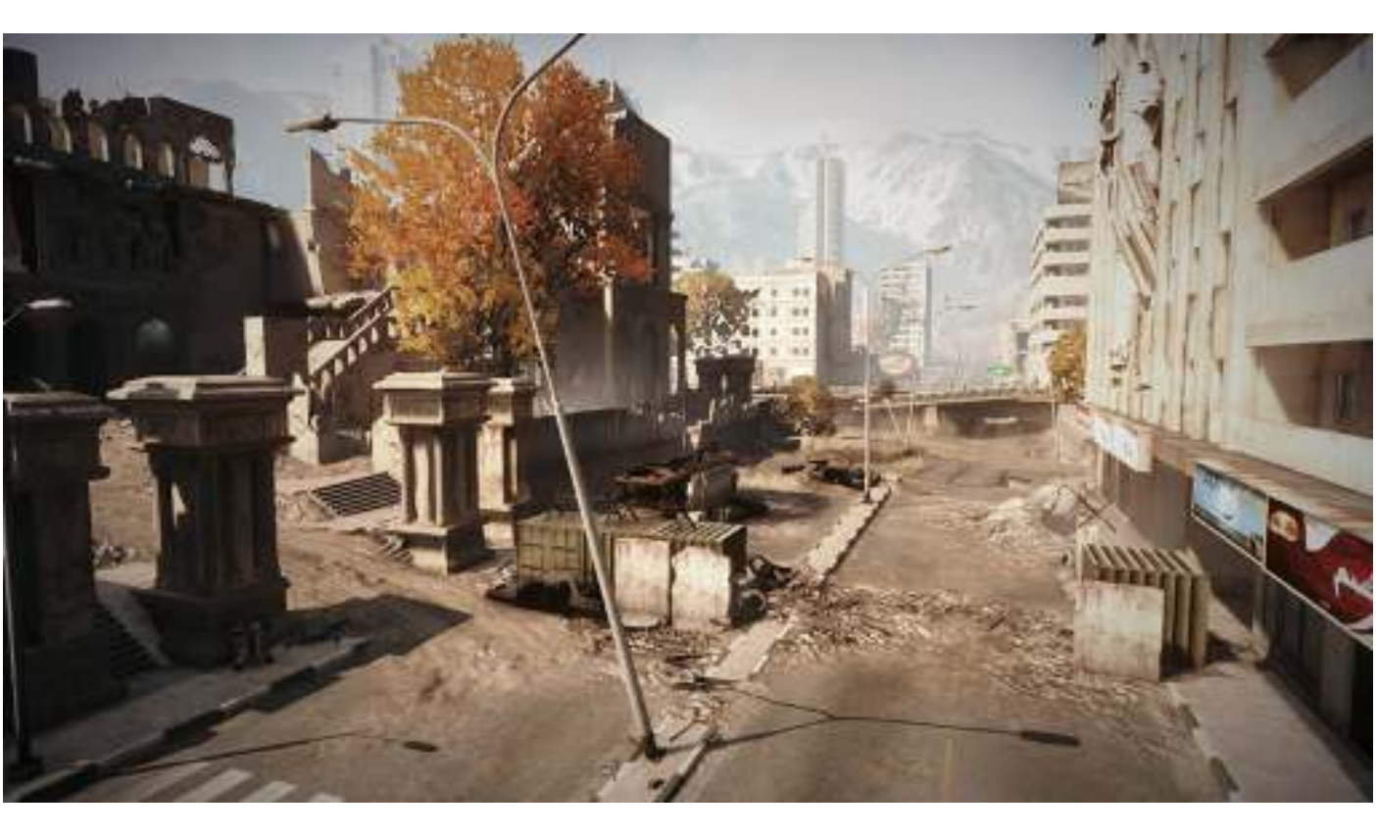
Name	Quantity	Respawn Time
M1 Abrams	1	30 sec.

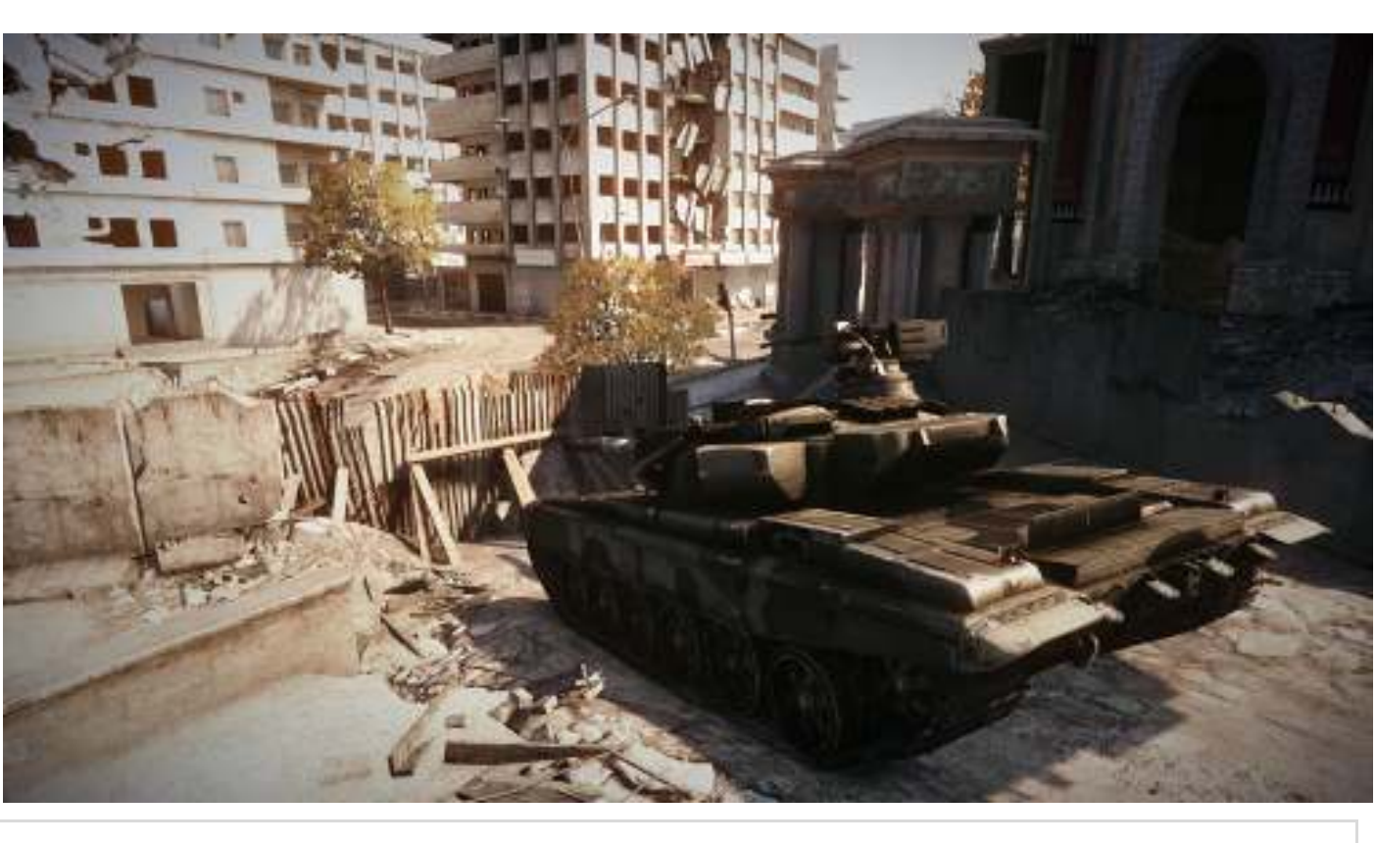
After taking out the first set of objectives, the US deployment area shifts to the City Entrance. While all infantry spawn at the City Entrance, the M1 Abrams still spawns back at the original deployment area to the north. Access this vehicle directly from the spawn screen instead of hiking back to the previous area. The next objectives are located at the Downtown area to the west. Instead of making a beeline for the M-COM station, establish a presence in the Market to south, and deploy Radio Beacons to maintain a spawn point in this area. From the Market, it's easy to sneak up on M-COM Station A and flank it from the east. Flank attacks are also effective against M-COM Station B. Instead of sprinting across the exposed plaza, sneak in from the west side and secure the surrounding storefronts before attempting to set a charge. While infantry fight for control around both objectives, get the M1 Abrams into the fight by approaching the Downtown from the east—this is a great way to flank the RU team's T-90A, which is usually posted in the street between the objectives.

RU Deployment







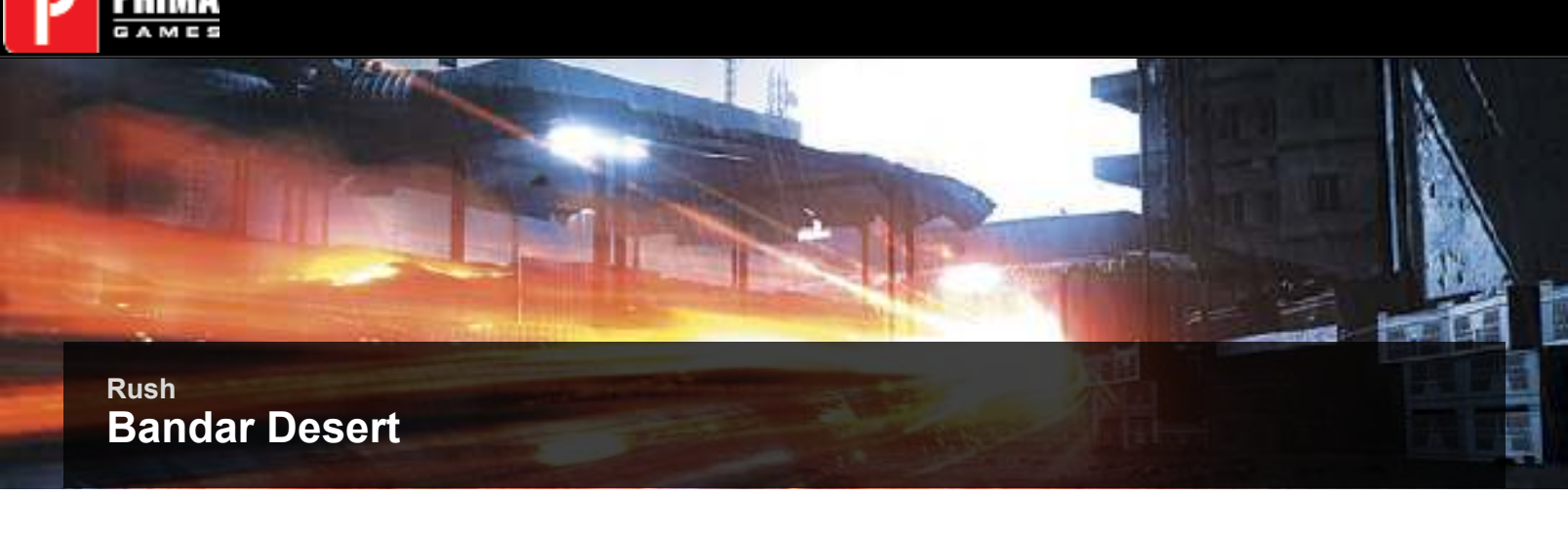


Deployment Area Assets

Name	Quantity	Respawn Time
T-90A	1	50 sec.

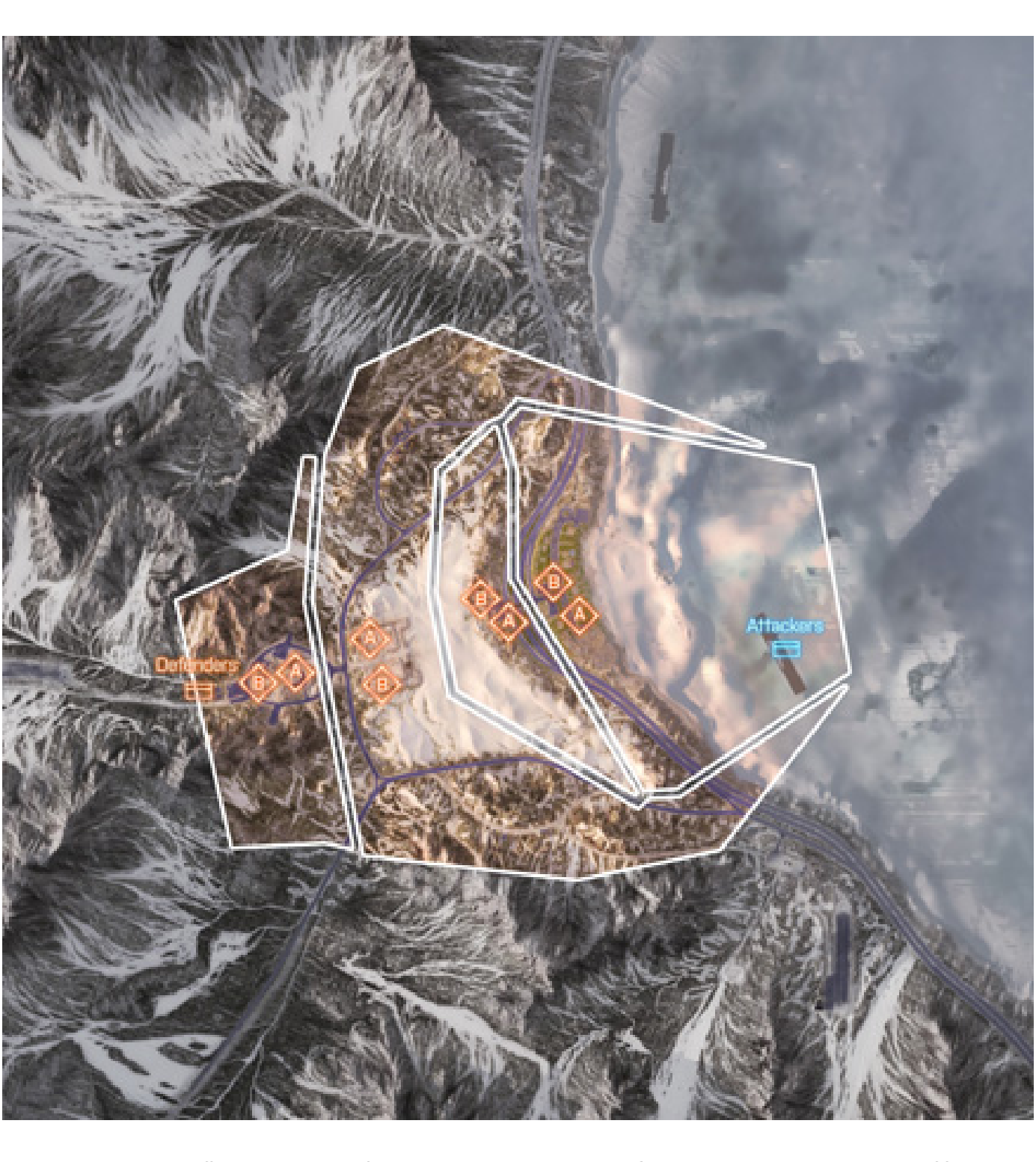
Following the loss of the objectives at the City Entrance, the RU team deploys in the street north of the Palace in preparation for the next phase of the battle. At the start of this phase, the RU team gets a few extra seconds to make their defensive preparations before the US team can enter the Downtown area. Use this time to rush troops to each objective. Given its close proximity to the US deployment area at the City Entrance, M-COM Station A is likely to come under attack first. So move infantry into the surrounding buildings and watch for enemy movement in the Market to the east. Meanwhile, secure the plaza where M-COM Station B is located by occupying the surrounding storefronts. Position the T-90A in the street between the two objectives. From here it can cover the northern approach (most likely traveled by the M1 Abrams) as well as respond to attacks on either objective. Engineers must support the T-90A by performing repairs and attacking the M1 Abrams with rocket launchers and mines. Keeping the T-90A in the fight is the key to holding out for a victory here.

M-COM Station A



Rush

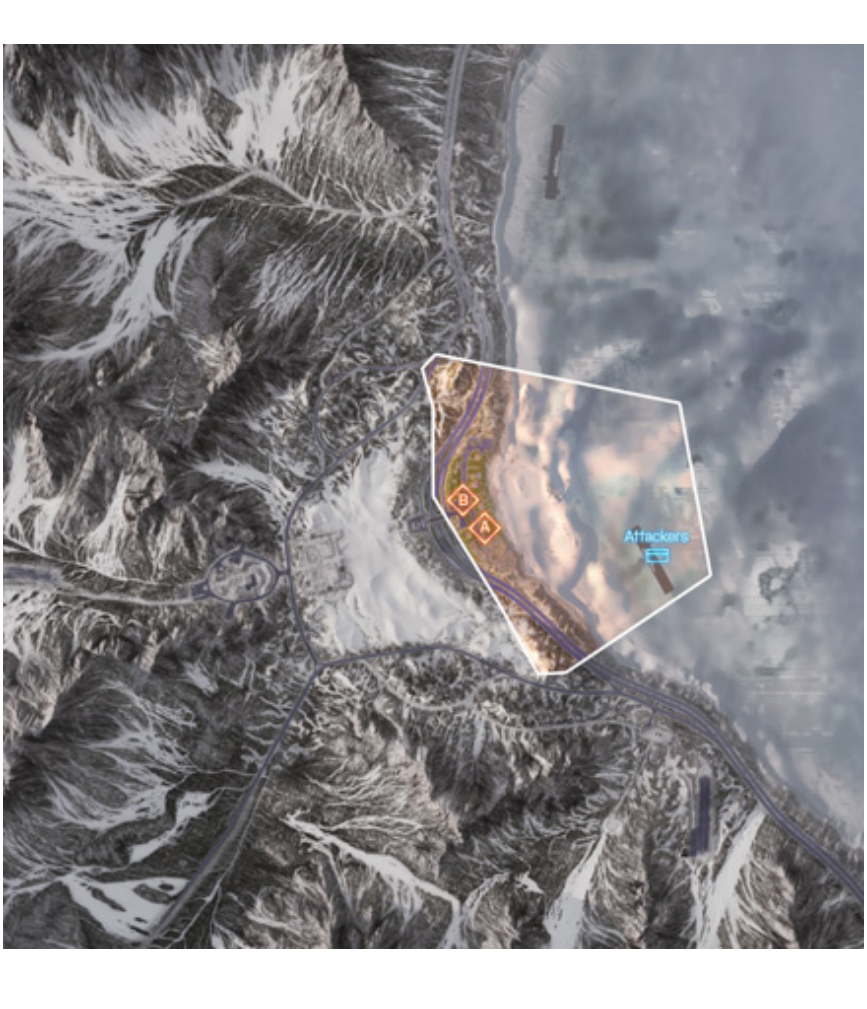
Bandar Desert



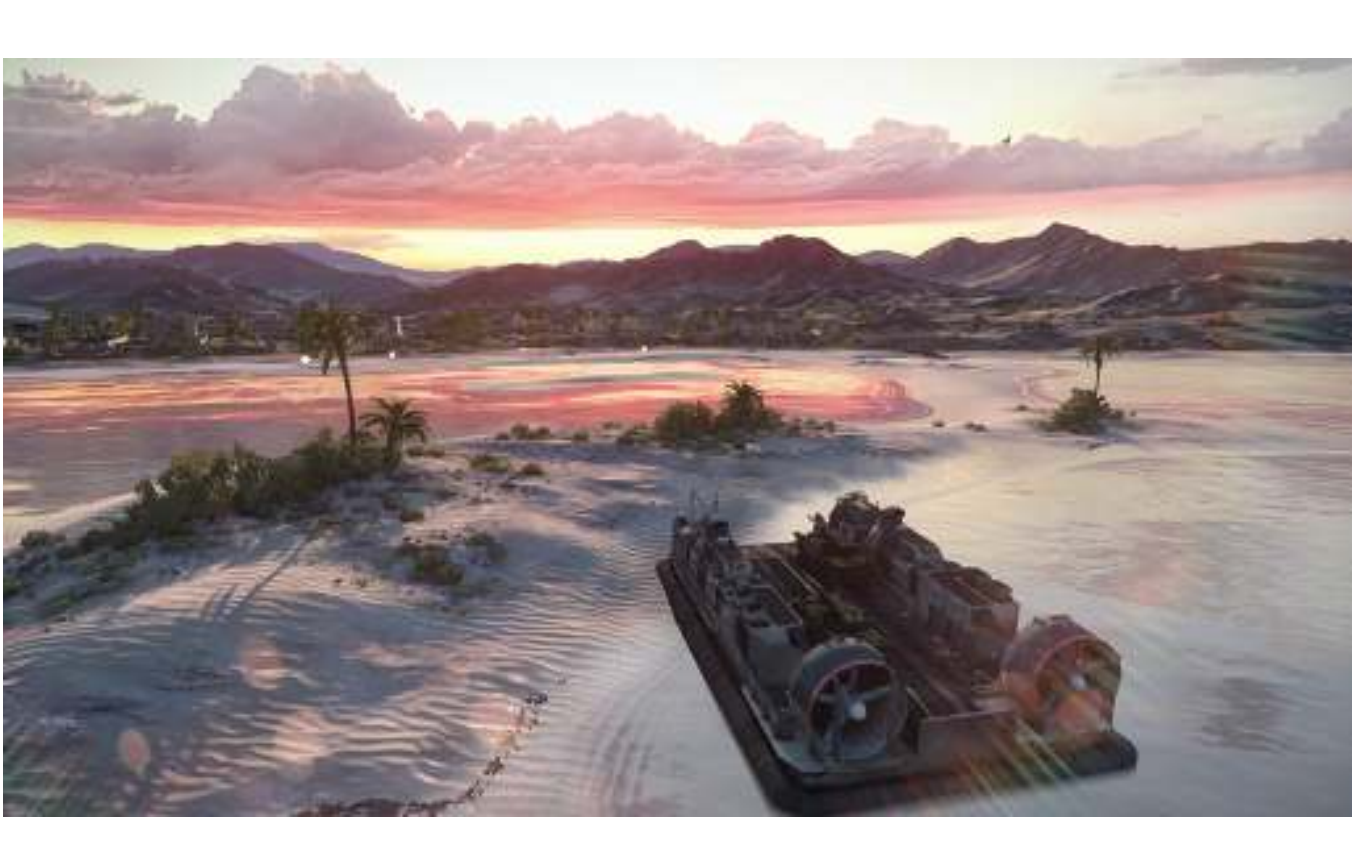
This Rush battle starts off on the east side of the map, at the village, as the US attackers attempt to take control of four separate zones. As in all Rush battles, the attackers have the advantage when it comes to vehicles. But it will take a coordinated effort by the US to knock out all eight M-COM stations. Try to overwhelm the defenders by hitting one objective at a time, simultaneously attacking with tank destroyers and the AMTRAC while using the A-10 and gunship to provide close air support. This is a very large map, and the RU defenders must stay disciplined, focusing on the objectives instead of racing off into the desert in an attempt to hunt down the attackers. Careful deployment (and constant repair) of the tank destroyers and a good SU-25TM pilot can make all the difference for the defenders. But defending engineers are also essential for stopping the onslaught of attacking vehicles. The US team's gunship circling above each zone can also be a game changer. This airborne spawn point and weapons platform is a constant threat to the RU team. So they should look to shoot it down early and often using the SU-25TM or shoulder-fired IGLA missiles. Maintaining air superiority is no easy task for the defenders, but it goes a long way in securing the objectives.

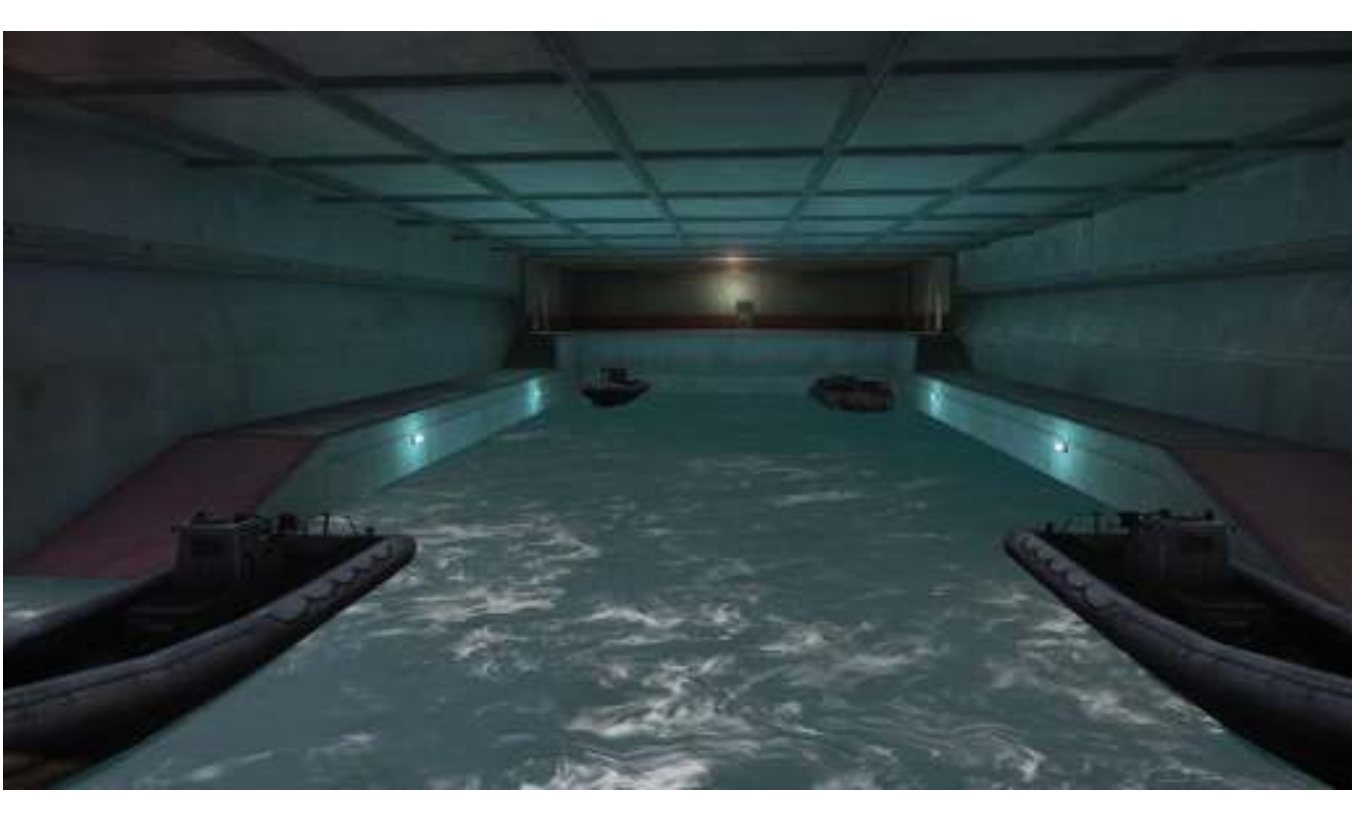
Click here for interactive maps

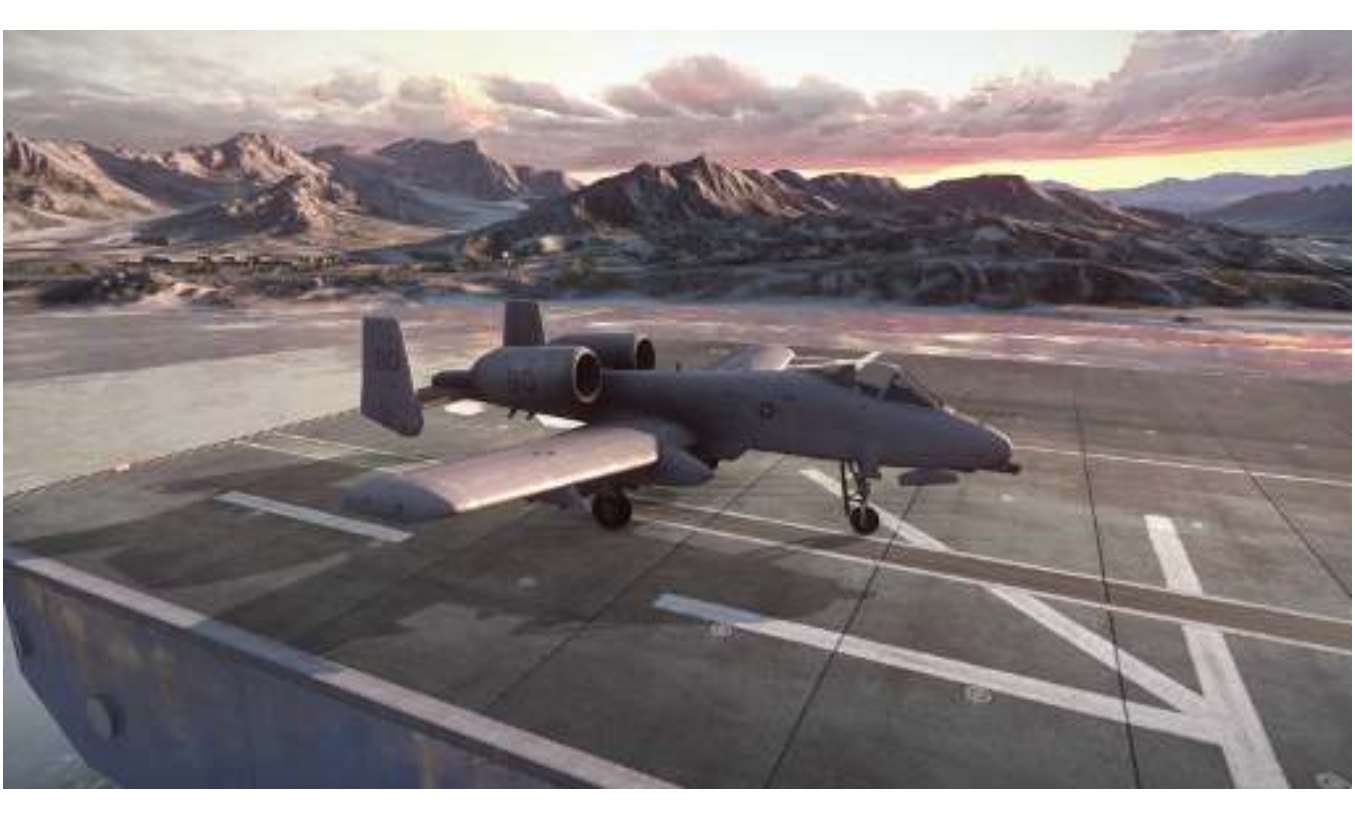
Zone 1: Village

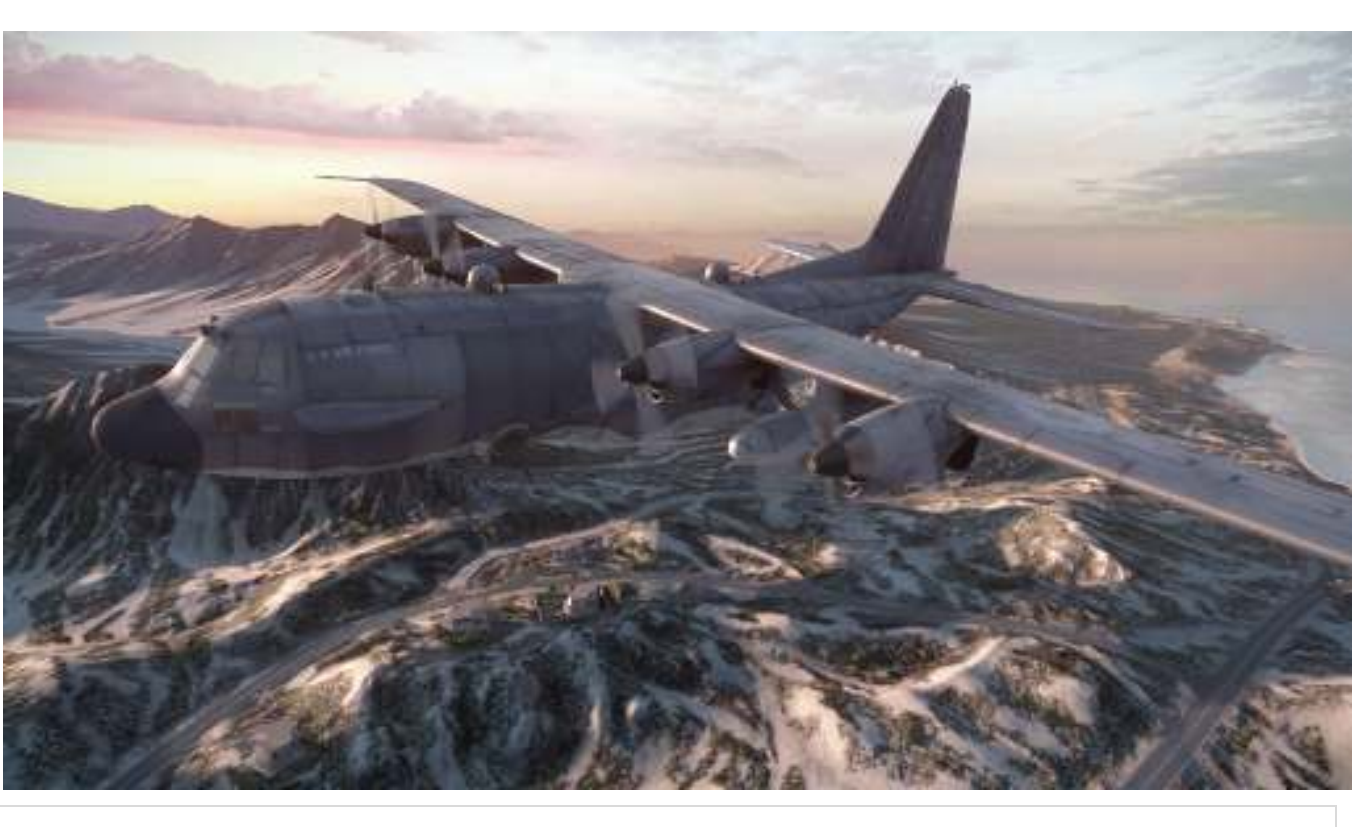


US Deployment







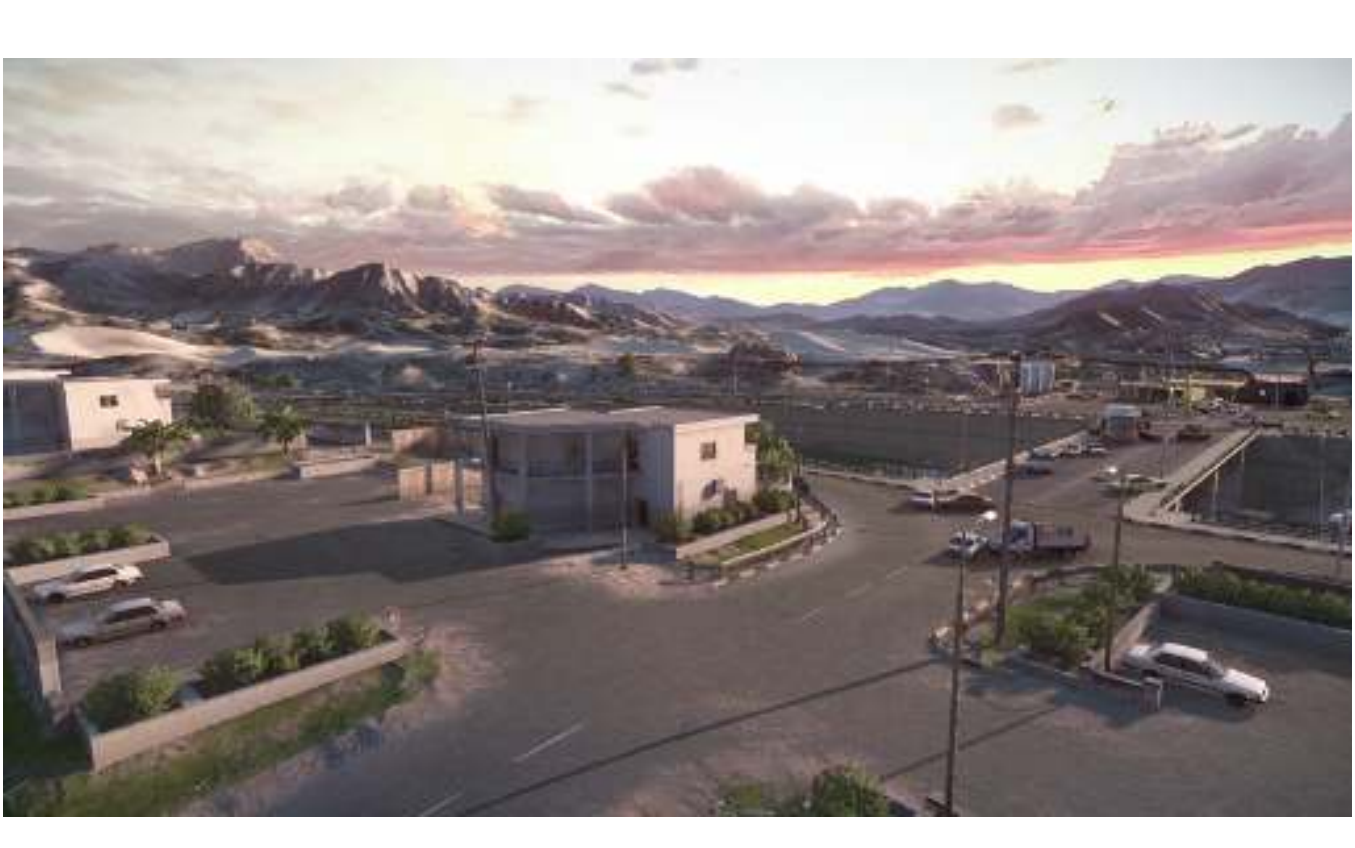


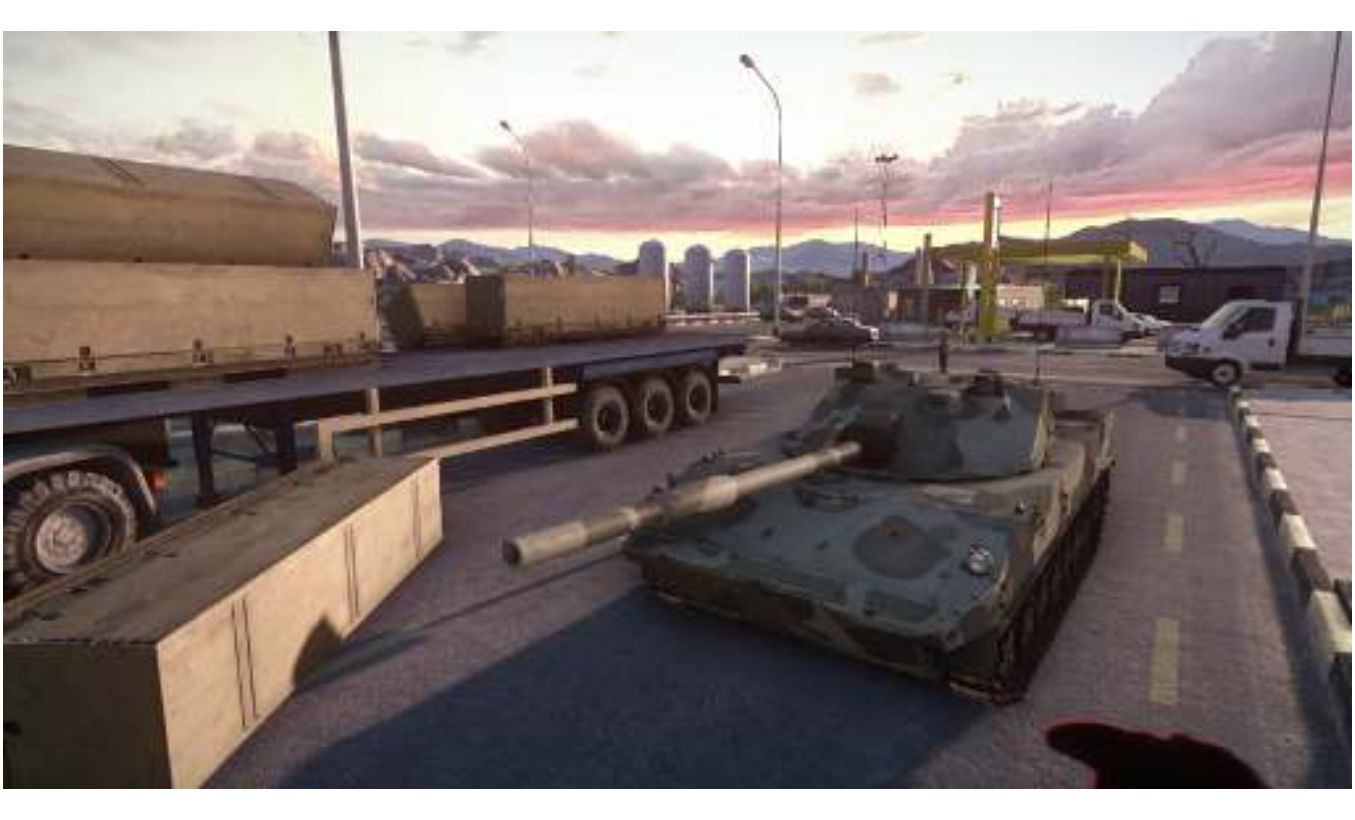
Deployment Area Assets

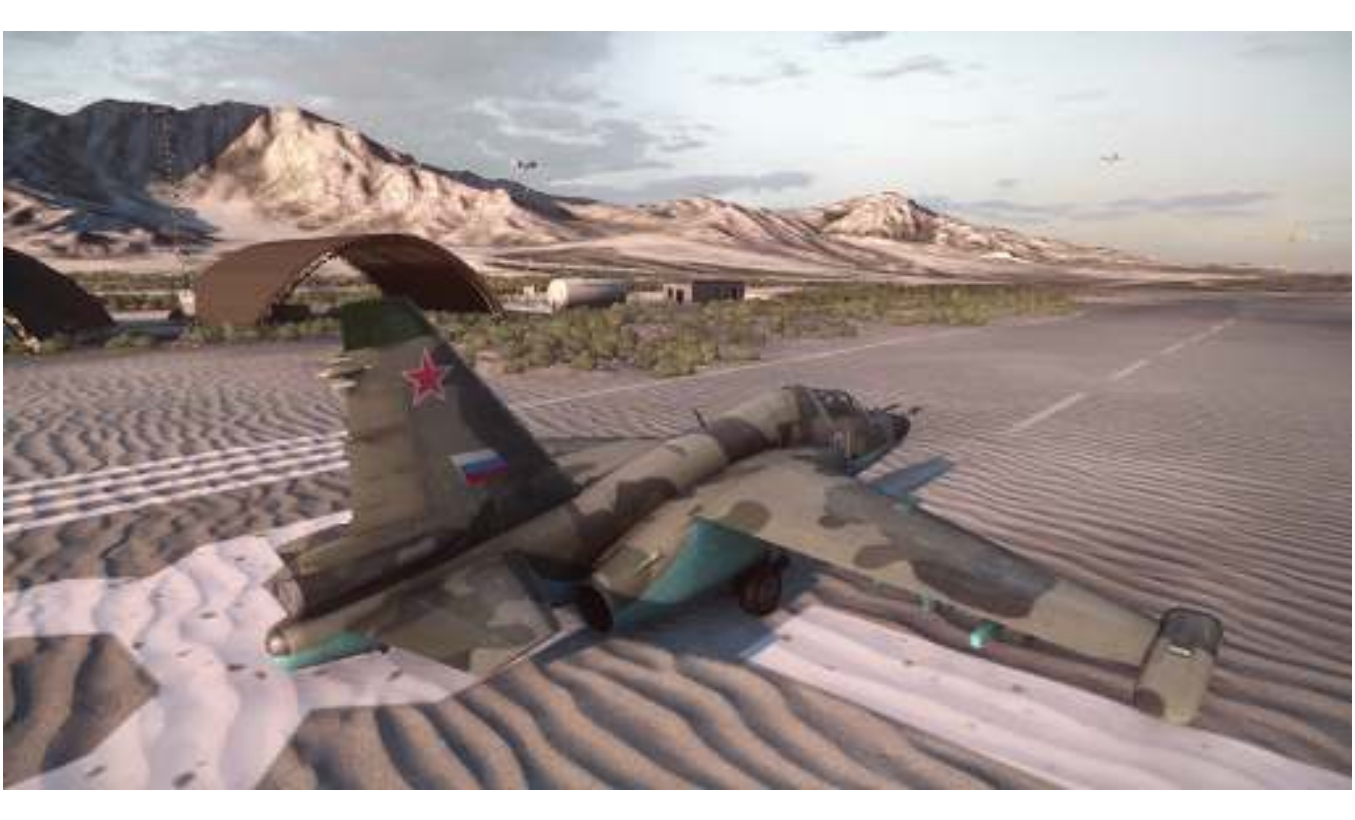
Name	Quantity	Respawn Time
M1128	2	5 sec.
AAV-7A1 AMTRAC	1	60 sec.
RHIB	3	10 sec.
A-10 Thunderbolt	1	40 sec.
Gunship	1	120 sec.
Centurion C-RAM	1	—

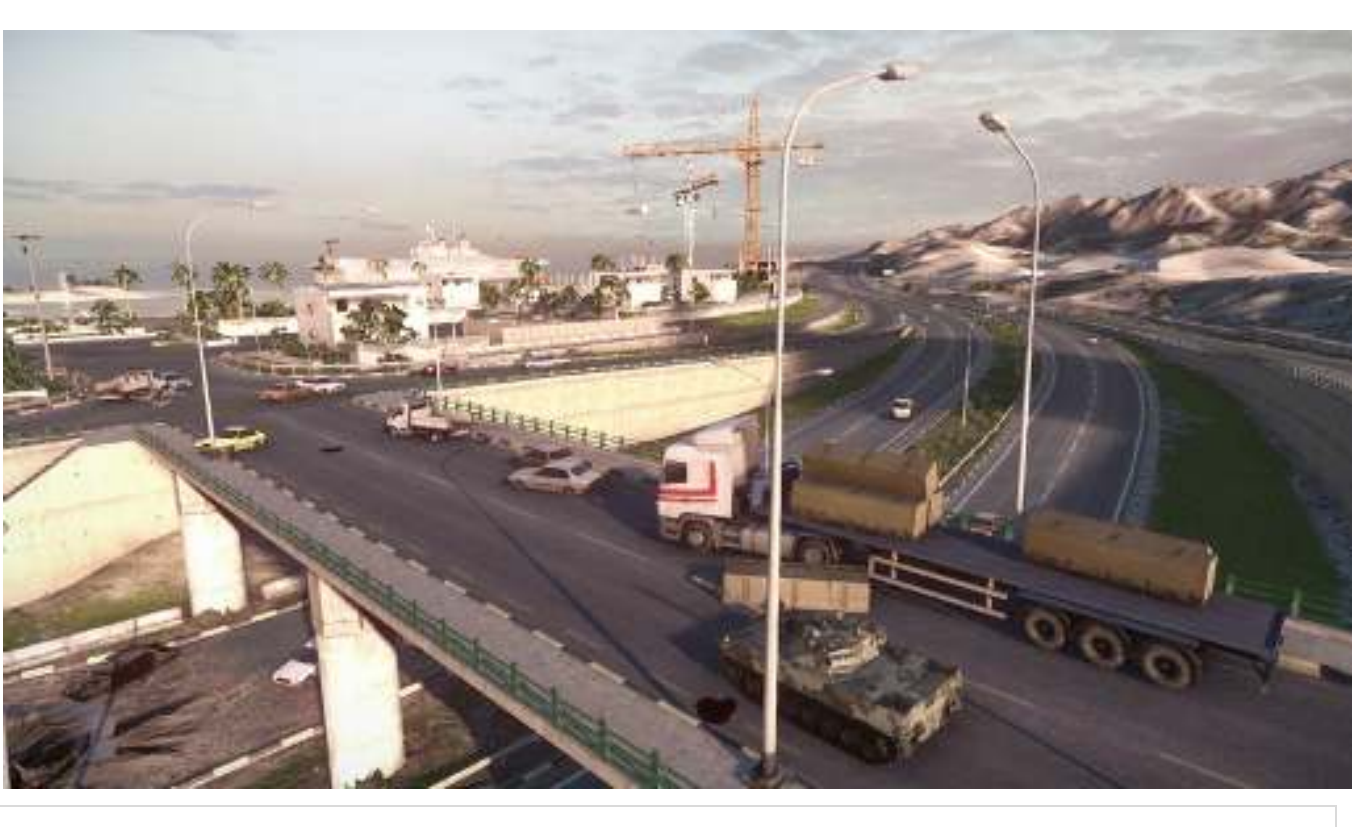
In the first phase of this Rush battle, the US team's vehicle assets are spread across two distinct deployment areas as they prepare their amphibious invasion. The two M1128 tank destroyers spawn on a hovercraft located on the sandy peninsula east of the village. The rest of the US team's assets spawn at the aircraft carrier, including the A-10 Thunderbolt, a few RHIBs, and the AMTRAC. Simply getting troops near the objective is the first challenge for the US. Use the tank destroyers as troop transports, delivering squads to the outskirts of the village. Air-dropping troops via the gunship is also very effective. Once within the village, recon troops should deploy radio beacons within the buildings, giving squad members spawn points close to the objectives. The AMTRAC is also a worthwhile mobile spawn point. Consider parking it out of sight from the RU team and using it to spawn teammates near the village. The A-10 is primarily a ground attack aircraft, but in this battle its main goal is to shoot down the RU team's SU-25TM. The Centurion C-RAM at the aircraft carrier can lend a hand when it comes to clearing the skies. Man this powerful anti-aircraft gun if the RU team's jet is making frequent strafing runs on the carrier or friendly vehicles leaving the carrier.

RU Deployment







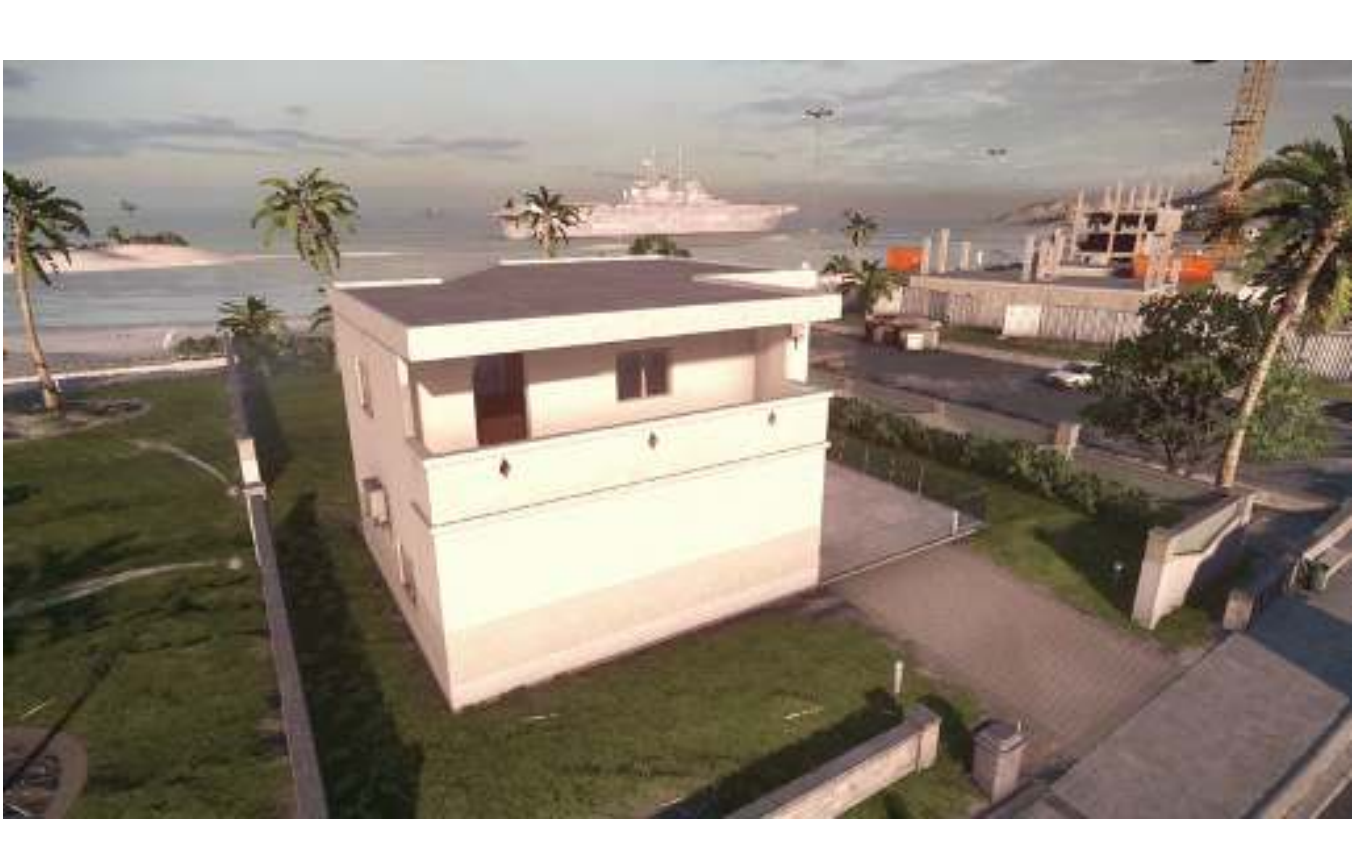


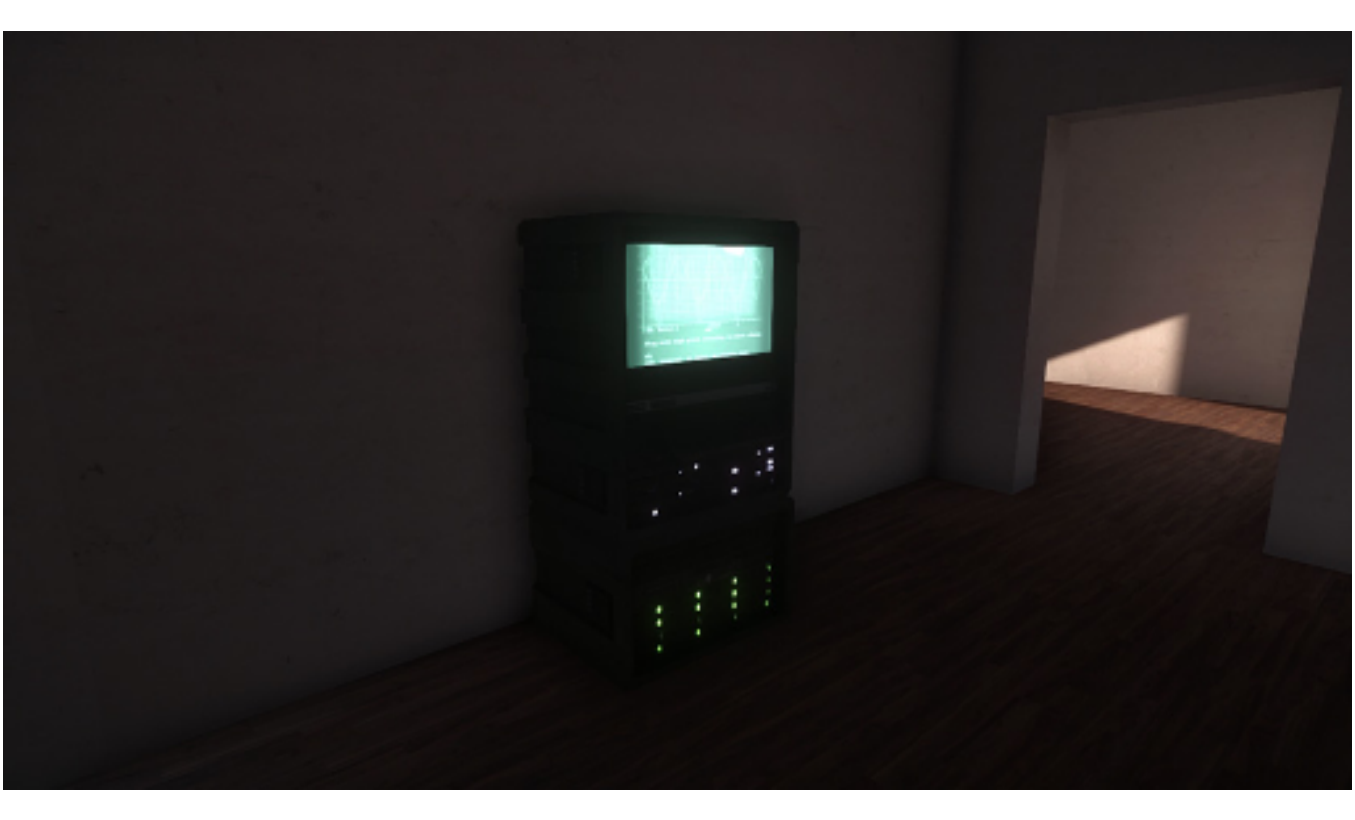
Deployment Area Assets

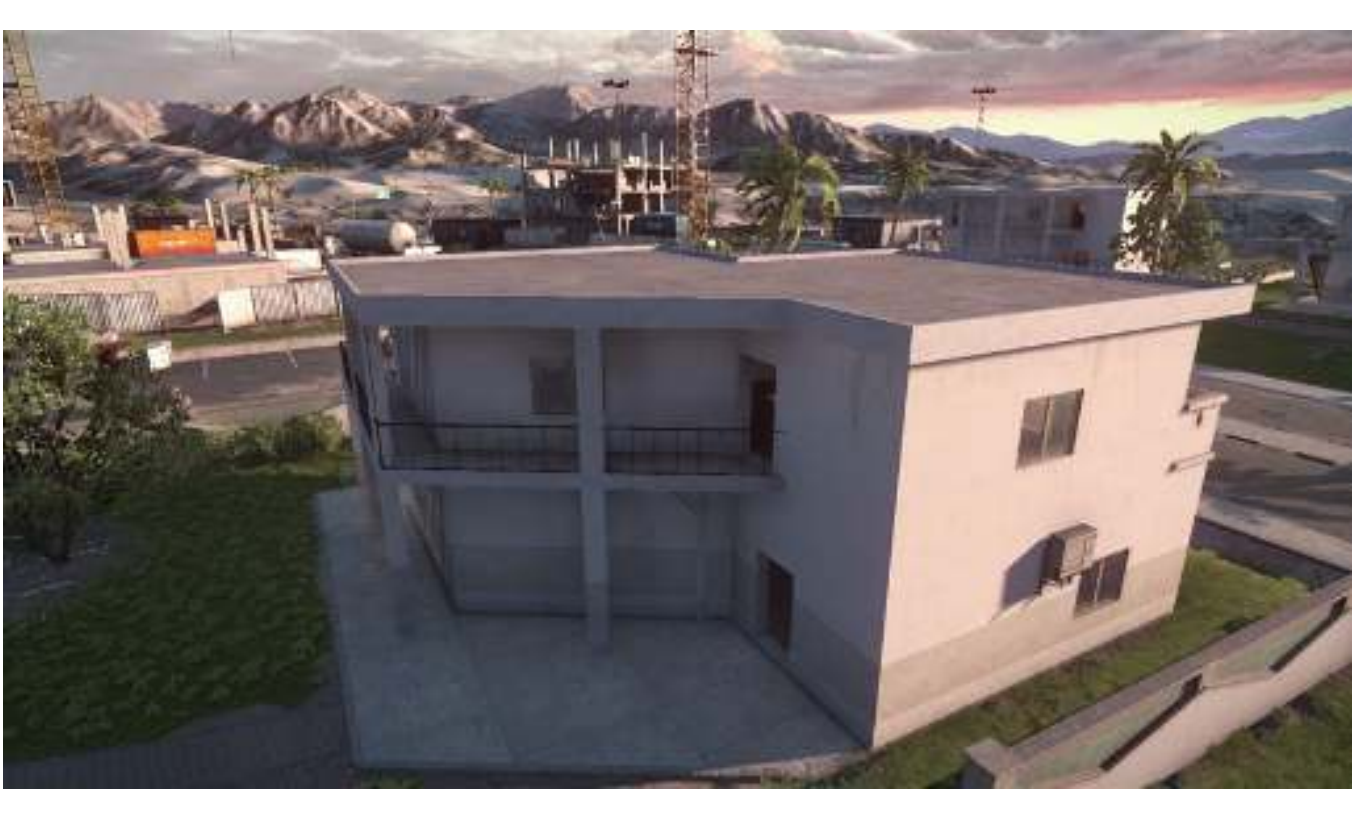
Name	Quantity	Respawn Time
SPRUT-SD	1	40 sec.
SU-25TM Frogfoot	1	40 sec.

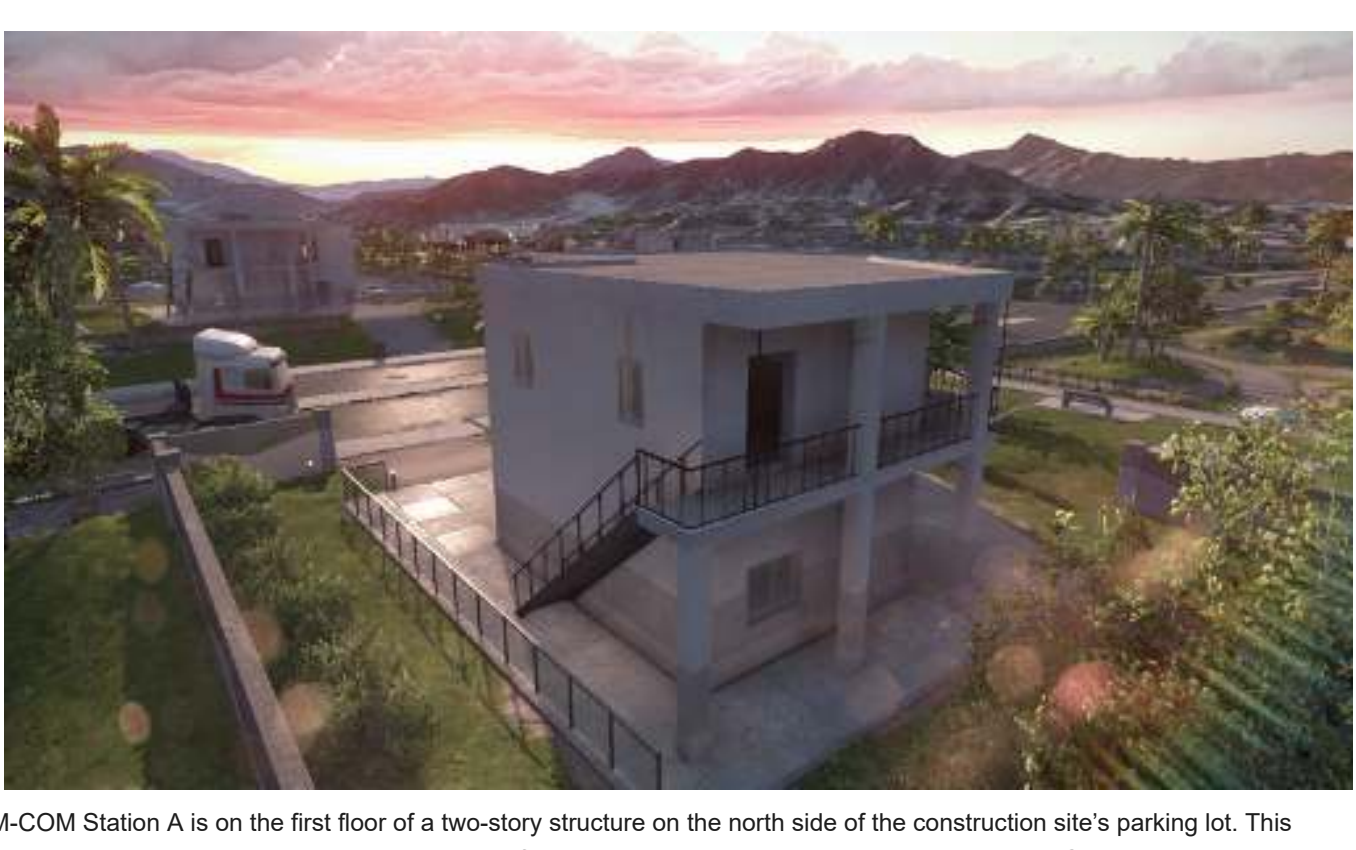
The RU team has a good chance of holding out at the village during this battle. But with only a single SPRUT-SD and one SU-25TM Frogfoot at their disposal, it takes a coordinated effort to hold back the onslaught of attacking vehicles. The defending infantry spawn near the village center while the SPRUT-SD spawns on the overpass near the gas station. Use the SPRUT-SD to transport troops near the objective. But instead of facing off against the attackers as they rush onto the beach, keep the SPRUT-SD and the bulk of defending infantry near the objectives. Consolidating forces around the objectives will make breakthrough attacks by the US team much more difficult. Two of the biggest threats come from the US team's A-10 and gunship. The SU-25TM is the RU team's best chance of shooting down these pesky aircraft. Get the SU-25TM into the air as soon as possible and use heat-seeking missiles to pound away at the gunship and A-10. Shooting down these aircraft gives the defenders on the ground a better chance of holding back the attackers. However, be careful not to fly too close to the US aircraft carrier—if manned, the carrier's Centurion C-RAM can rip a jet to shreds.

M-COM Station A



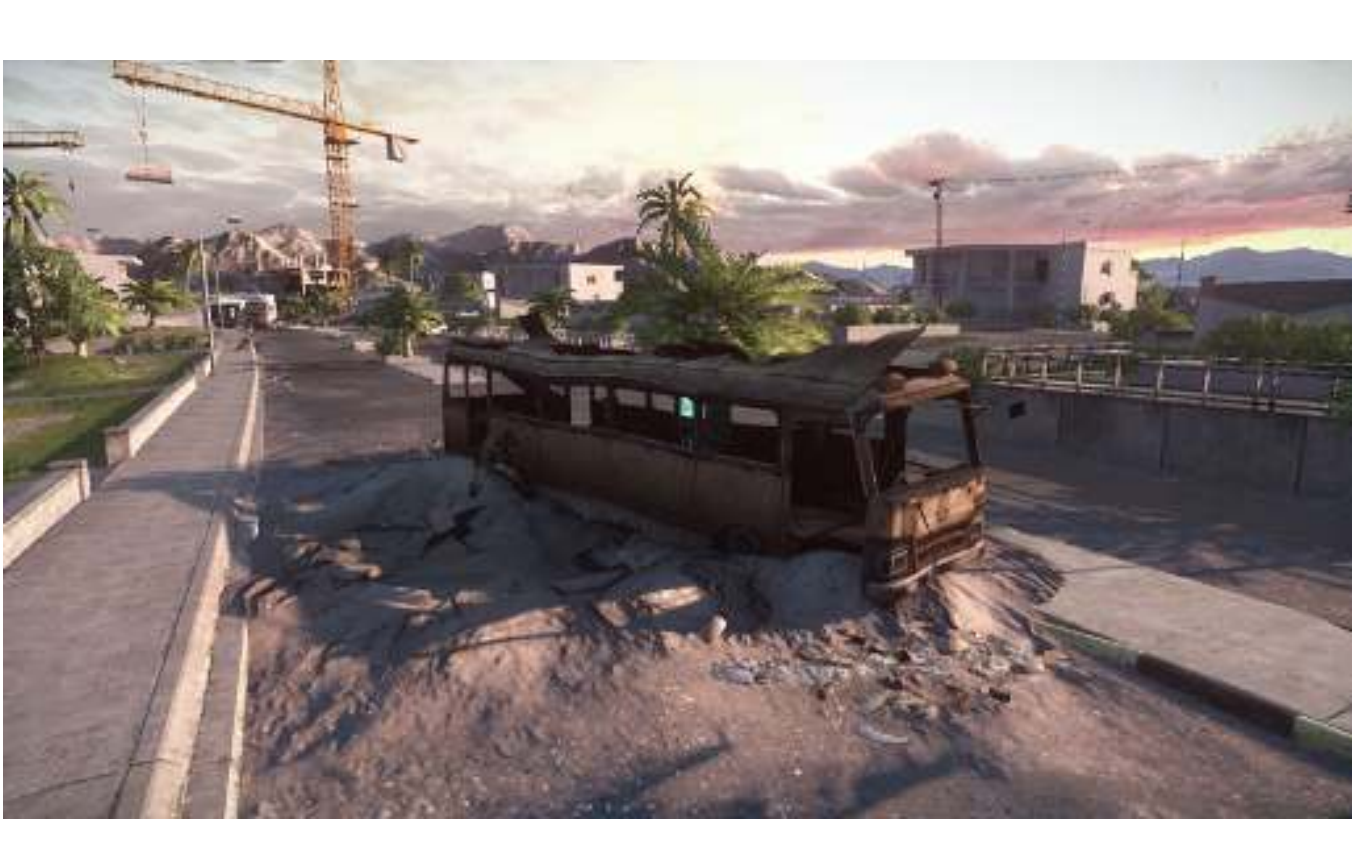


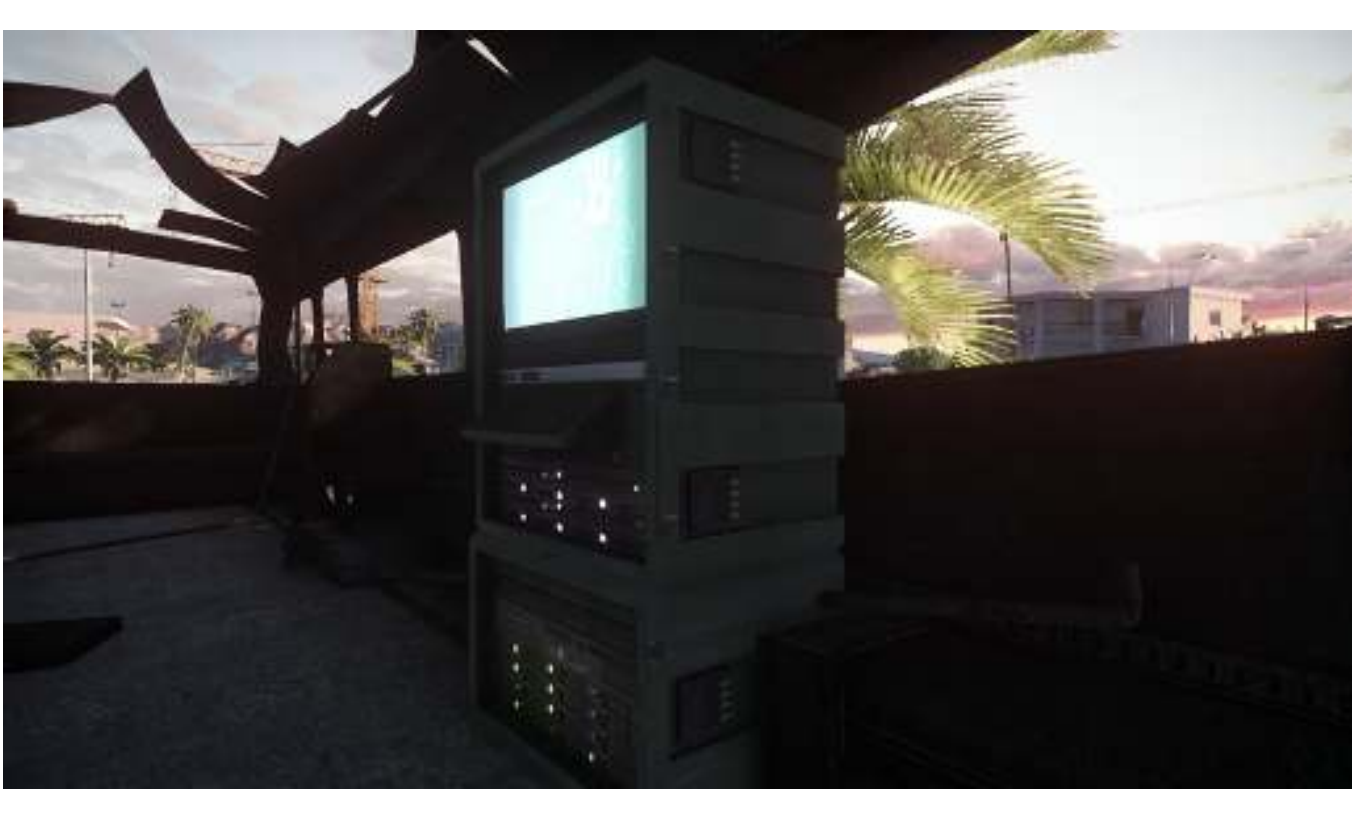


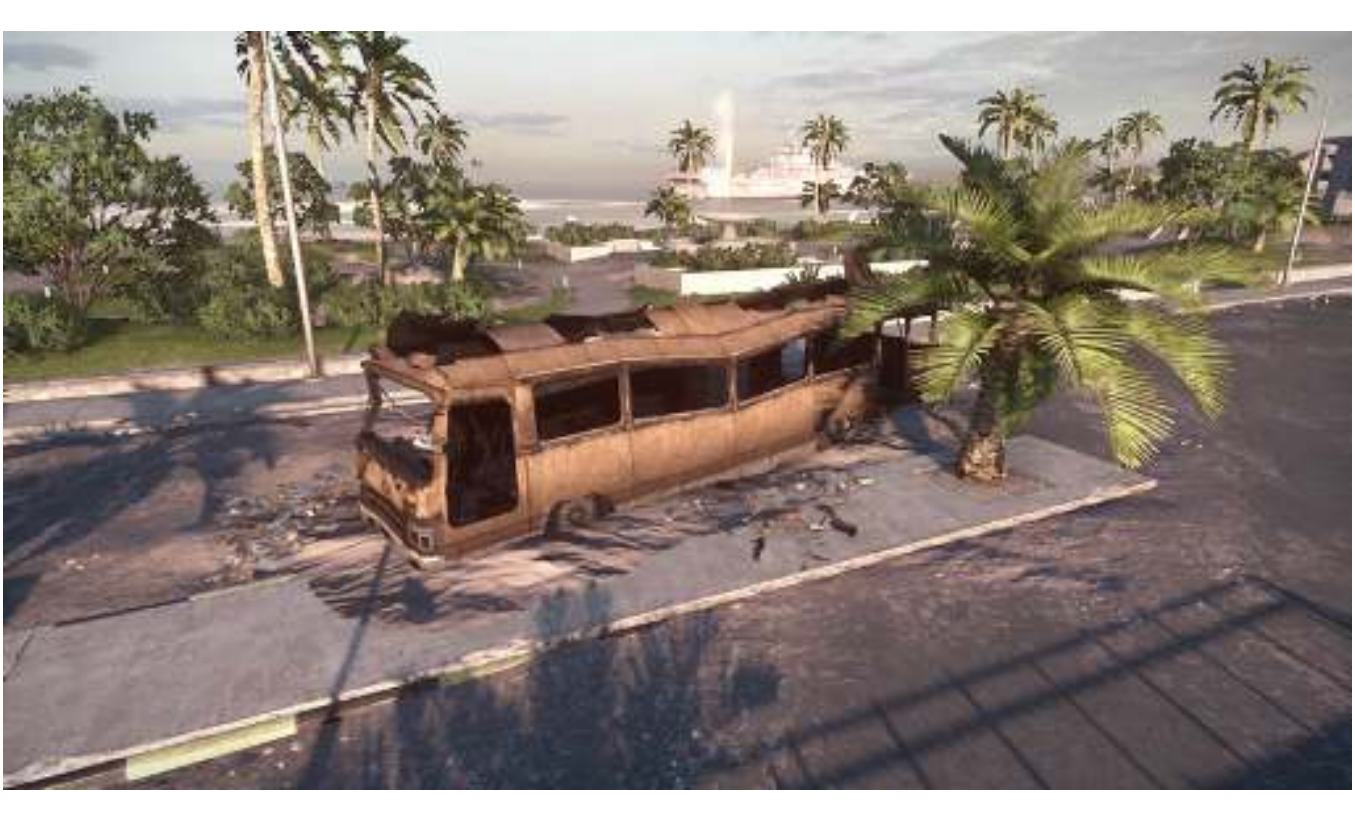


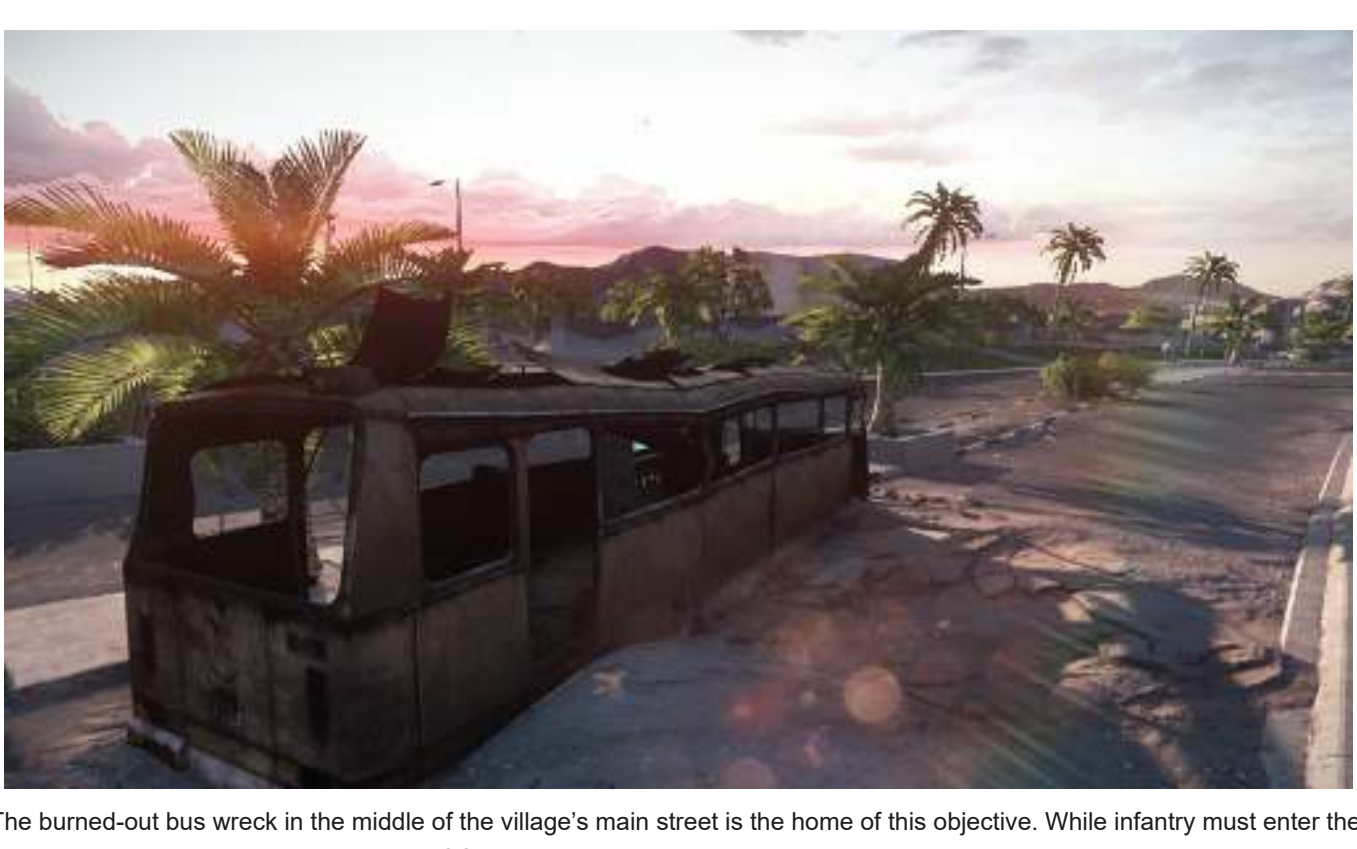
M-COM Station A is on the first floor of a two-story structure on the north side of the construction site's parking lot. This nondescript concrete house is easily accessible from the beach and is likely to be rushed by the US team's M1128 tank destroyers early during the round, often before the RU defenders can establish a perimeter. But if the US team can't reach this location quickly, attackers should prepare for booby traps and close-quarters fighting within the house. Instead of utilizing the building's few ground-floor entry points, consider making one of your own by blowing holes in the perimeter walls with rocket launchers or other explosive weapons. The interior of the house is rather dark, making it the ideal location for laser sight and tactical light attachments. If the RU team hopes to hold onto this objective, they need to move troops here fast using the SPRUT-SD as a transport. This is often the first M-COM station to come under attack, so it pays to be ready for anything.

M-COM Station B



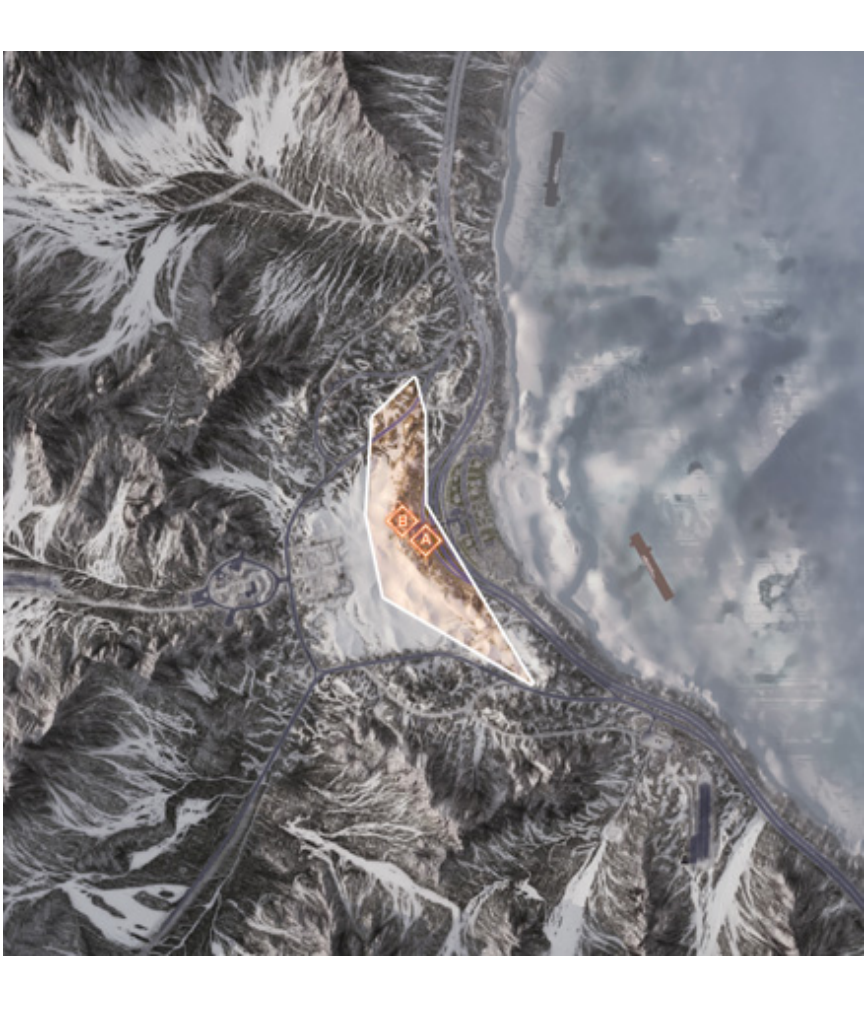




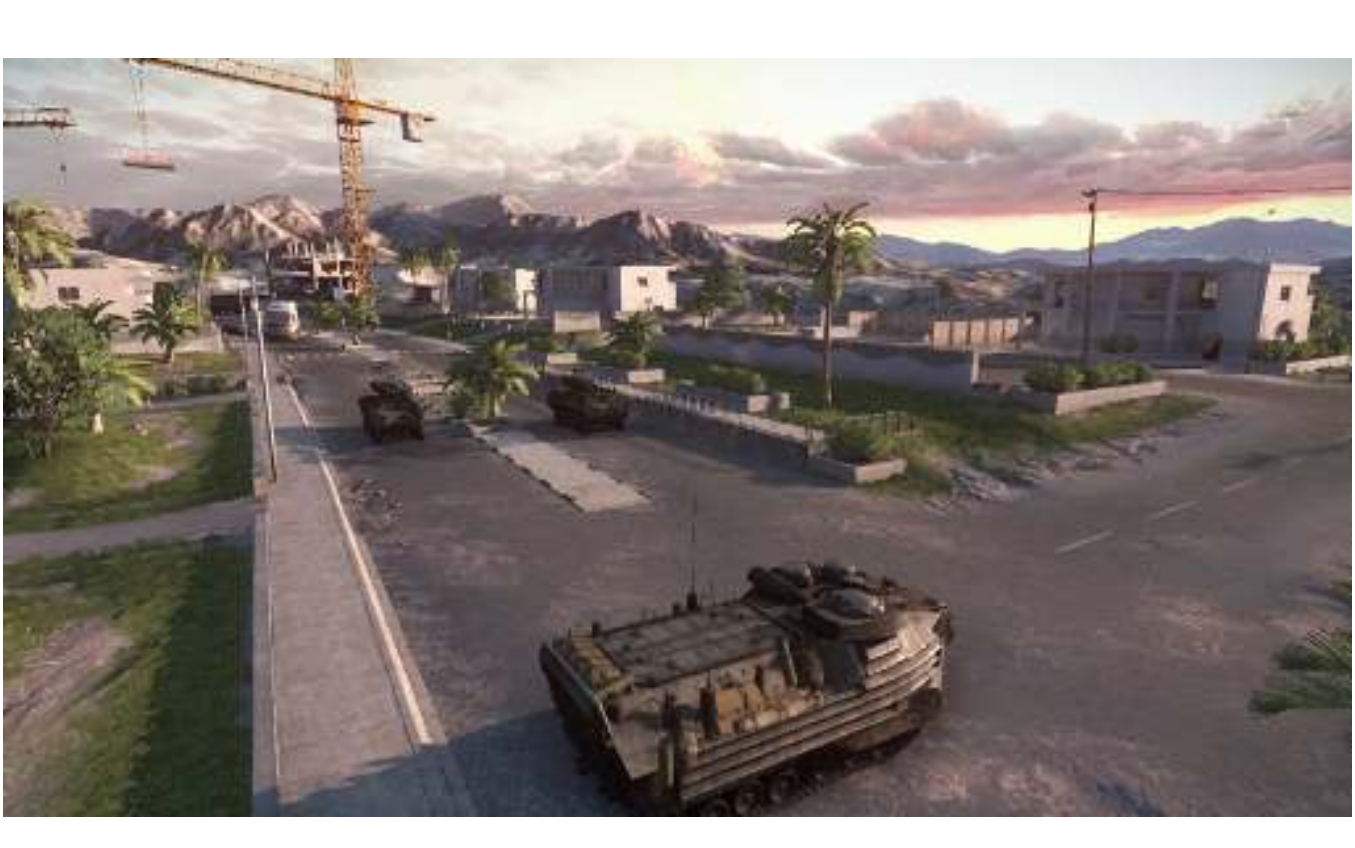


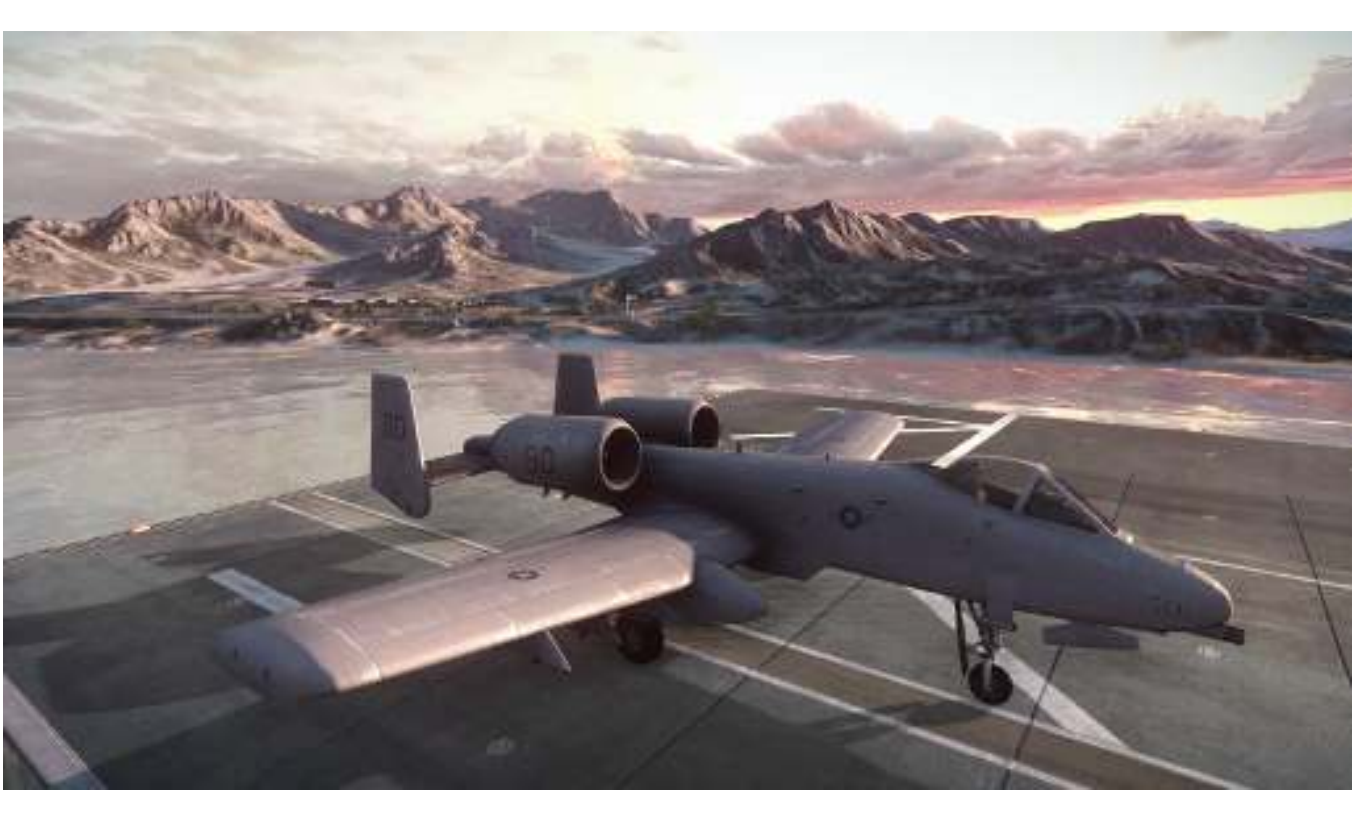
The burned-out bus wreck in the middle of the village's main street is the home of this objective. While infantry must enter the bus and manually set a charge on the M-COM station, vehicles play an important role when it comes to securing the area. Using their tank destroyers and/or AMTRAC, the US team should attack this objective aggressively. Use these vehicles to establish a perimeter while infantry rush in and set a charge. Approaching this objective on foot isn't wise, as there are many hiding spots for defenders. Defending troops can keep an eye on the objective from the surrounding buildings and engage any opponents tampering with the M-COM station. The interior of the bus is cramped, making it the perfect spot for claymores. When attacking, always toss a grenade inside the bus to detonate such booby traps. Also, when attempting to set or disarm a charge, always do so while prone. Otherwise the bus's large windows leave you vulnerable to attack.

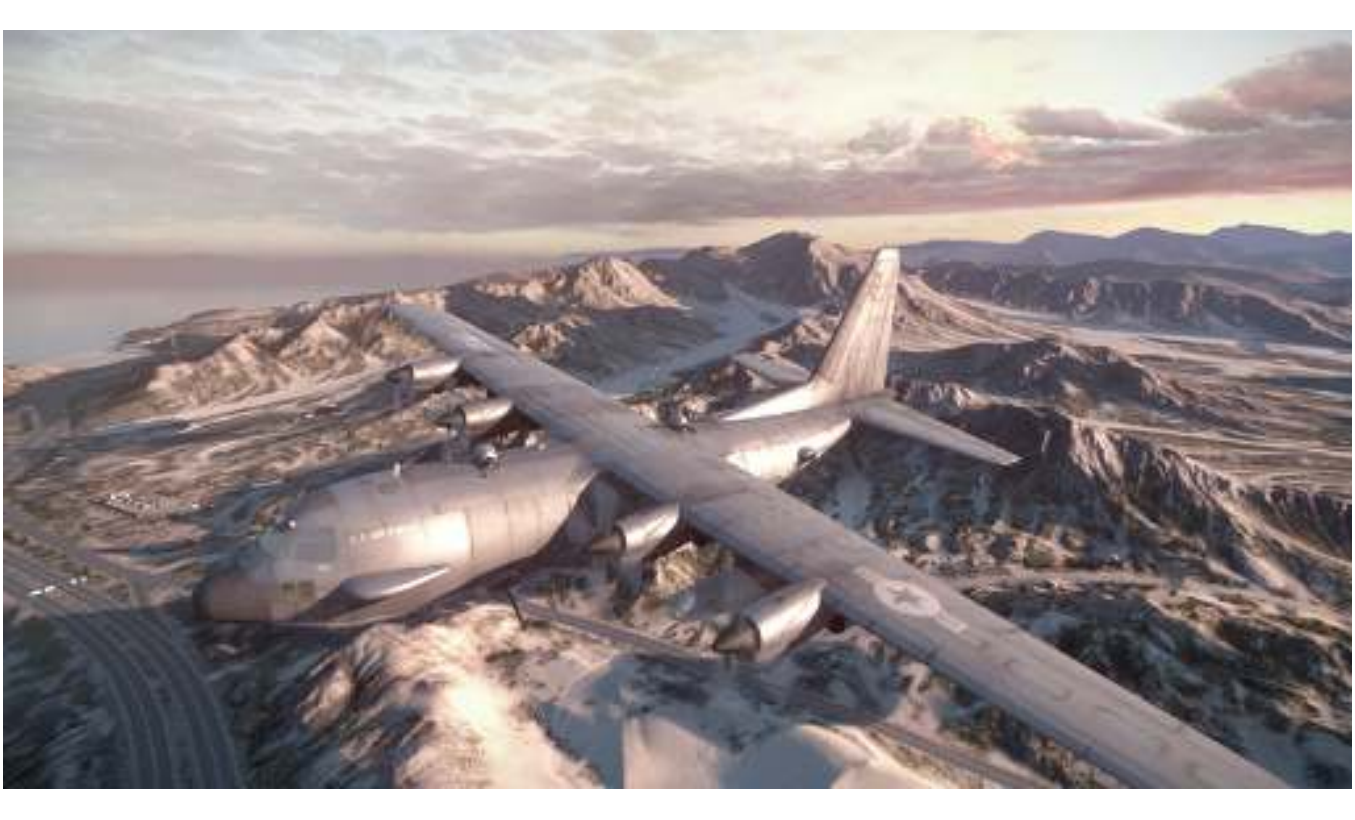
Zone 2: Gas Station

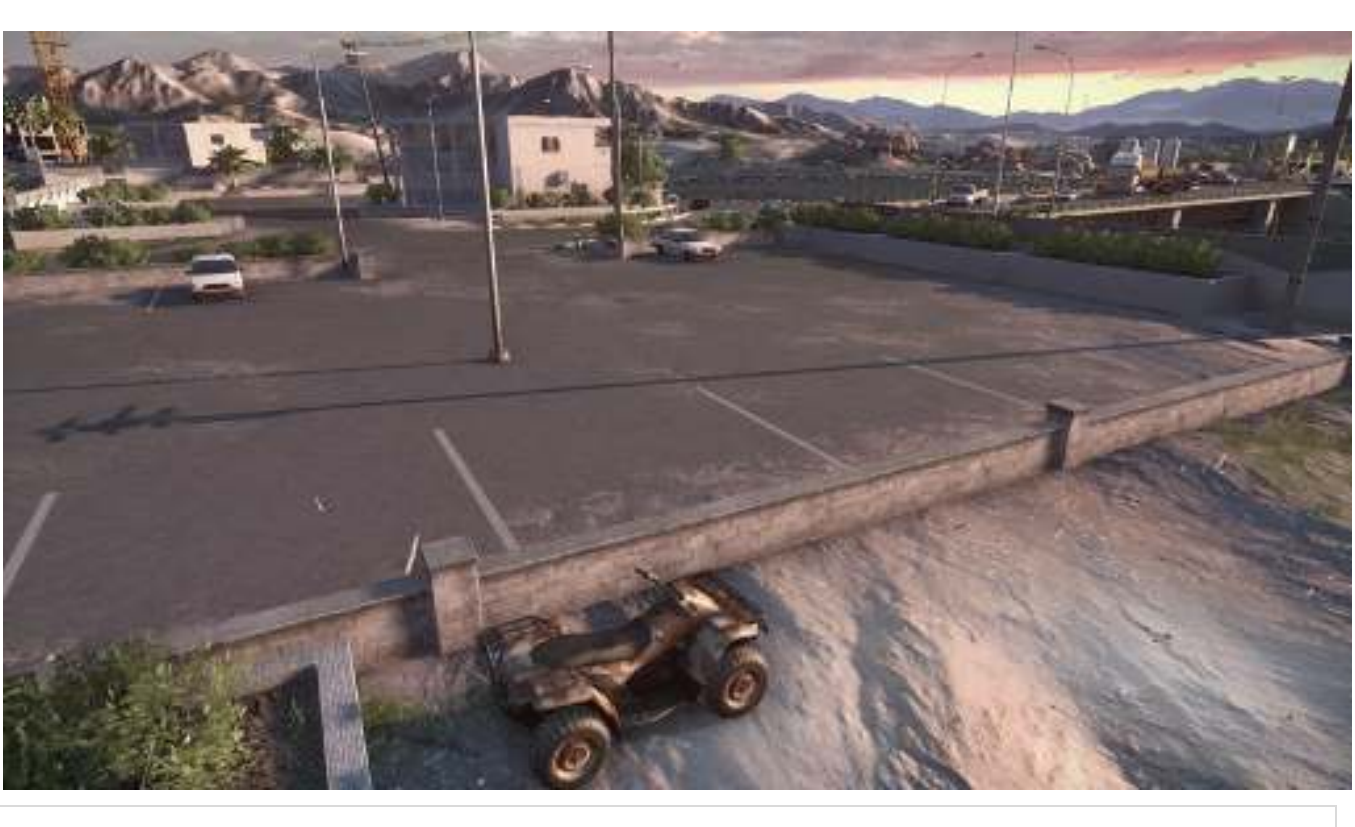


US Deployment







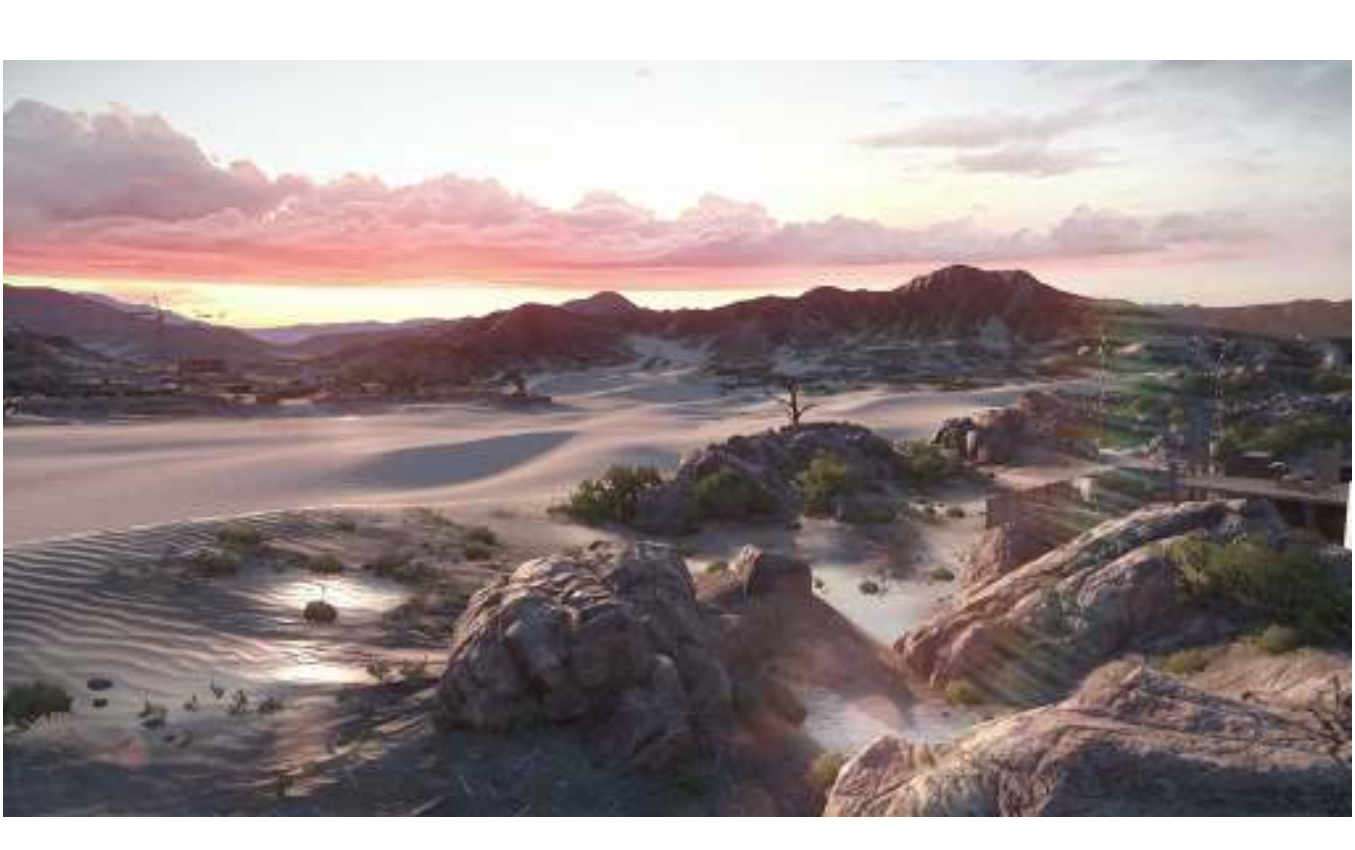


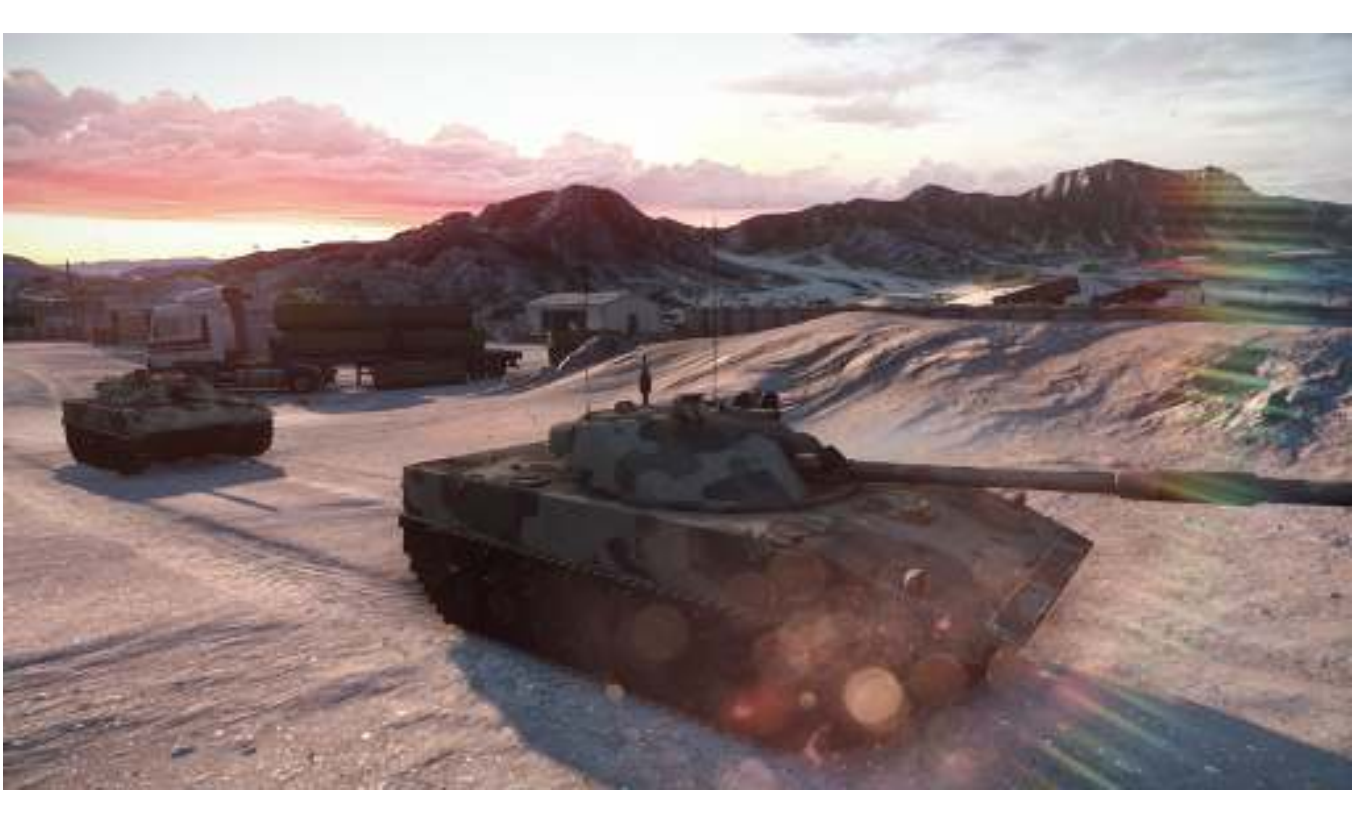
Deployment Area Assets

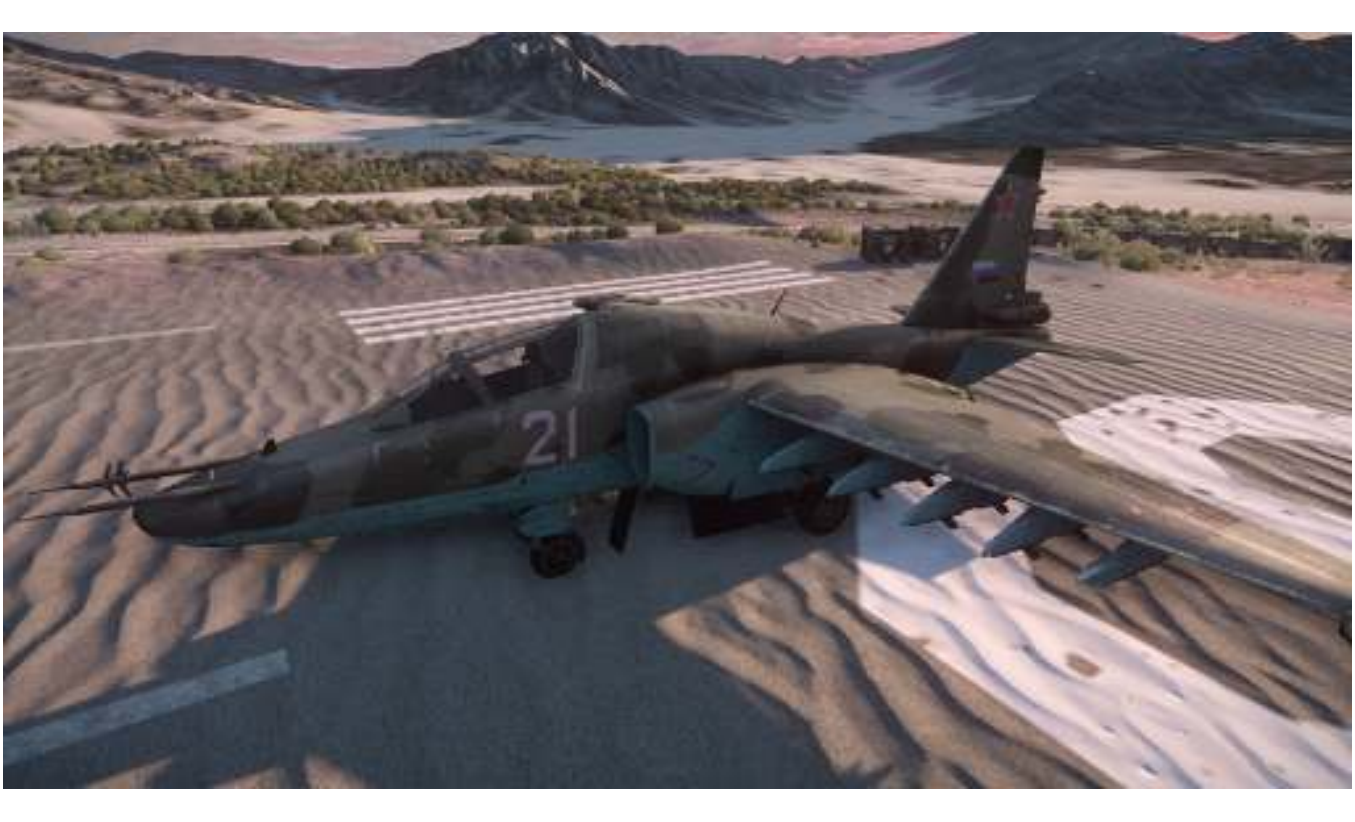
Name	Quantity	Respawn Time
Quad Bike	2	5 sec.
M1128	2	5 sec.
AAV-7A1 AMTRAC	1	60 sec.
RHIB	1	10 sec.
A-10 Thunderbolt	1	40 sec.
Gunship	1	120 sec.
Centurion C-RAM	1	—

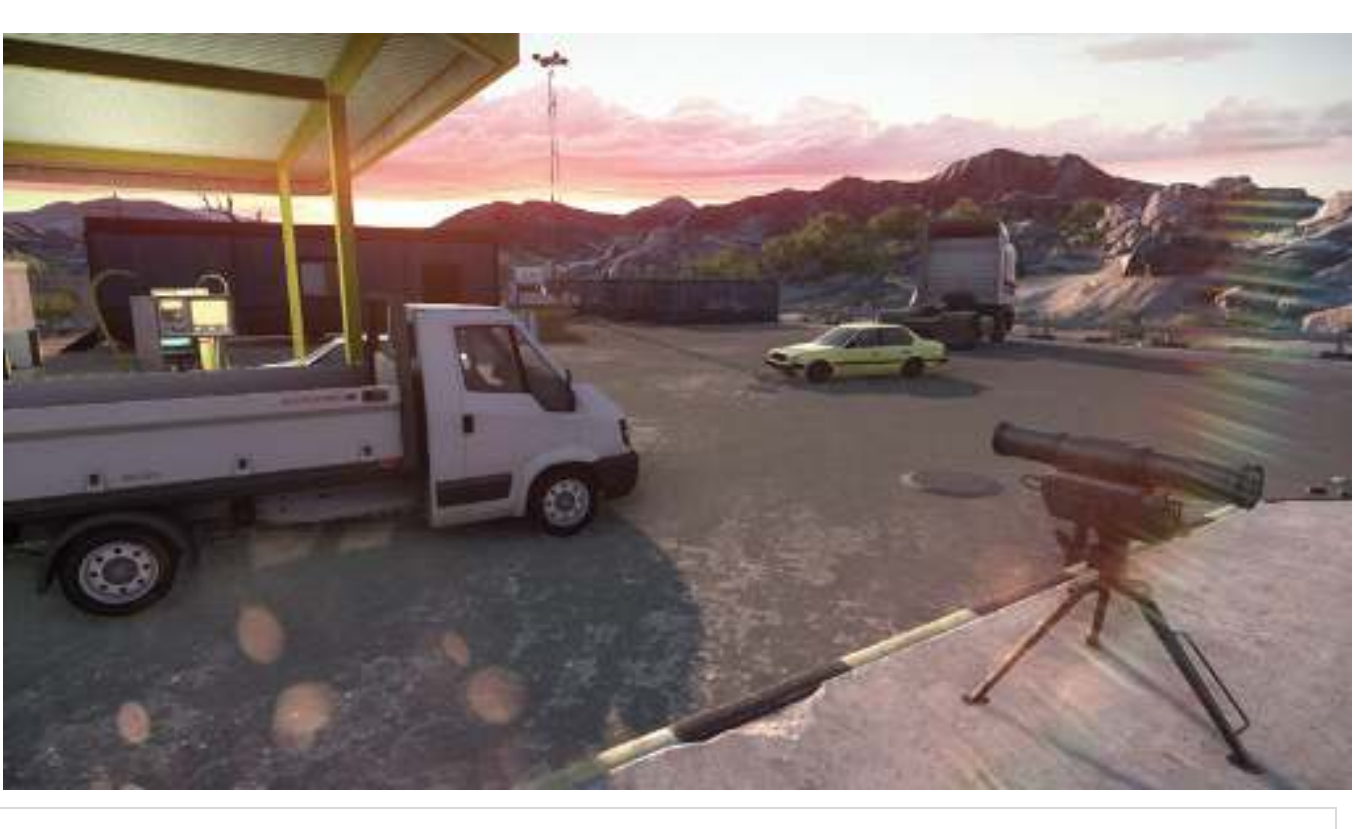
Having knocked out the first pair of M-COM stations, the US team has established a firm foothold within the village. Now the bulk of the US team's assets spawn near the village center, just east of the overpass leading to the gas station. This overpass can become a deadly choke point favoring the RU defenders. So always look for flanking opportunities, even if it means taking the long way around. Quad bikes make such flanking attempts relatively painless—consider attacking the objectives at the gas station from the north or south instead of plowing across the highly contested overpass. While the gunship continues to be a great close air support asset, avoid parachuting down to the gas station because you're likely to be spotted and shot before your boots even touch the ground. Meanwhile, continue using the A-10 Thunderbolt to shoot down the RU team's SU-25TM. When the skies are clear, use the Thunderbolt's powerful cannon to strafe the SPRUT-SD tank destroyers and enemy troops clustered on the overpass.

RU Deployment







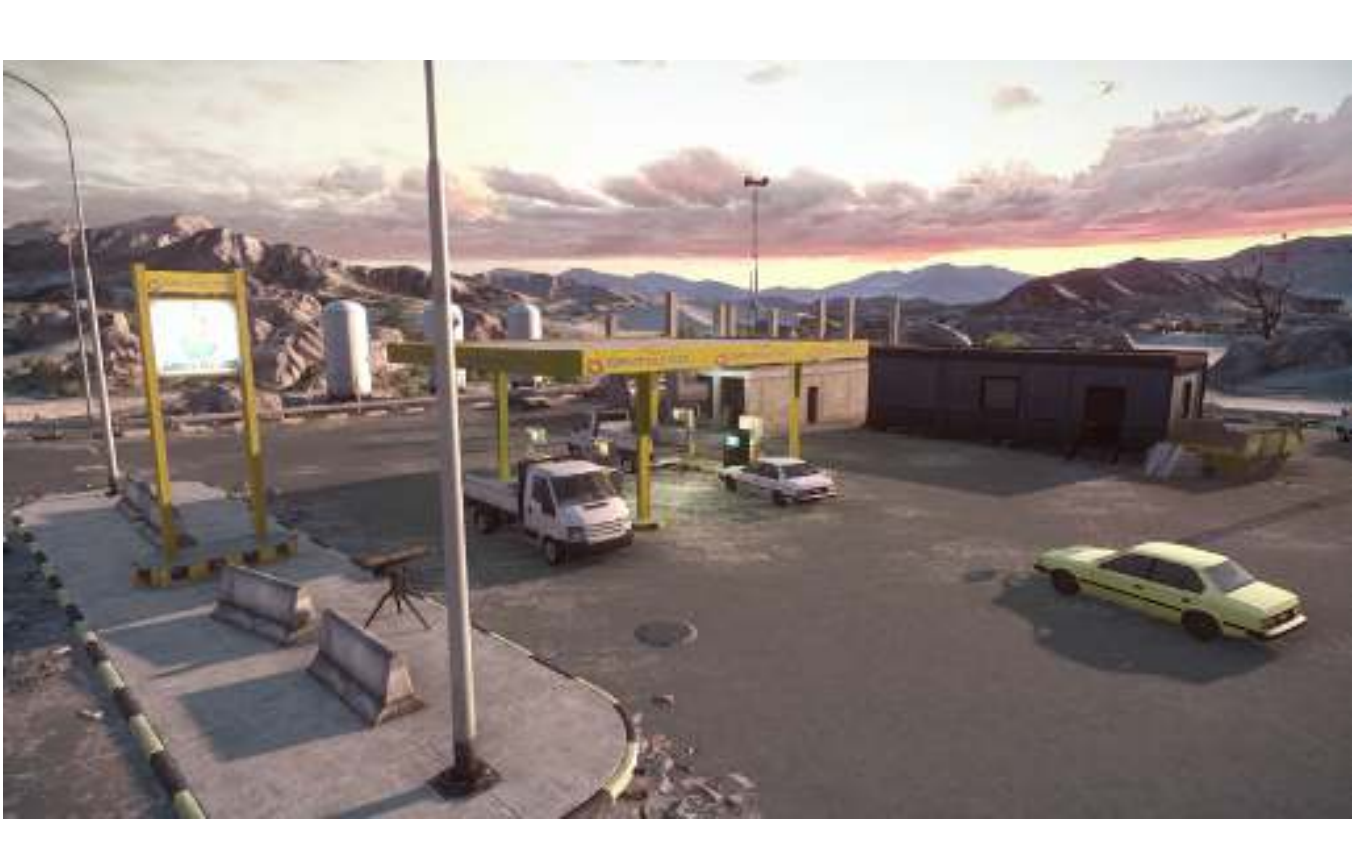


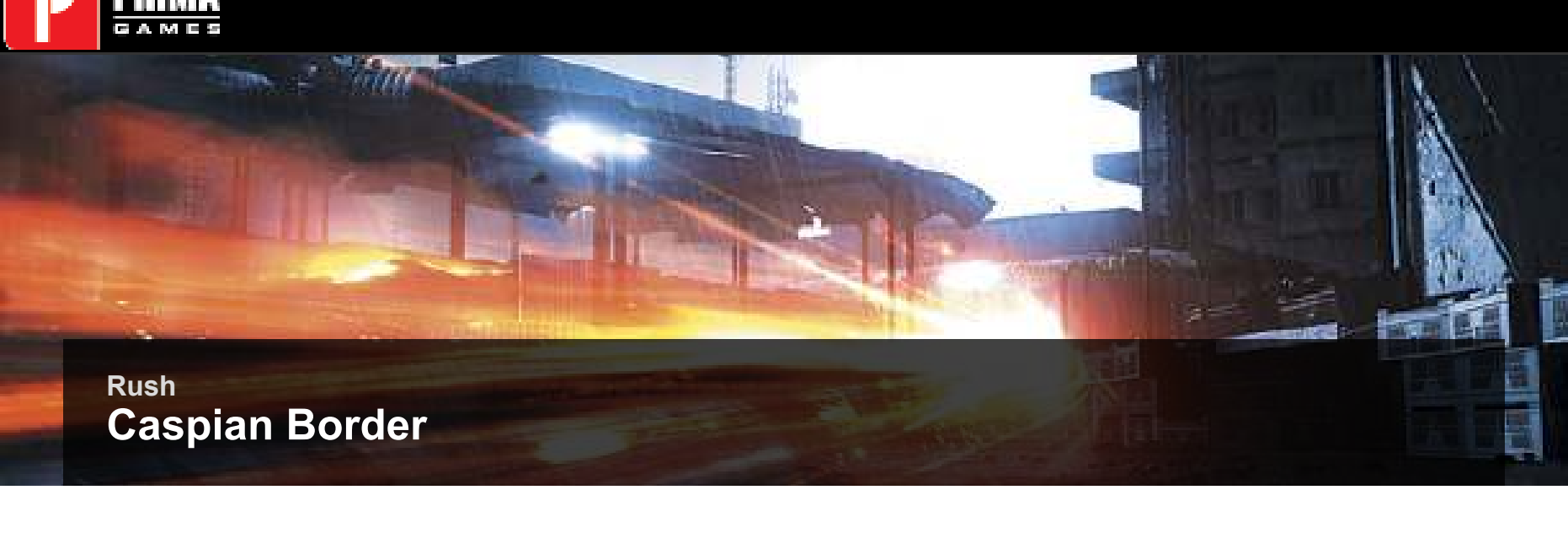
Deployment Area Assets

Name	Quantity	Respawn Time
SPRUT-SD	2	40 sec.
SU-25TM Frogfoot	1	40 sec.
9M133 Kornet Launcher	1	30 sec.

Having been pushed back from the village, the RU team must now prevent the destruction of the two M-COM stations at the gas station. Fortunately, all RU infantry spawn on the west side of the gas station, giving them just enough time to establish a perimeter before the US team comes charging across the overpass to the east. While infantry rush to defensive positions, move the two SPRUT-SD tank destroyers (spawned way back at the artillery base) forward to help secure the overpass. While the bulk of US attackers approach from the overpass, don't rule out the possibility of flanking attacks coming from the north or south—not to mention troops dropping in via parachute from the gunship. Keep at least one squad posted near each objective to deal with these potential surprise attacks. As in the previous phase, keep the SU-25TM airborne as long as possible to contest the US team's gunship and A-10. If the SU-25TM can clear the skies, the defending ground forces have a good chance of holding out for a win by locking down the overpass between the village center and gas station. The Kornet Launcher on the west side of the gas station is ideally positioned for blasting incoming vehicles rushing across the overpass.

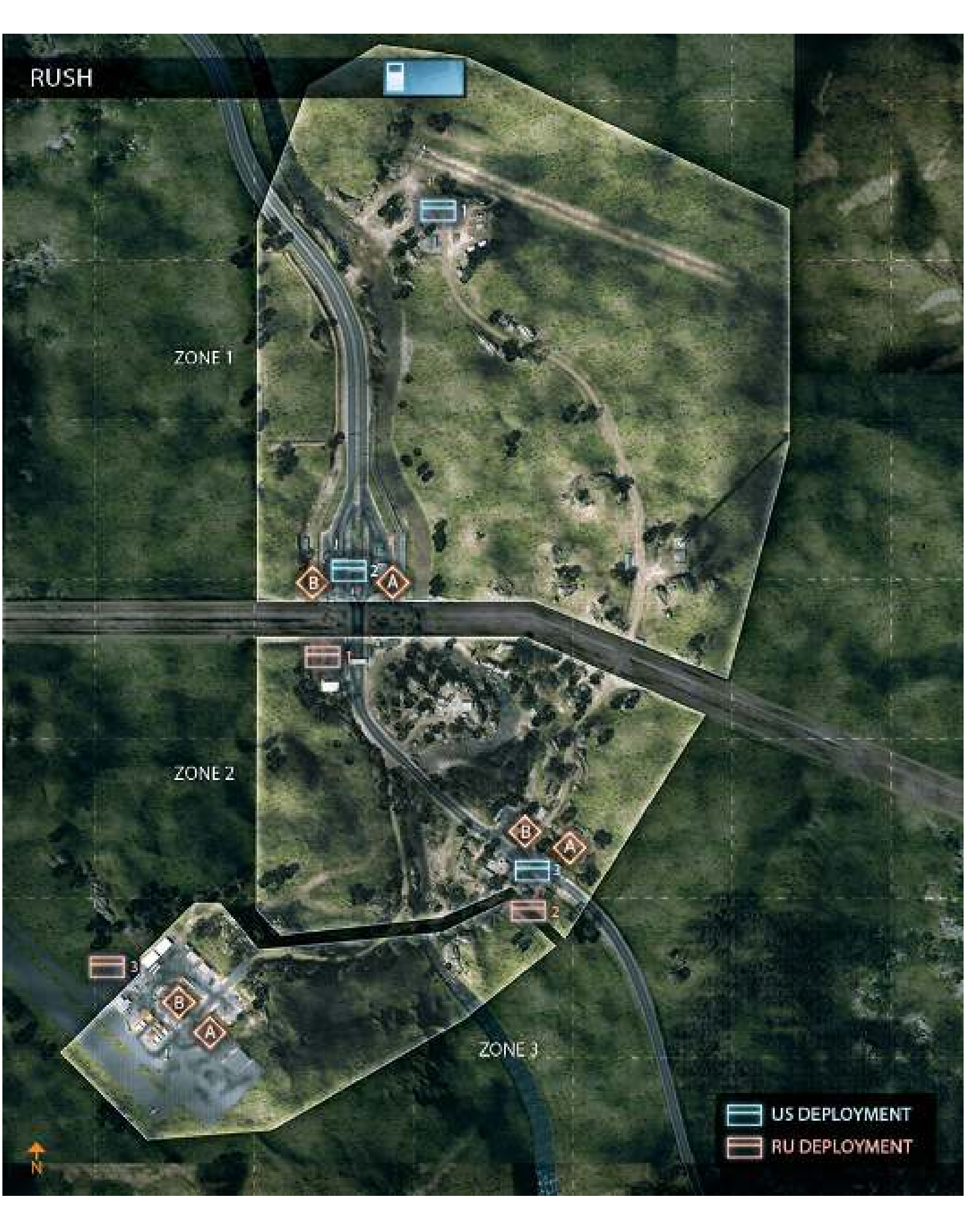
M-COM Station A





Rush

Caspian Border

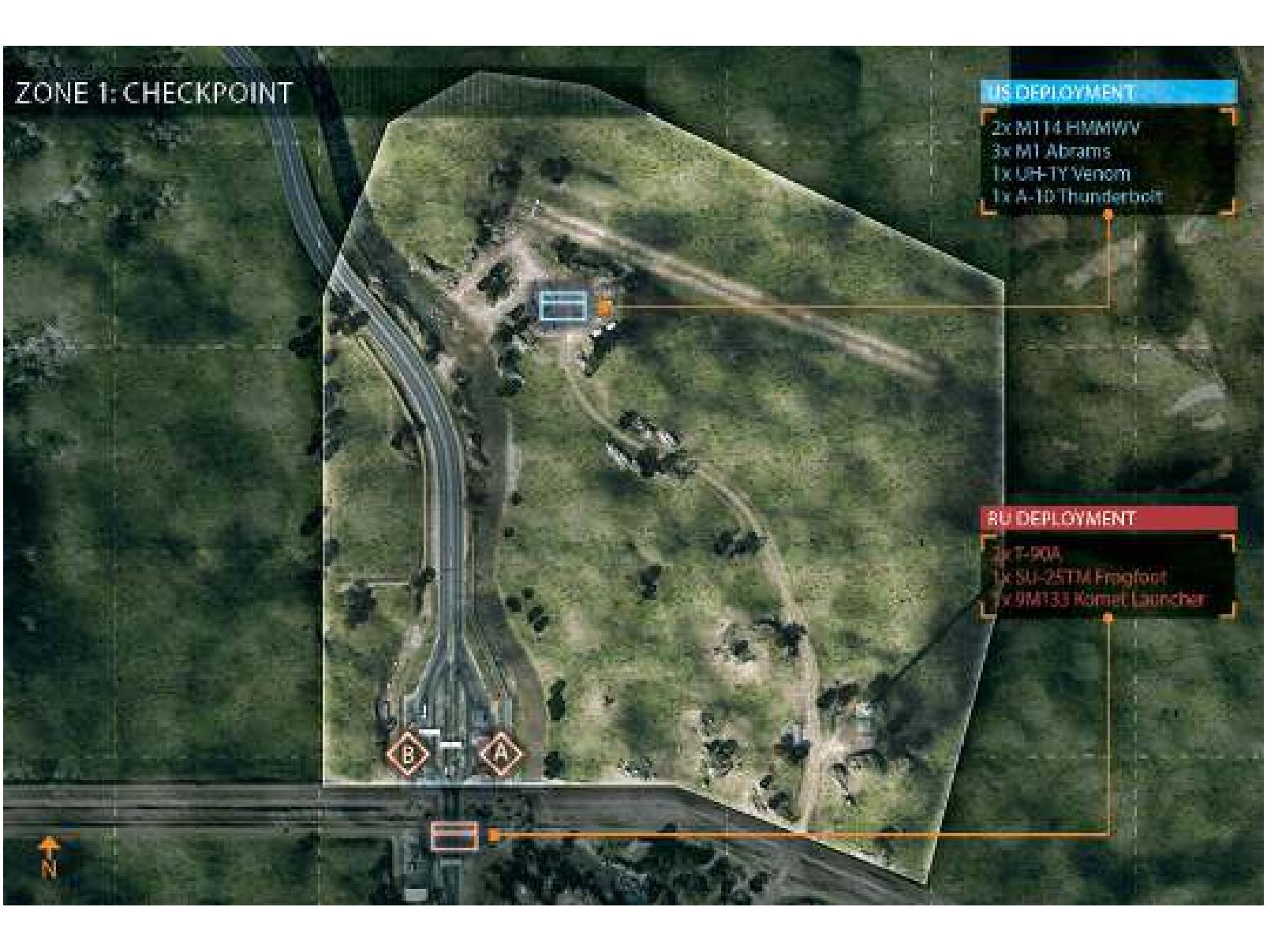


In this Rush battle, the US attackers strive to push back the RU defenders through three zones, destroying two M-COM stations at each location. If you like Rush matches with a variety of vehicles, this is the map for you.

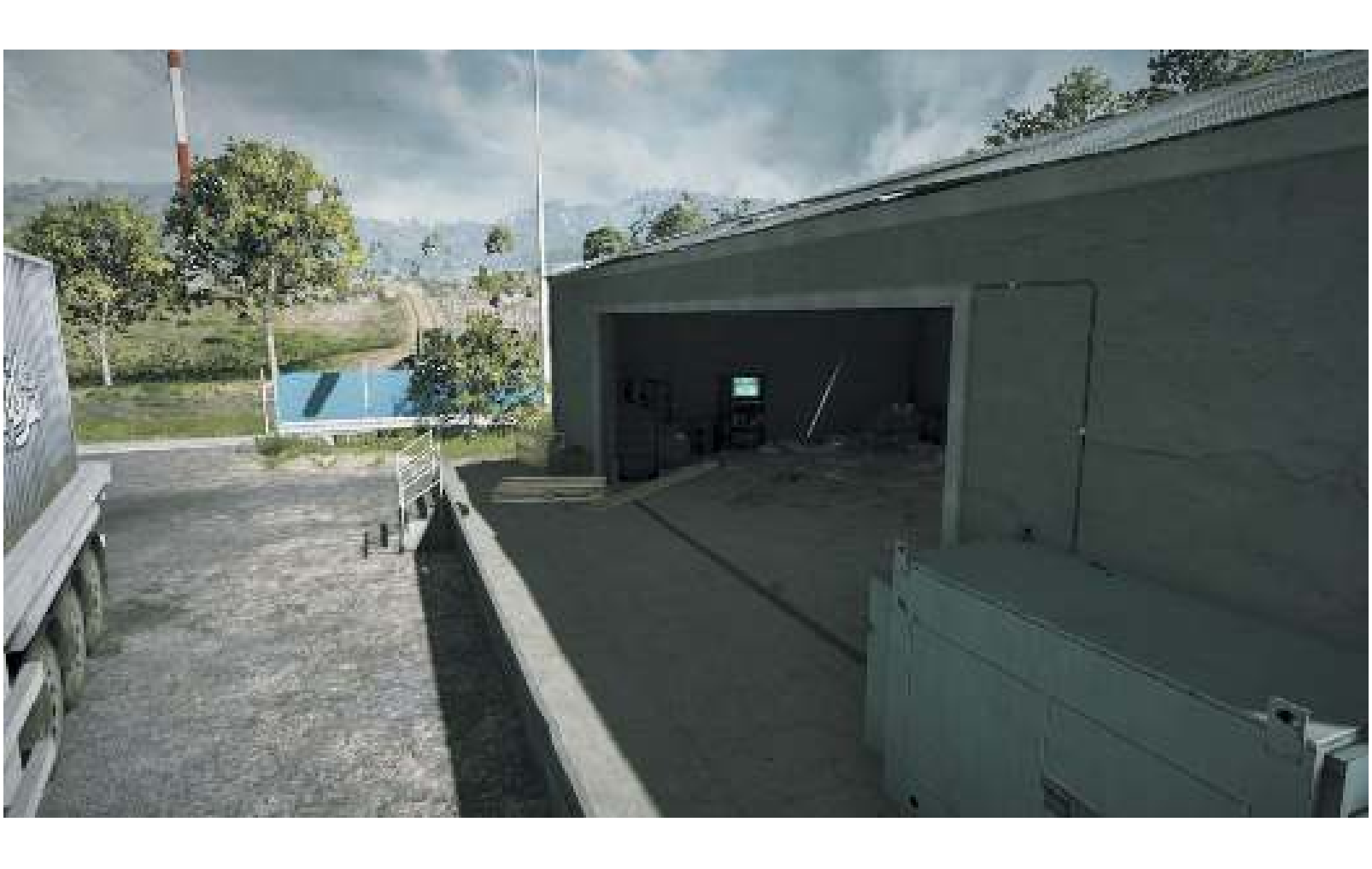
Both teams have a variety of air and ground units at their disposal, making each match a chaotic scramble for domination. The RU team starts by defending the Checkpoint area before eventually falling back to the Gas Station and Depot to the south.

With only three areas to defend, winning as the RU team requires teamwork and a mastery of the few vehicles offered to hold each zone.

ZONE 1: CHECKPOINT



M-COM Station A

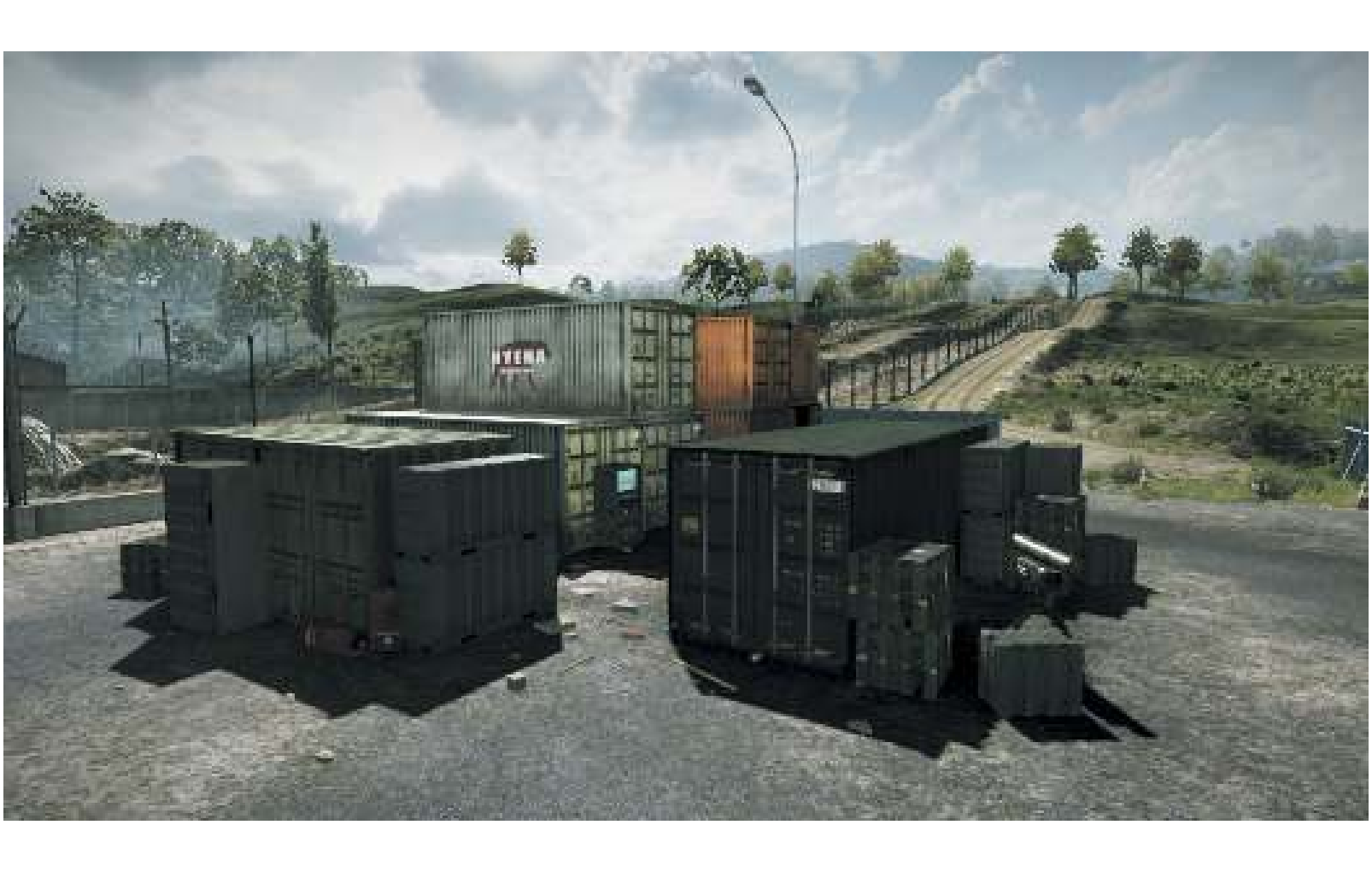


M-COM Station A is located in a small building in the southeast corner of the Checkpoint facility. Initially there are two entrances into the building, but more can be made by blasting holes in the walls with explosive munitions.

Destroying the walls of the building may actually benefit the RU defenders most, as it opens new sight lines so the M-COM Station can be covered from the south and east.

The M-COM Station A is not far from the RU Deployment area so US attackers should establish a defensive perimeter around the building before attempting to arm the station.

M-COM Station B



This M-COM station is safely nestled among a cluster of shipping containers in the southwest corner of the checkpoint facility. The shipping containers cannot be destroyed, thereby offering excellent cover for those attempting to arm or disarm the charge on the M-COM station.

The area to the west offers the best distant sight line on the objective. Both the attackers and defenders can use this area to cover the objective from long range. However, defenders will want to keep some troops loitering among the shipping containers, greeting attackers with deadly shotgun blasts as they attempt to set their charge.

US DEPLOYMENT

Deployment Area Assets

Name	Quantity	Respawn Time
M1114 HMMWV	2	20 sec.
M1 Abrams	3	30 sec.
UH-1Y Venom	1	90 sec.
A-10 Thunderbolt	1	40 sec.

The US team begins with plenty of vehicles useful for traveling the distance to the Checkpoint area, where the first two M-COM stations are located. While the M1114 HMMWV are great for transporting teammates, consider bailing out before you get too close to the Checkpoint, where you're likely to face incoming fire from RU tanks and AT missile launchers.

The M1 Abrams tanks and aircraft are ideal for distracting the RU defenders while infantry assault at close range in an attempt to arm the M-COM stations. The deployment area lacks AA defense, so engineers armed with Stingers are your best chance at downing the RU team's pesky SU-25TM.

RU DEPLOYMENT

Deployment Area Assets

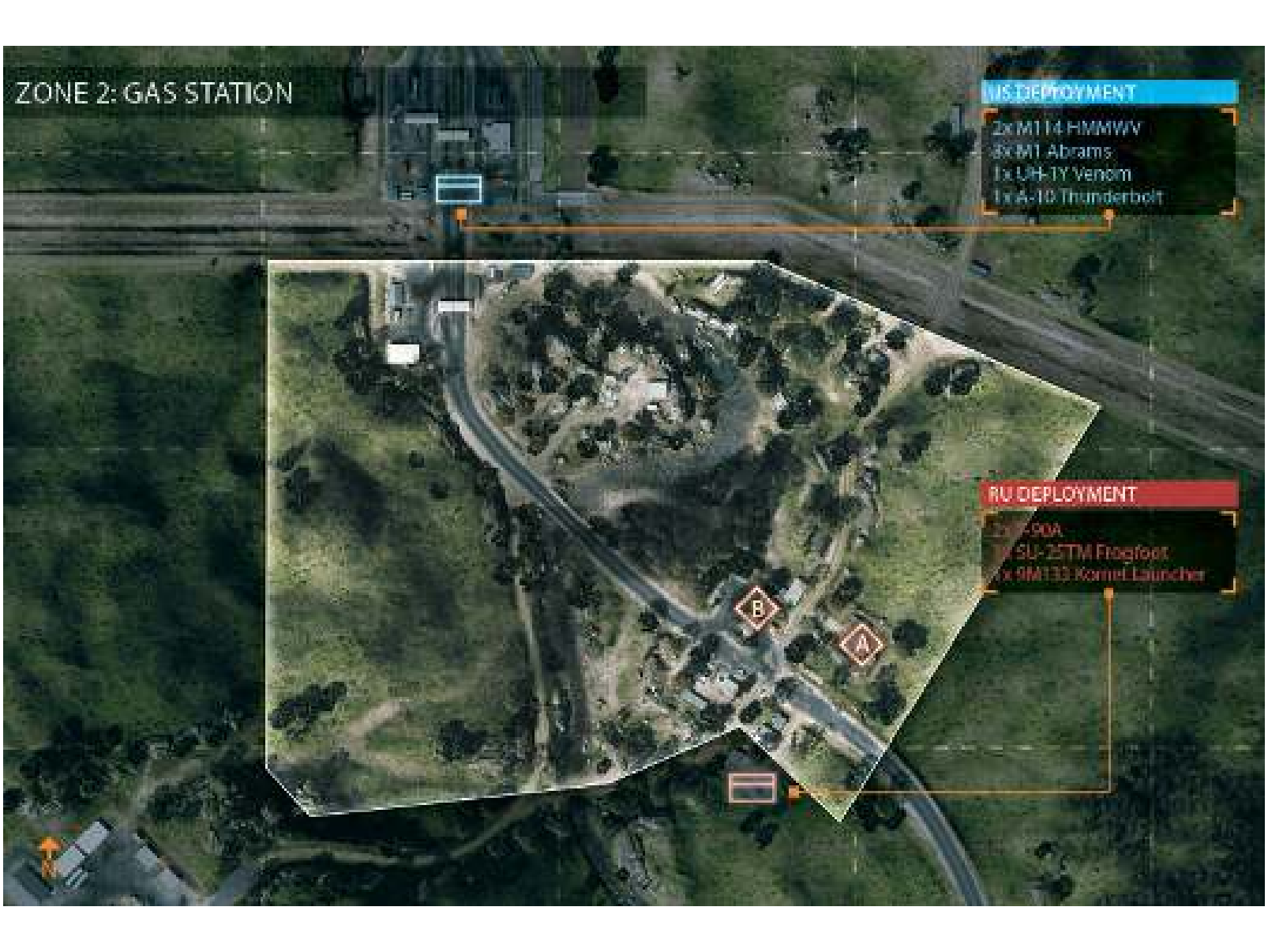
Name	Quantity	Respawn Time
T-90A	2	60 sec.
SU-25TM Frogfoot	1	40 sec.
9M133 Kornet Launcher	2	30 sec.

The RU team deploys just south of the Checkpoint, which allows them to quickly establish rudimentary defensive positions before the US team attacks. The US team attacks with three tanks versus the two T-90As supplied by the RU deployment area.

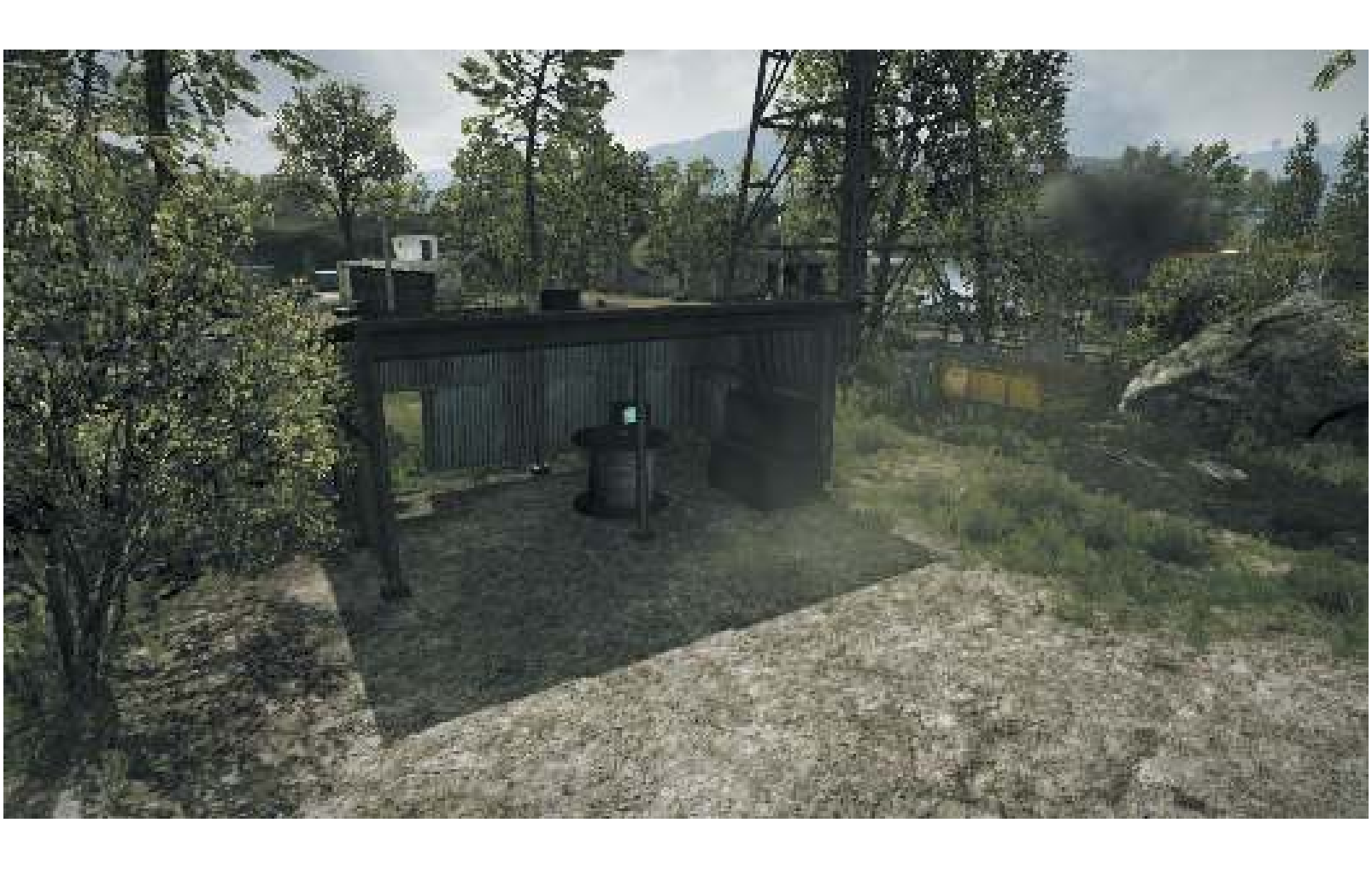
Outgunned, the RU team must rely on engineers armed with anti-tank weapons in addition to their tanks to help even the odds. While the SU-25TM is primarily a ground attack aircraft, it is more effective here by attacking the US aircraft.

Shooting down the A-10 and UH-1Y is key to holding out here. When not suppressing the US team's air power, the SU-25TM should make frequent strafing runs on the US tanks.

ZONE 2: GAS STATION



M-COM Station A

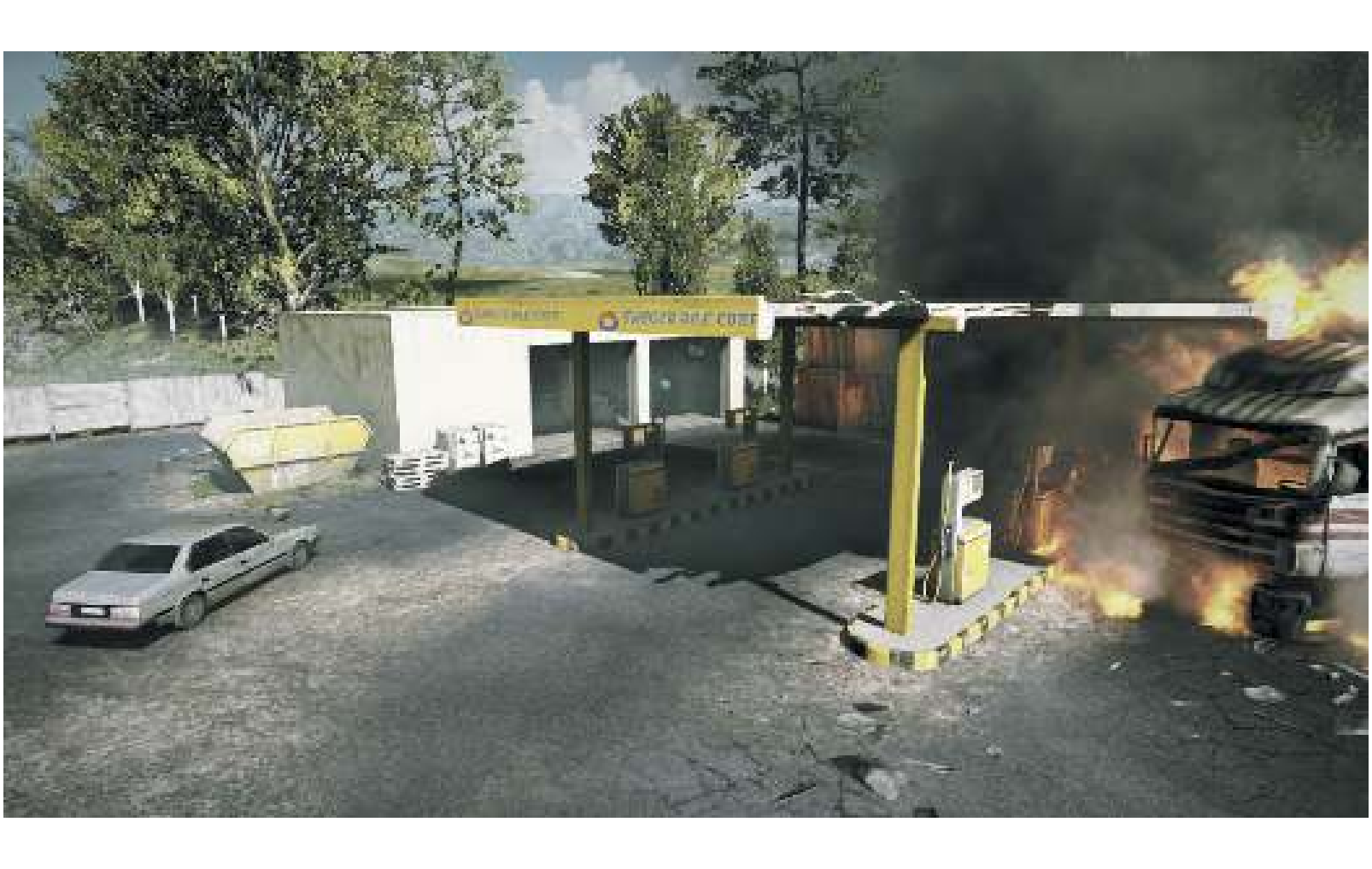


This M-COM station is located to the east of the Gas Station and housed within a metal shed. The shed opens onto a small courtyard flanked by a few other structures. The RU defenders can cover the M-COM station from within these nearby buildings, stealthily picking off any US attackers who get close.

Therefore, the US team may want to deploy at least one M1 Abrams to this location when attacking. The nearby buildings can be demolished with explosive munitions, thereby denying the defenders a suitable hiding spot.

The shed itself provides very little cover or protection for those arming or disarming the charge. So smoke is vital when loitering near the M-COM station.

M-COM Station B



M-COM Station B is located within the Gas Station's garage, sitting along the eastern exterior wall. The US attackers will most likely attack this location first, as it's closer to their deployment area.

While it's important for the RU defenders to cover the road to prevent vehicle attacks, it's equally important to establish security along the northern side of the Gas Station to prevent US infantry from sneaking into the garage through the back door.

But once rockets, tank shells, and other explosive ordnance start flying, doorways become irrelevant as the Gas Station walls crumble. In such instances, the attackers need to rely on smoke to reach the M-COM station without being cut down by the RU team.

Close support from tanks and aircraft is essential when planting the charge here.

US DEPLOYMENT

Deployment Area

Name	Quantity	Respawn Time
M1114 HMMWV	2	20 sec.
M1 Abrams	3	30 sec.
UH-1Y Venom	1	90 sec.
A-10 Thunderbolt	1	40 sec.

After eliminating the first two M-COM stations, the US ground forces deploy from the Checkpoint. The A-10 and UH-1Y still deploy at the previous base. While the RU team has been pushed back to the Gas Station, always be prepared for residual pockets of resistance. There may be RU troops hiding in the building or among the shipping containers, waiting to score easy kills or steal freshly spawned US vehicles to claim for their own team. When moving out, utilize the main highway to reach the Gas Station quickly. However, be prepared for ambushes and watch for mines and other booby traps waiting for you along the road.

RU DEPLOYMENT

Deployment Area Assets

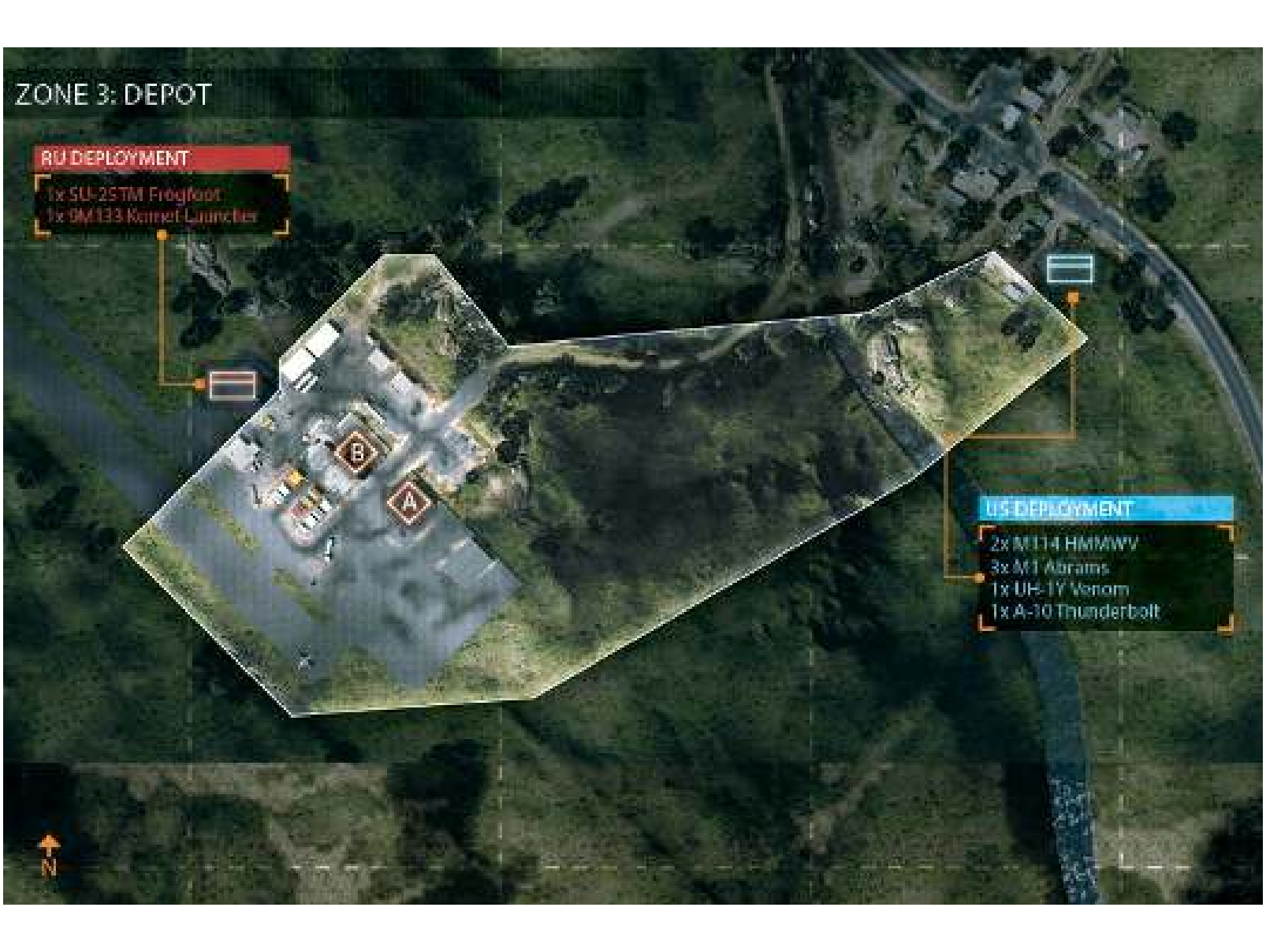
Name	Quantity	Respawn Time
T-90A	2	60 sec.
SU-25TM Frogfoot	1	40 sec.
9M133 Kornet Launcher	2	30 sec.

While the RU team deploys in this area just south of the Gas Station, it's important to spread out early and form a defensive barrier to the west. Most attacks come along the highway, making it a critical choke point the RU team can utilize to score some easy kills.

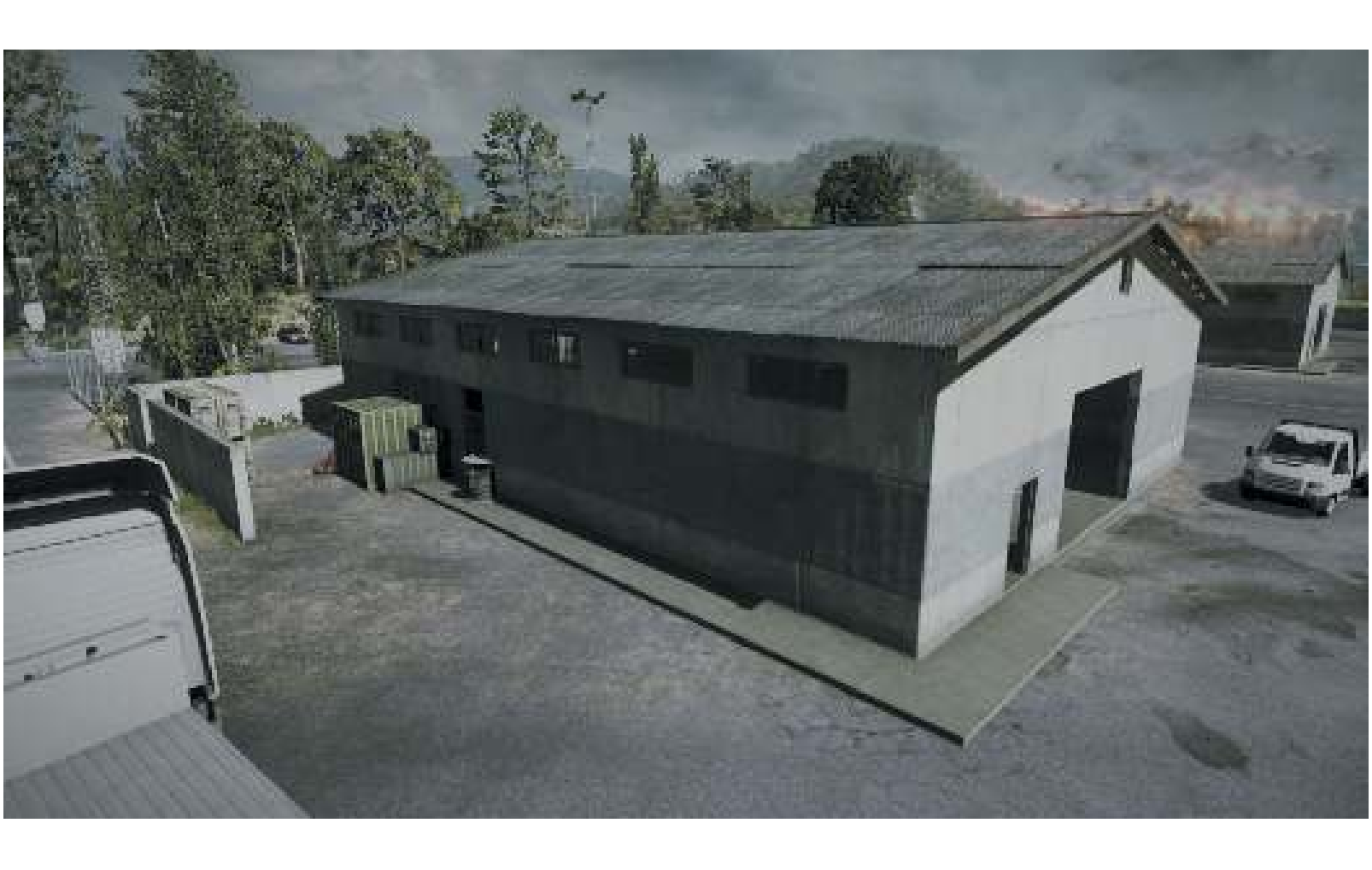
Place mines and C4 along the roadway while troops assume the high ground on the Hilltop to the north. In addition to the two 9M133 Kornet Launchers near the Gas Station, there are also a couple near the Hilltop, which are ideal for taking out US vehicles.

However, don't focus your entire defensive effort on the highway. US troops can sneak in through a variety of directions, as well as parachute down from their UH-1Y, so be sure to keep some troops within close proximity to each M-COM station.

ZONE 3: DEPOT



M-COM Station A

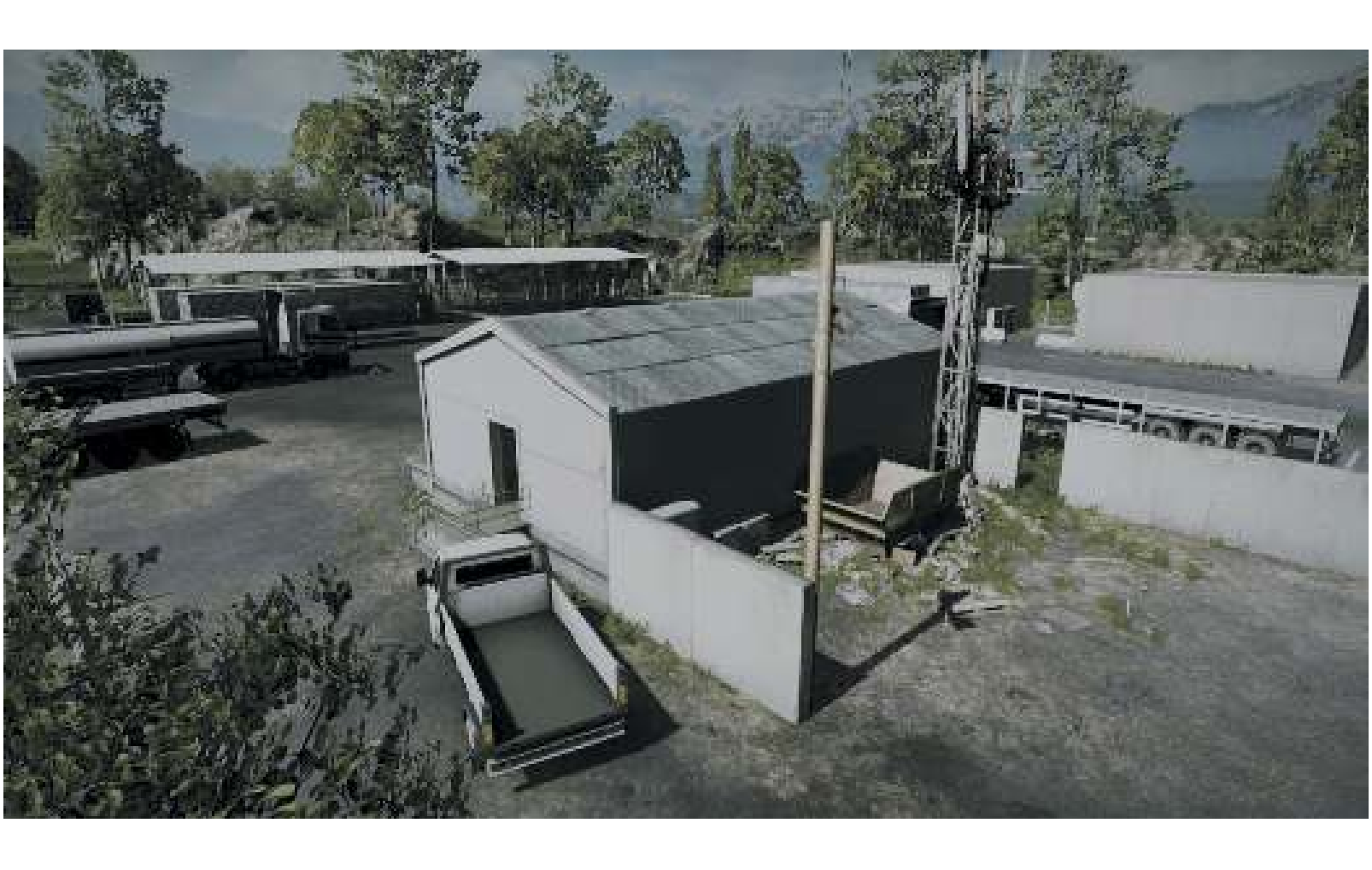


Located in a warehouse just south of the Depot's main gate, this M-COM station is farthest from the RU deployment area, making it somewhat vulnerable to US attack.

By deploying Radio Beacons around the warehouse, the US team can apply consistent pressure against this M-COM station. But the RU defenders can play the same game, placing their own Radio Beacons nearby to avoid the long hike from the RU deployment area to the northwest.

There are multiple entry points into the warehouse, so the RU defenders are best off hiding inside and ambushing the US troops as they try to plant the charge. When playing as the US, it's highly advisable to sweep the warehouse interior before even thinking about planting a charge.

M-COM Station B



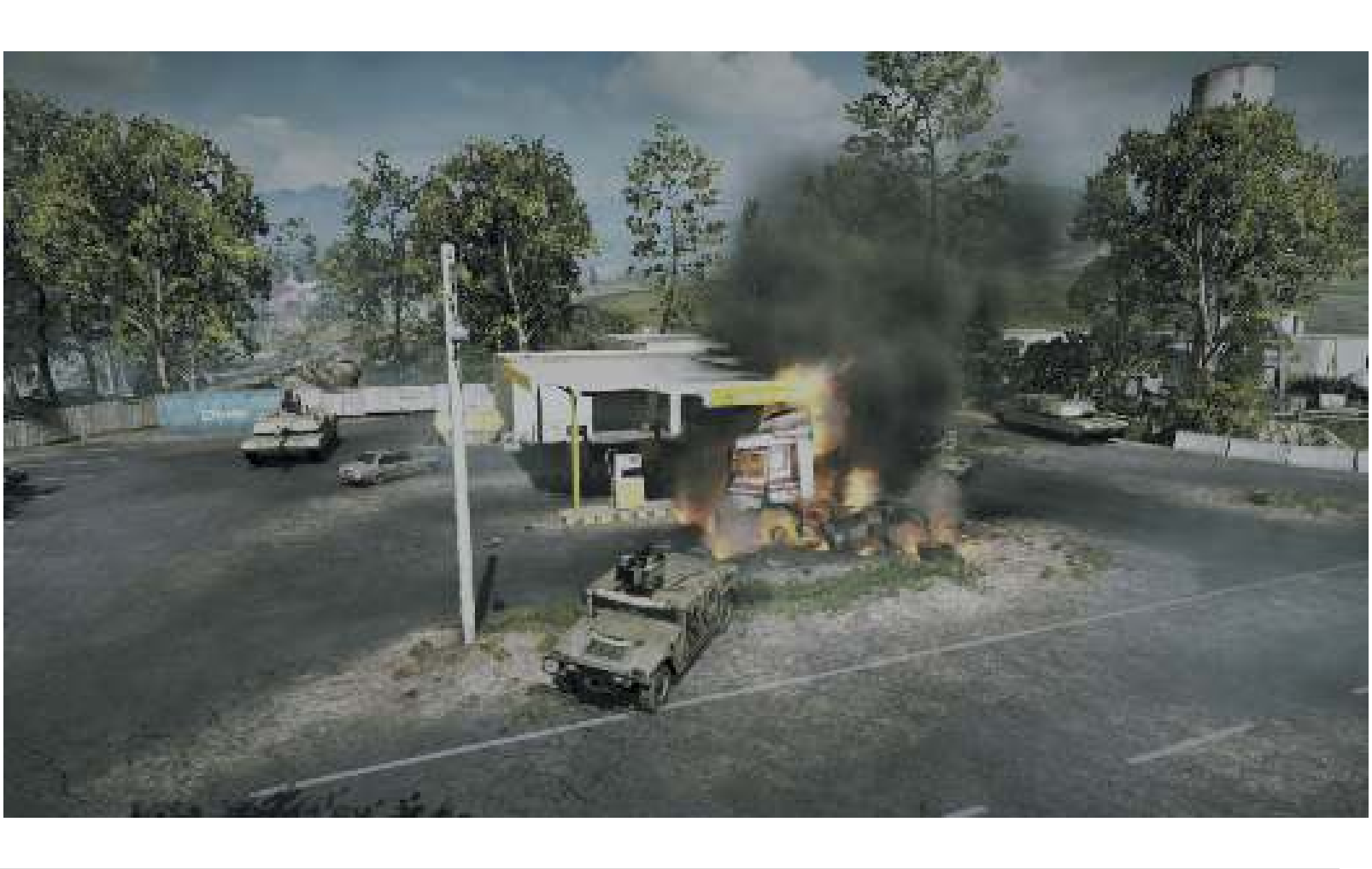
This M-COM station is housed in a small building on the northeastern edge of the Depot, not far from the RU deployment area. The US team is advised to attack this location first. Otherwise it's tough to approach if the entire RU team is spawning nearby and focused on defending this last M-COM station.

The walls of the structure provide cover and concealment for the attackers so the RU team is well served by knocking out the walls with explosive munitions.

Without the walls and ceiling to protect them, the attackers are completely exposed while setting the charge and must rely on smoke for concealment.

But if they do manage to set the charge, it is the RU team who must approach the M-COM station and disarm it. So think carefully before taking out the walls—it cuts both ways.

US DEPLOYMENT



Deployment Area Assets

Name	Quantity	Respawn Time
M1114 HMMWV	2	20 sec.
M1 Abrams	3	30 sec.
UH-1Y Venom	1	90 sec.
A-10 Thunderbolt	1	40 sec.

This is the final deployment area for the US team located only a few hundred meters from the Depot where the RU team makes their last stand. As at the Checkpoint, US ground vehicles now appear at the Gas Station, primed for the final assault.

The UH-1Y and A-10 still spawn at the first US base far to the north. The narrow dirt road to the west leads directly to the depot and is the main path available to ground vehicles.

However, this route is most likely defended by RU troops eager to stage ambushes. While vehicles are still important during this assault, approaching the Depot on foot is far less treacherous, allowing for greater concealment among the trees.

Plant some Radio Beacons around the Depot and spawn continuously to apply pressure on the final M-COM stations.

RU DEPLOYMENT

Deployment Area Assets

Name	Quantity	Respawn Time
SU-25TM Frogfoot	1	40 sec.
9M133 Kornet Launcher	2	30 sec.

This is the final base for the RU team. To make matters worse, no tanks are available for the final defense. So the RU team must rely heavily on engineers to mine the dirt road to the east to halt incoming US vehicles.

RU ground units spawn in the northwest corner of the Depot, which puts them only a few meters away from the final M-COM stations. It's important to establish a solid line of defense on the northeast side of the facility.

The dirt road leading to the depot is a critical choke point the defenders should take advantage of. However, make sure at least one squad stays behind and watches over the two M-COM stations, as US troops will eventually look for ways to avoid the traversing the dirt road.

Get the SU-25TM in the air and use it to shoot down the US UH-1Y—this helicopter poses a serious threat, potentially dropping US troops into the Depot via parachute.

Rush

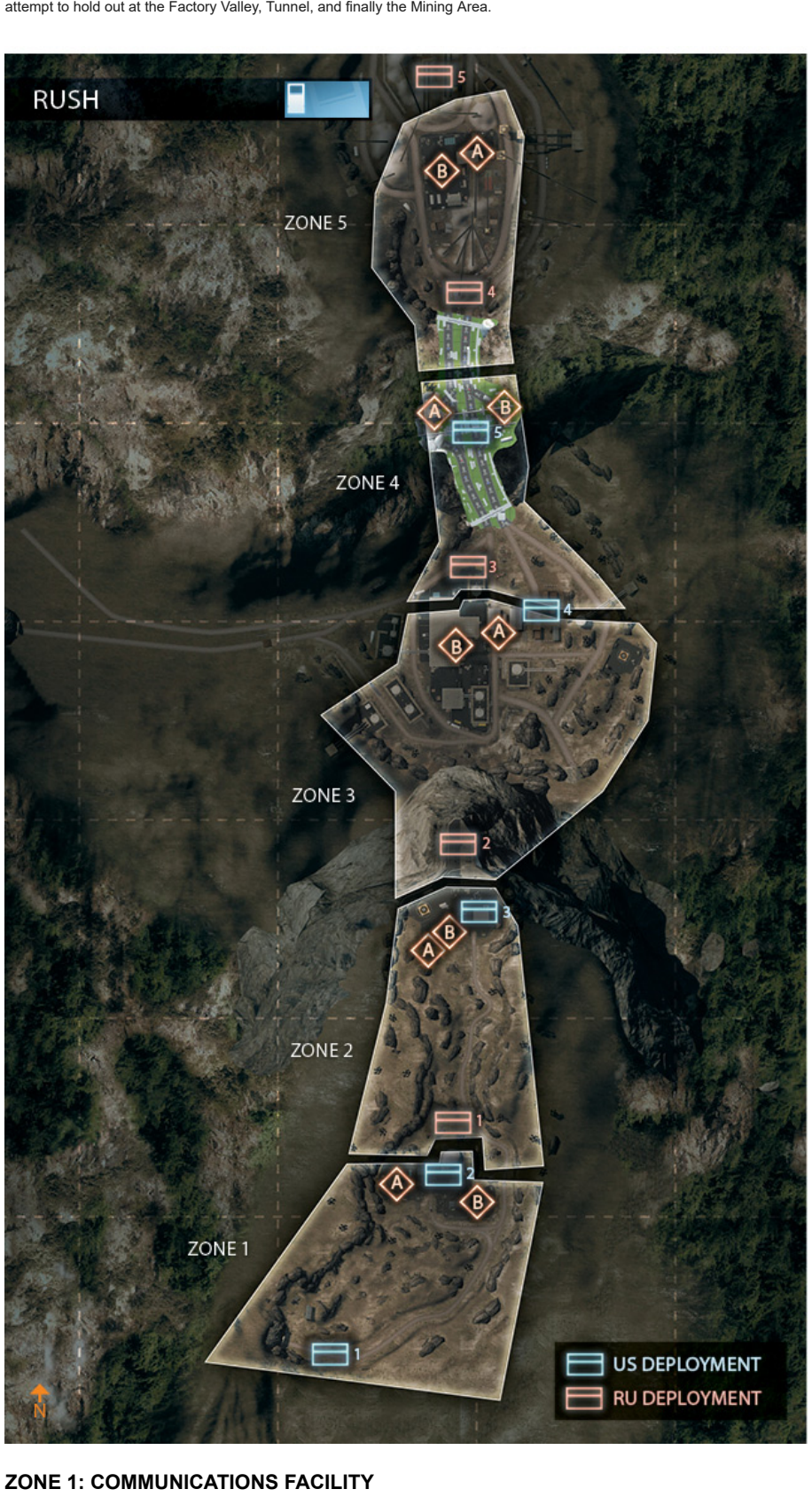
Damavand Park

This is a truly epic Rush battle, requiring the US team to take out ten M-COM stations spread across five separate zones. Helicopters play a large role in this battle.

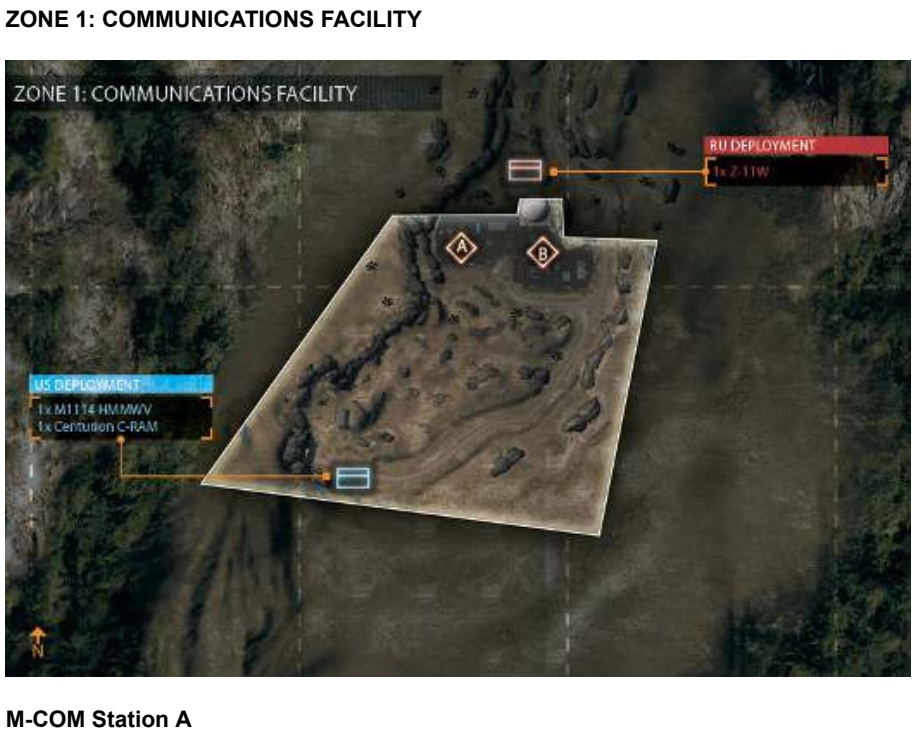
Good chopper pilots can be a complete game changer, so both teams should prepare for ways to counter these aerial threats. While helicopters can support the fight from the air, its still up to infantry to do the dirty work.

US attackers must still manually plant charges on each station, requiring teamwork and constant situational awareness. The RU team doesn't gain any ground vehicles until the very end, so stopping the US advance early on falls largely to infantry.

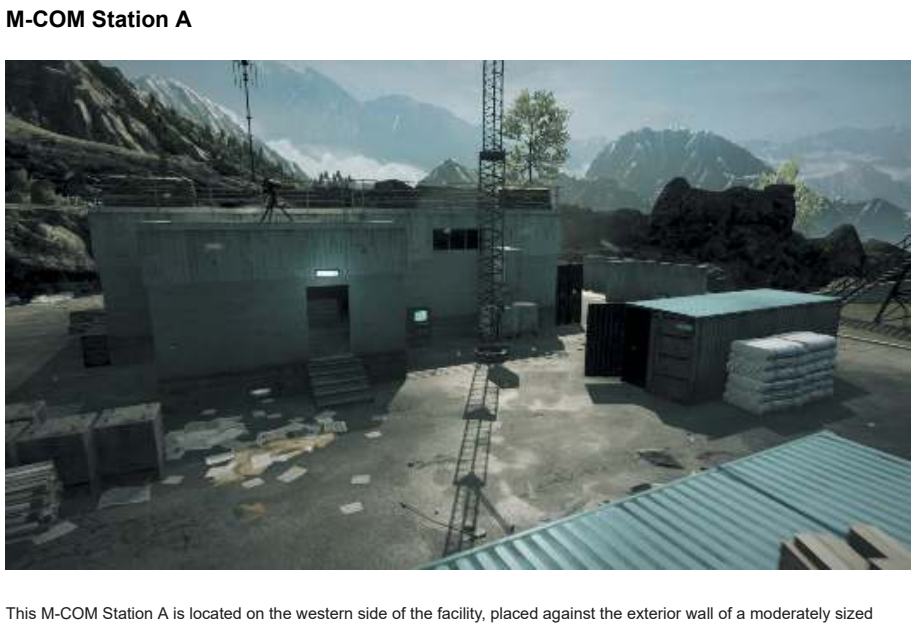
The RU team starts by defending two sites on Damavand Peak before being pushed back to the valley floor, where they attempt to hold out at the Factory Valley, Tunnel, and finally the Mining Area.



ZONE 1: COMMUNICATIONS FACILITY



M-COM Station A



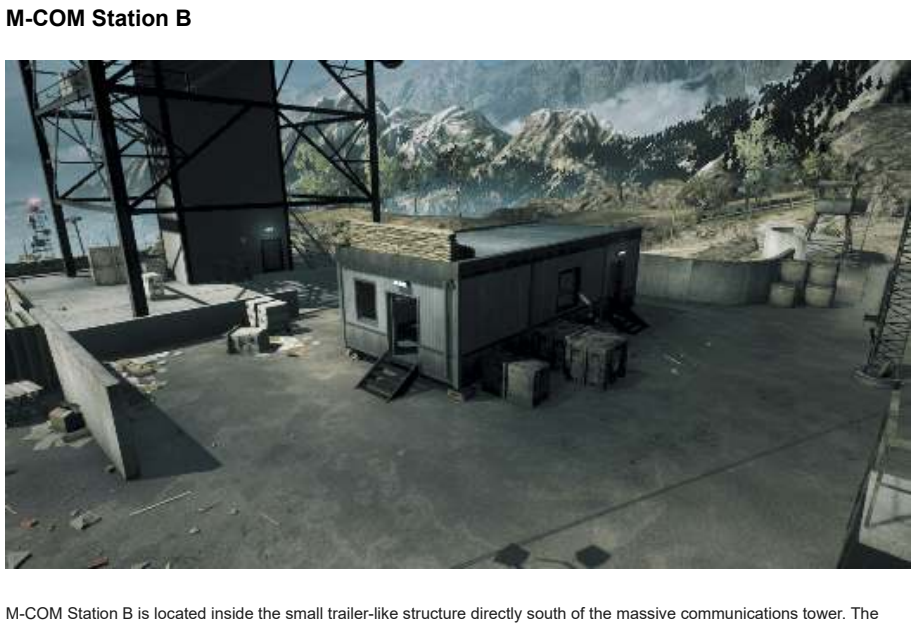
This M-COM Station A is located on the western side of the facility, placed against the exterior wall of a moderately sized building. The area around the M-COM station is well within view of US recon troops posted on the hillside to the south, presenting a threat to RU defenders.

Seek cover in nearby buildings or among the shipping containers. However, the adjacent building blocks the view of snipers, preventing them from hitting anyone standing directly next to the M-COM station.

Of course, new sight lines can be attained by blowing holes through walls with explosive weapons. The facility's wall directly to the south is one advisable breach point for US attackers approaching this location.

The M-COM station is completely exposed to the north and east, so deploying smoke is highly recommended before attempting to set or disarm a charge here. Both teams can benefit from Radio Beacons planted within the nearby building, as they allow for quicker response.

M-COM Station B



M-COM Station B is located inside the small trailer-like structure directly south of the massive communications tower. The walls of the structure make it difficult for attackers and defenders to cover the M-COM station directly from long range.

Defenders may wish to take out the walls to take out the structure's northern and western walls, thereby allowing them to better see attackers sneaking into the building.

The attackers can benefit by demolishing the structure's southern wall to allow recon troops to cover the M-COM station from long range and pick off RU defenders as they attempt to disarm the charge.

Ultimately, destroying the structure's walls benefits the defenders most, denying the attackers cover as they approach the M-COM station. Still, defenders need to seek suitable cover themselves to avoid getting hit by attacking snipers.

US DEPLOYMENT

Deployment Area Assets

Name	Quantity	Respawn Time
M114 HMMWV	1	30 sec.
Centurion C-RAM	1	—

The US team starts on the very southern tip of the map with only a few assets at their disposal. While the HMMWV is great for rushing the Communications Facility to the north, it's usually much safer to approach on foot.

During the advance on the Communications Facility, make sure the Centurion C-RAM is manned to counter the RU team's Z-11W. Otherwise a skilled pilot can wreck havoc on your team's advance.

The engineer's FIM-92 Stinger is also well suited for countering this serious threat. While moving to the Communications Facility, avoid the dirt road to the east and use the rocks on the north side of the facility for cover.

Planting a Radio Beacon in a covered position can greatly reduce your squad's commute, allowing you to apply consistent pressure against the M-COM stations below.

The US team attacks downhill, so take advantage of the high ground by posting recon troops along the hillside and fire down on the RU defenders to the north.

RU DEPLOYMENT

Deployment Area Assets

Name	Quantity	Respawn Time
Z-11W	1	90 sec.

The RU team's ground forces deploy near a guard tower just north of the Commmunications Facility. It's a short hike up the hill to reach the M-COM stations to the south.

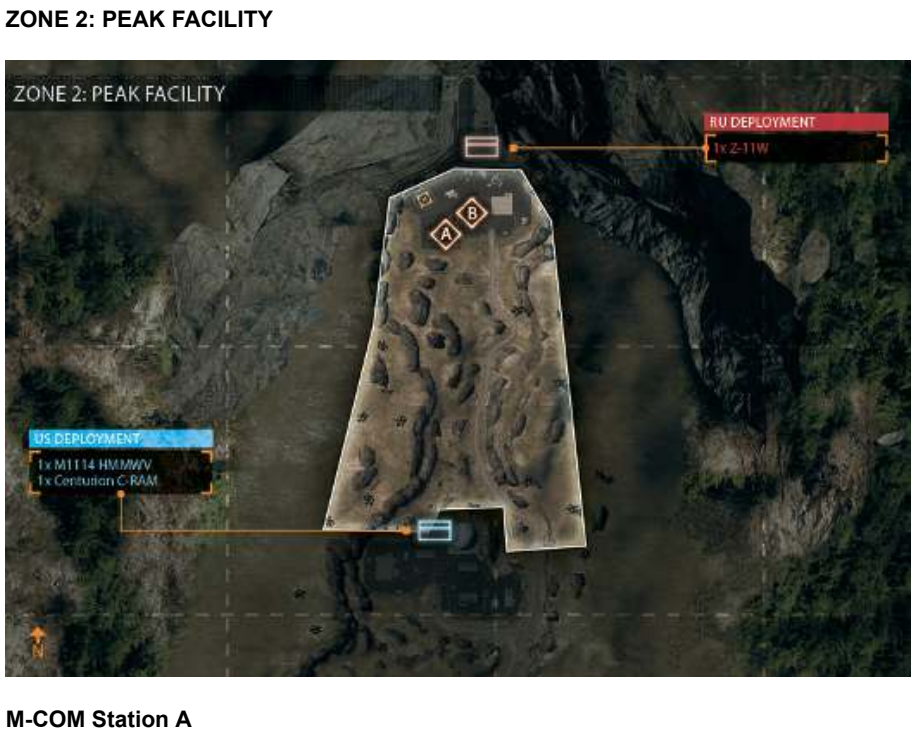
However, the US troops may rush the facility in their HMMWV, so speed is essential at the start of a match. Sprint up the hill and immediately take up positions around both M-COM stations.

Seek out cover to prevent getting sniped from the hill above the facility. The RU team's Z-11W helicopter spawns at Peak Facility's helipad to the north.

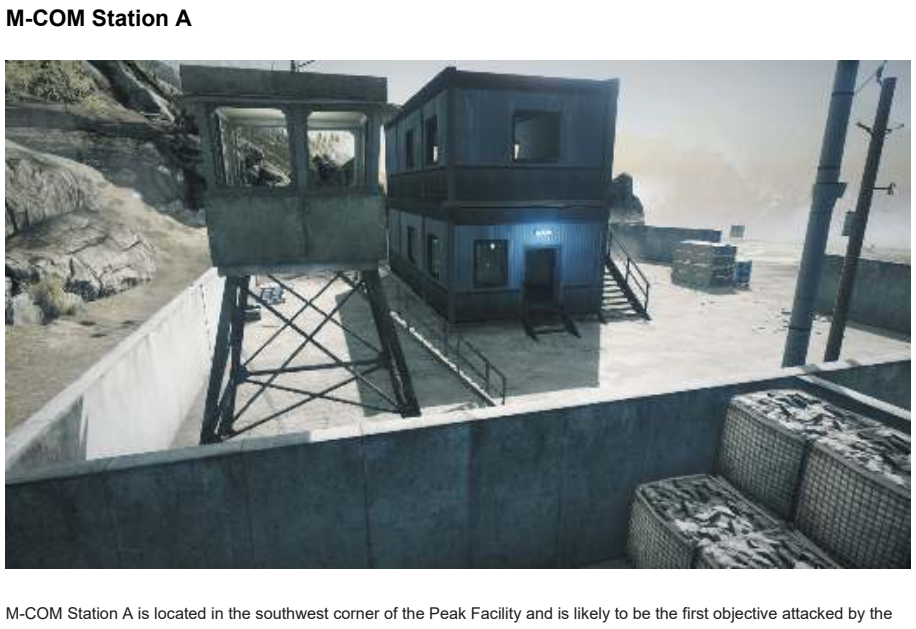
While this area is off-limits, you can spawn directly into the helicopter when it's available. But don't take the pilot's seat unless you have some experience.

A skilled pilot is required to strafe the US attackers while avoiding the incoming fire of the Centurion C-RAM located at their deployment area.

ZONE 2: PEAK FACILITY



M-COM Station A

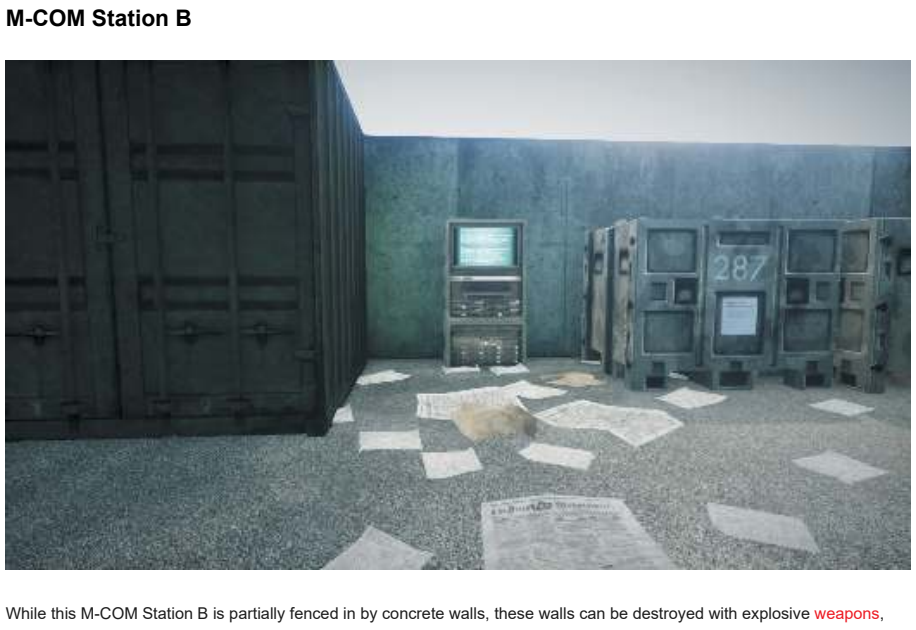


M-COM Station A is located in the southwest corner of the Peak Facility and is likely to be the first objective attacked by the US team due to its close proximity to the southern exterior wall.

The M-COM Station sits on the bottom floor of the small gray two-story structure next to the concrete perimeter wall. Instead of circling around the wall, US troops should simply blast their way through to easily access this M-COM station.

RU defenders should hold to the north and take out the walls on the bottom floor of the structure. This allows them to engage attackers attempting to set a charge. Denying the attackers this cover can go a long way in holding out here.

M-COM Station B



While this M-COM Station B is partially fenced in by concrete walls, these walls can be destroyed with explosive weapons, allowing the US team to stage their attack from practically any direction.

The M-COM station is flanked by two shipping containers that cannot be destroyed, providing excellent cover for troops attempting to set or disarm a charge.

However, anyone standing in front of the M-COM station is completely exposed from the east. So whether you're attacking or defending, the east side offers the best cover point.

The wall directly behind the M-COM station can also be destroyed for those who wish to cover the station from the west. However, the station must still be armed or disarmed from the east side.

US DEPLOYMENT

Deployment Area Assets

Name	Quantity	Respawn Time
M114 HMMWV	1	30 sec.
Centurion C-RAM	1	—

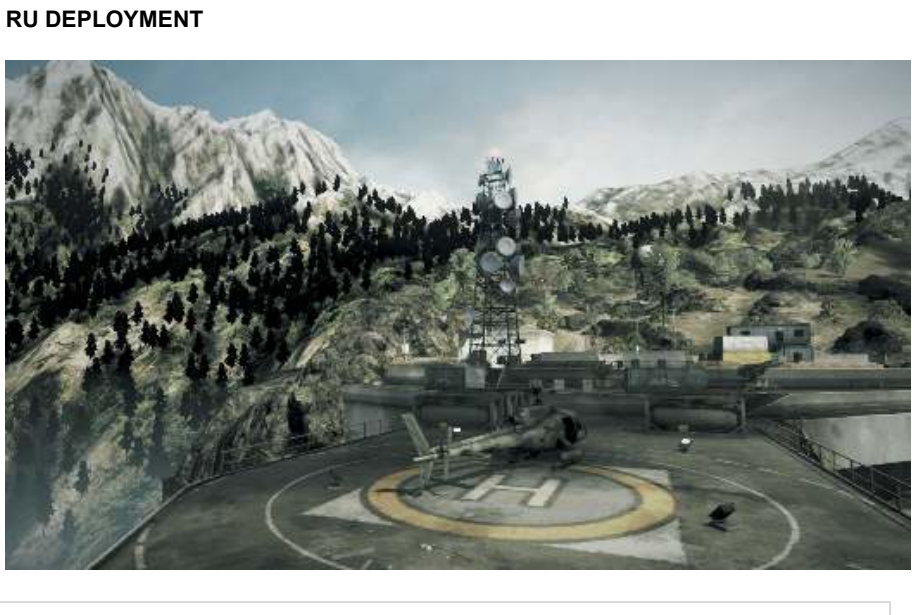
After destroying the first two M-COM stations, the RU team is pushed farther to the north while the US team claims the Communications Facility for their base.

The US team is granted the same assets as before: one HMMWV and a Centurion C-RAM for air defense. The US team still holds the high ground at this location, but it's still a long hike to the Peak Facility down the slope to the north.

Fortunately there's plenty of large rocks that US troops can use for cover on the way down. The road to the east offers the quickest access into the Peak Facility, but it's likely to be mined or booby-trapped.

Still, rushing the Peak Facility along this road in a HMMWV is by far the quickest way to gain a foothold near the M-COM stations. Once in or near the facility, utilize Radio Beacons to allow squad mates to spawn closer to the action.

RU DEPLOYMENT



Deployment Area Assets

Name	Quantity	Respawn Time
Z-11W	1	90 sec.

After losing their first base, the RU team is pushed back to the very edge of Damavand Peak, deploying near the helipad perched on the northernmost tip of the mountain.

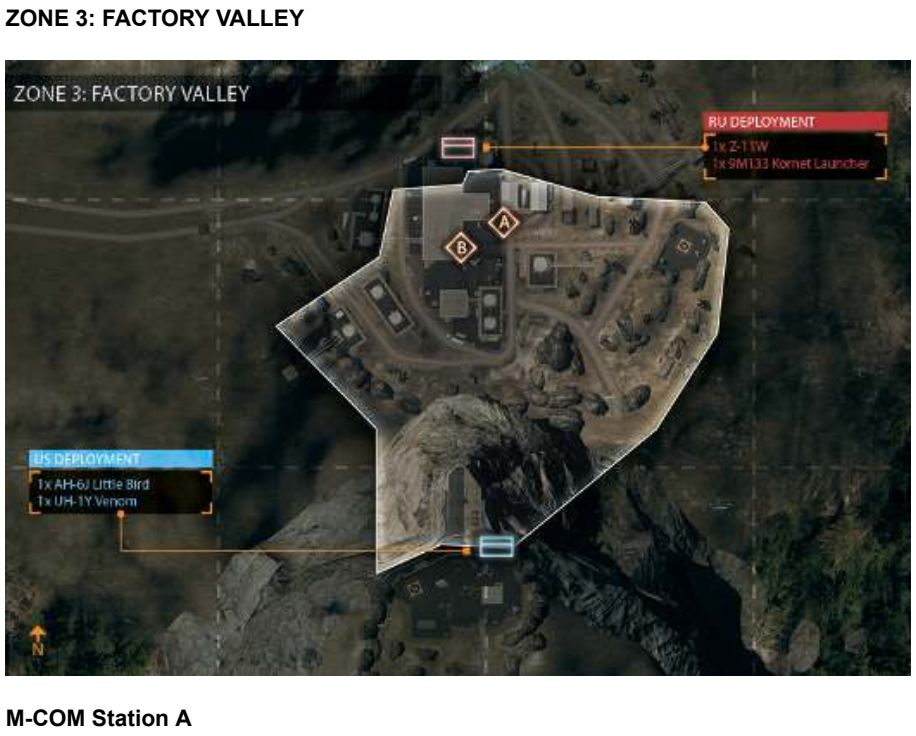
The M-COM stations are located within the facility to the south, only a few meters away. However, RU defenders should prepare for early rush attacks by the US HMMWV.

If the US team acts quickly, they can gain a foothold in the facility before the RU team has a chance to establish a defensive perimeter. Barring early rush attacks, the RU defenders have a solid chance of holding out here.

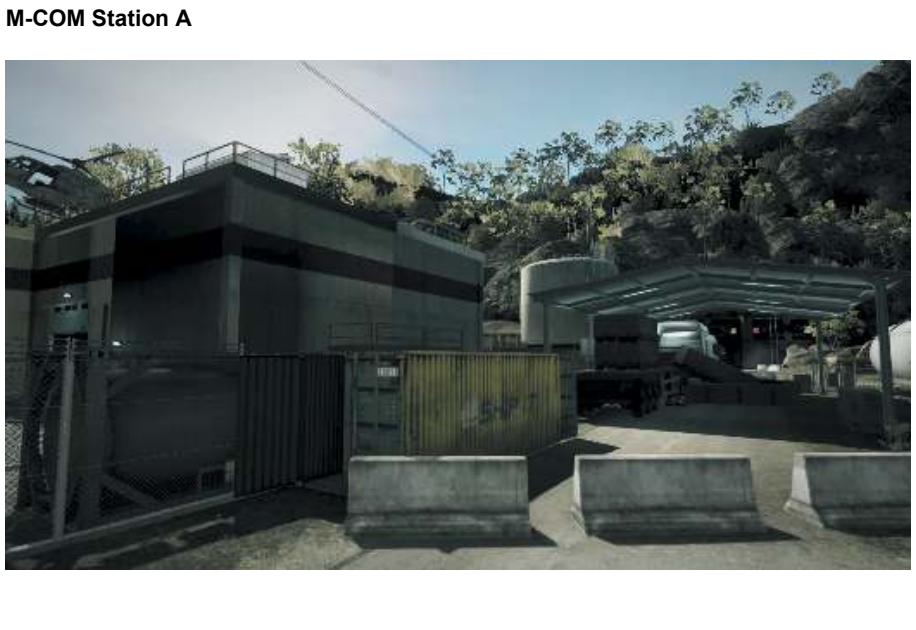
US recon troops sniping from the hillside to the south are still a problem here for defenders, so avoid silhouetting yourself in windows or on rooftops. Stay low and focus you attention on the two M-COM stations.

Perform routine security sweeps of the facilities perimeter and destroy any US Radio Beacons placed near the facility. Keep the Z-11W in the air at all times to strafe the advancing US troops.

ZONE 3: FACTORY VALLEY



M-COM Station A



This M-COM Station A is positioned in a yellow shipping container alongside the road outside the large warehouse facility. Both the northern and southern ends of the shipping container are open, allowing access to the M-COM station from either side.

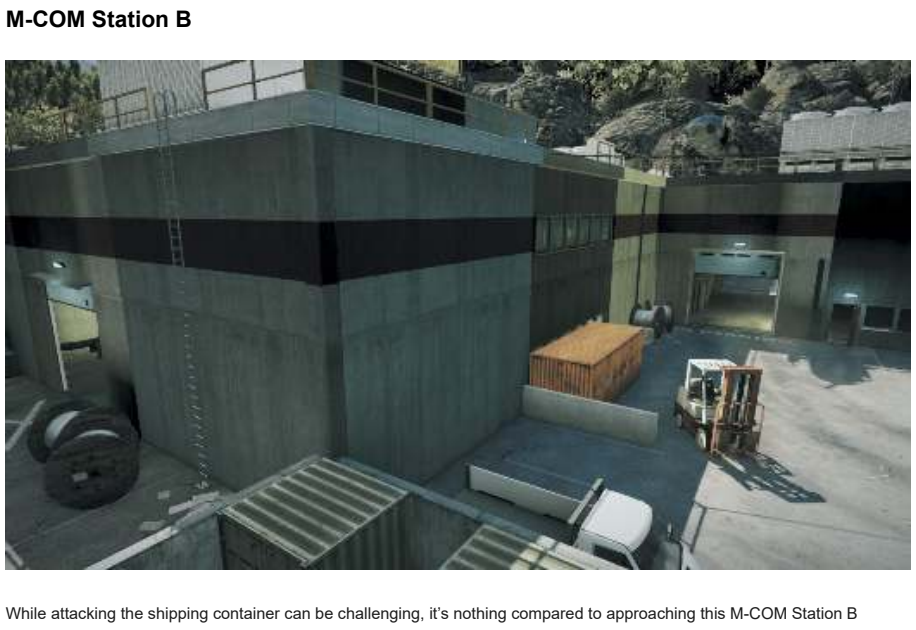
Once inside the cramped shipping container, it's relatively safe to set or disarm a charge. However, getting inside can be tough, especially if both entrances are watched by the opposing team.

The shipping container is surrounded by multiple elevated positions, offering both attacking and defending recon troops a clear view of anyone entering or exiting. Therefore smoke is essential in concealing advances toward the shipping container's entrances.

For the US attackers, it's best to get inside, set the charge, and then exit, covering shipping container from a distance as the defenders rush to disarm the charge.

Loitering inside the shipping container only makes you vulnerable to incoming grenades and close-quarters assaults.

M-COM Station B



While attacking the shipping container can be challenging, it's nothing compared to approaching this M-COM Station B located on the ground floor of the large warehouse.

If well defended, the RU team can hold out here indefinitely, stealthily picking off US attackers from the catwalks and other elevated positions.

Attackers must embrace the element of surprise by punching holes through the warehouse's exterior walls and creating their own entry points.

This helps keep the RU defenders on their toes, constantly guessing where the next infiltration will come from. Both teams can also benefit from Radio Beacons placed in and around the warehouse, which is ideal for maintaining a constant presence in this area. Attacking and defending this location requires a concerted team effort.

Failing to coordinate will most certainly lead to defeat.

US DEPLOYMENT

Deployment Area Assets

Name	Quantity	Respawn Time
AH-6J Little Bird	1	90 sec.
UH-1Y Venom	1	90 sec.

The fight is long from over after the US team knocks out the latest M-COM stations at the Peak Facility. Next comes one of the most unique and exciting advances in any Rush map:

It requires the US team to drop off the edge of the mountain and secure a foothold in the valley below.

There are a couple of ways to safely reach the valley floor. The most obvious is by helicopter transport. This base now spawns an AH-6J and UH-1Y for the US team.

If you can't hitch a ride on a chopper, the only other way down is by base jumping off the northern edge of the mountain. This is far less dangerous than it looks, but you must be careful when deploying your parachute.

If you deploy your parachute too early, the RU defenders will have any easy time spotting you, making you vulnerable to incoming fire as you slowly drift to the ground. The key is opening your parachute when you're only a few meters from the ground.

Not only is this the fastest way down, but you're also less likely to get shot during the descent. Once safely on the ground, make sure your squad deploys a Radio Beacon in a safe spot to secure a spawn point in the valley.

RU DEPLOYMENT

Deployment Area Assets

Name	Quantity	Respawn Time
Z-11W	1	90 sec.
9M133 Kornet Launcher	1	60 sec.

After losing the Peak Facility, the RU team deploys near the South Entrance by the Tunnel.

The M-COM stations are only a few meters south of the deployment area, but the US helicopters give the attackers increased mobility to quickly secure spawn points on the valley floor.

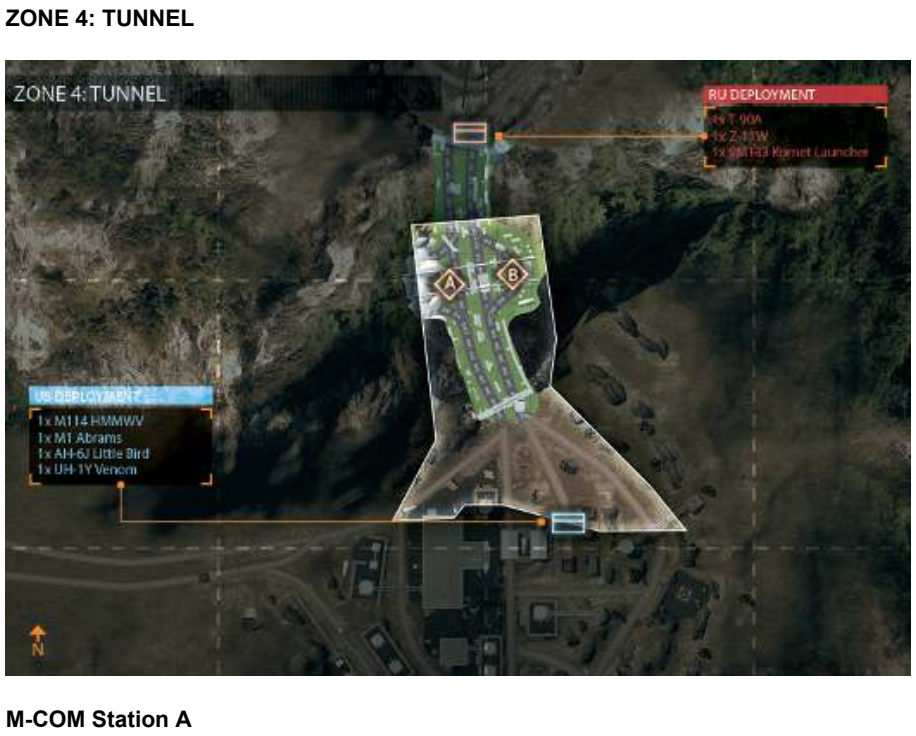
RU engineers armed with SA-18 IGLA launchers are needed to combat the threat posed by the US choppers. But RU troops should also watch for attackers base jumping off Damavand Peak.

Base jumpers are particularly vulnerable if they deploy their parachutes too early. So spot them for your teammates, then open fire.

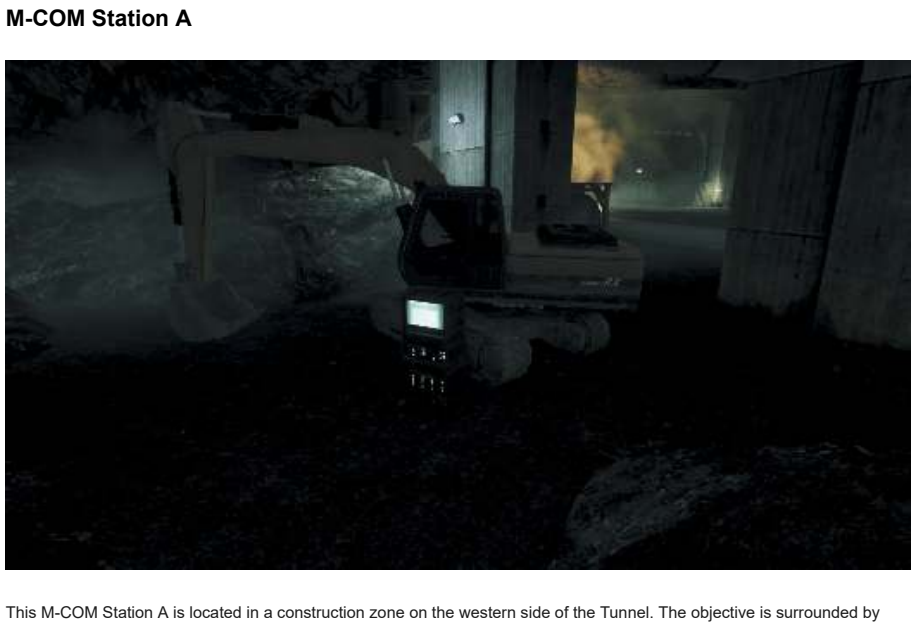
Hitting a slowly descending opponent with a parachute isn't easy, but if multiple teammates concentrate their fire on one target, chances are the base jumper won't survive.

Still, don't get distracted by shooting down choppers and base jumpers. Sprint to each M-COM station and establish a defensive perimeter ASAP.

ZONE 4: TUNNEL



M-COM Station A



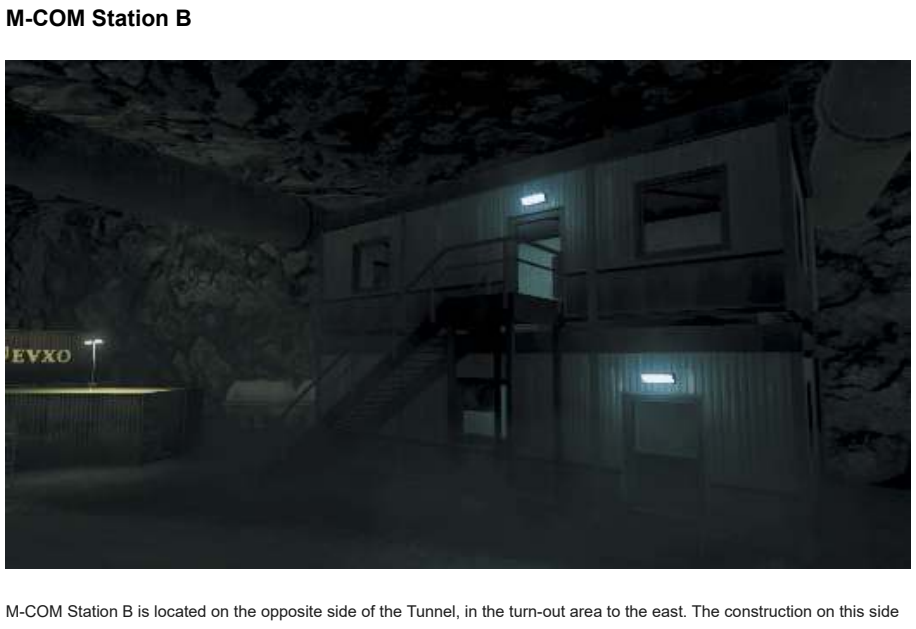
This M-COM Station A is located in a construction zone on the western side of the Tunnel. The objective is surrounded by piles of rock and debris, preventing both attackers and defenders from covering this area from long range.

So prepare for some close-quarters firefights around this objective. Utilize Tactical Lights and Laser Sights to cut through the darkness and blind your opponents.

If you want to avoid giving away your position, equip the IRNV (IR 1x) scope and a Flash Suppressor to spot enemies while remaining undetected. Given the uneven terrain, vehicle attacks on this position aren't easy.

Infantry are best suited for attacking and defending this M-COM station. RU defenders should cover the narrow passage directly south of the objective. This is a popular avenue of attack and should be locked down by support troops.

M-COM Station B



M-COM Station B is located on the opposite side of the Tunnel, in the turn-out area to the east. The construction on this side of the Tunnel is more complete, including a smooth U-shaped road connecting to the main road on the north and south ends.

This makes approaches by vehicles much easier, both for the attackers and the defenders. The M-COM station itself is located on the bottom floor of the small trailer-like structure to the east.

A similar trailer is located across the road to the west and provides a good cover point of the objective. RU defenders should mine the road to the south to prevent US vehicles from getting too close for comfort.

But the bulk of the US attack is likely to come from the narrow passage to the south. This avenue of attack can also be booby-trapped with Claymores and C4. But dedicated defenders covering this passage are necessary, too.

Focusing light machine gun fire down this narrow passage is a great way to score some easy kills.

US DEPLOYMENT

Deployment Area Assets

Name	Quantity	Respawn Time
M114 HMMWV	1	30 sec.
M1 Abrams	1	60 sec.
AH-6J Little Bird	1	90 sec.
UH-1Y Venom	1	90 sec.

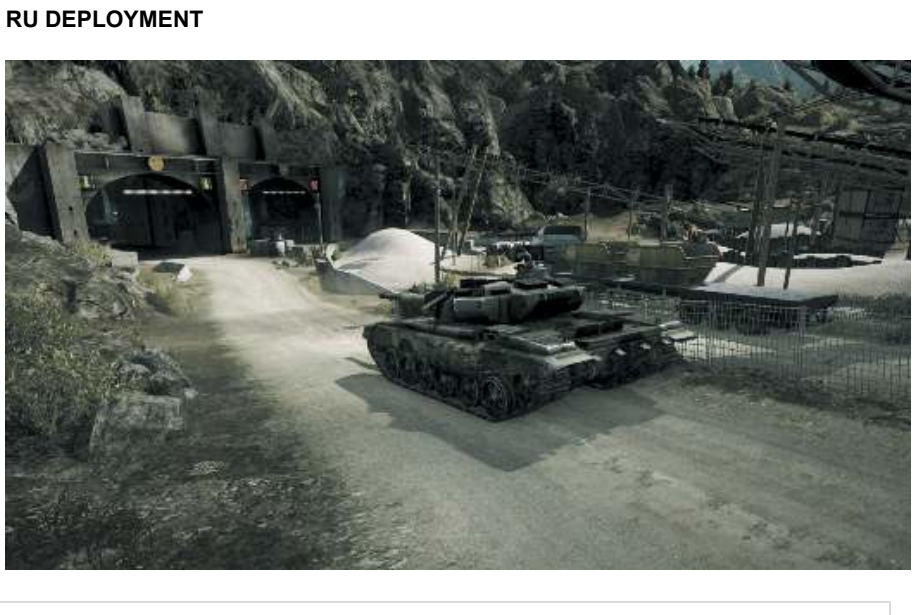
Once the US team has secured a presence in the valley, they must press forward into the Tunnel. Fortunately they gain some ground vehicles for this task, while still maintaining their helicopters spawned at the Peak Facility.

Both the HMMWV and M1 Abrams are helpful for attacking the two M-COM Stations nestled deep inside the Tunnel. While the Tunnel entrance directly to the north is the only entry point for vehicles, infantry should utilize the narrow side passages on the east and west.

If the RU team hasn't defended these passages, these are by far the best way to get inside the Tunnel and plant charges on each M-COM station.

The helicopters aren't very effective during this stage of the battle, but they can harass RU units spawned near the Tunnel's North Entrance—taking out their T-90A is very helpful.

RU DEPLOYMENT



Deployment Area Assets

Name	Quantity	Respawn Time
T-90A	1	60 sec.
Z-11W	1	90 sec.
9M133 Kornet Launcher	1	60 sec.

In this zone, the RU team deploys outside the Tunnel, near the North Entrance. But finally, they have some serious firepower in the form of a T-90A.

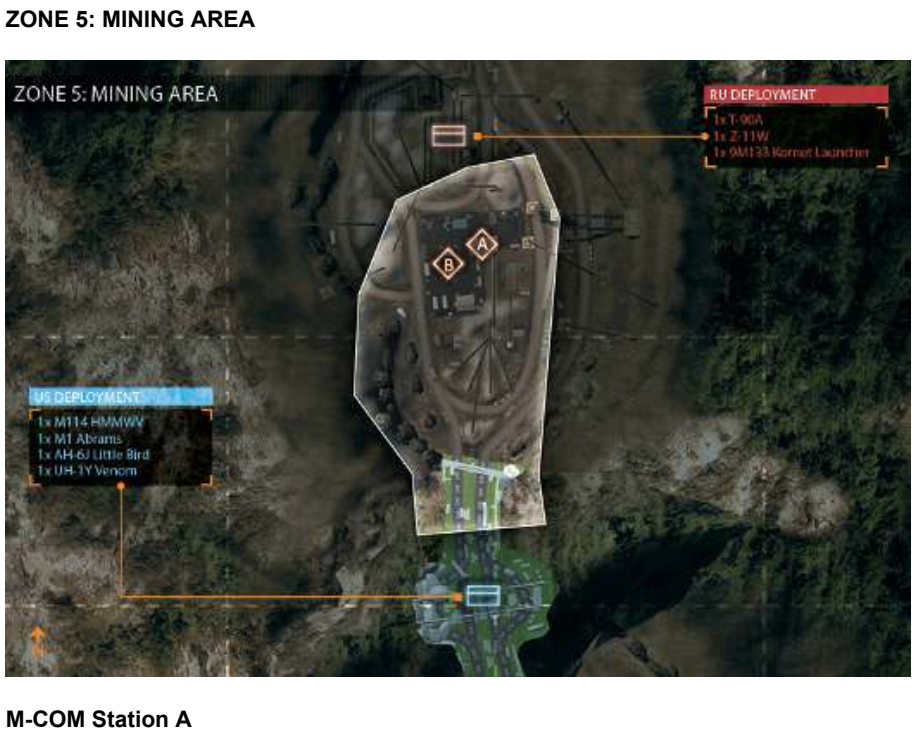
This tank is crucial for countering the US M1 Abrams, which spawns at the US deployment area at the South Entrance. Park the tank in the Tunnel, facing toward the south, and blast any attackers that move into view.

Placing the tank in the Tunnel protects it from the US choppers, but it will still draw plenty of fire from the US ground forces. However, a dedicated team of engineers can keep the T-90A in the fight.

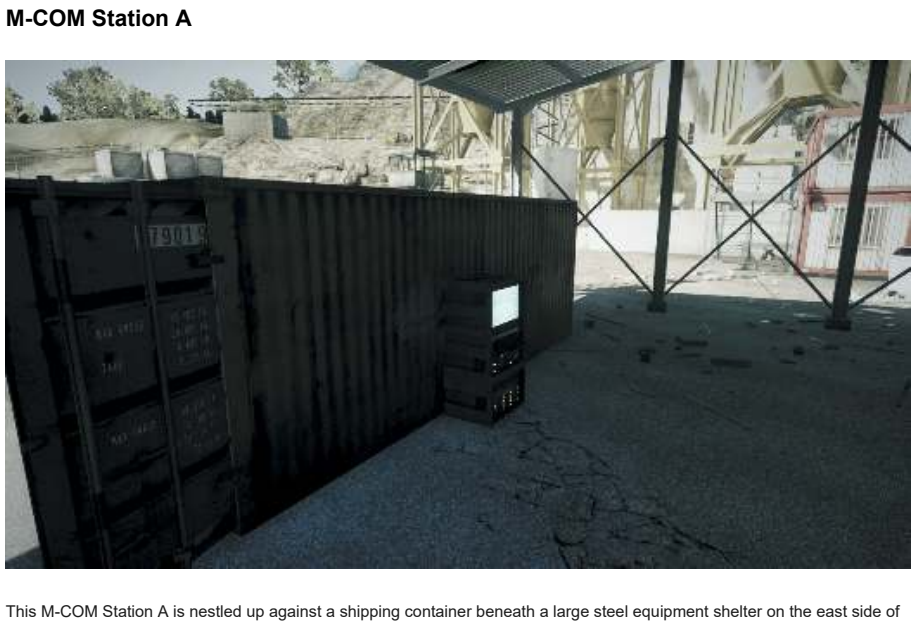
RU infantry should gather around the two M-COM stations on the east and west sides of the Tunnel. Pay particular attention to the two narrow side passages leading in from the South Entrance.

Support troops training light machine guns down these narrow passages is an effective way to halt US advance.

ZONE 5: MINING AREA



M-COM Station A

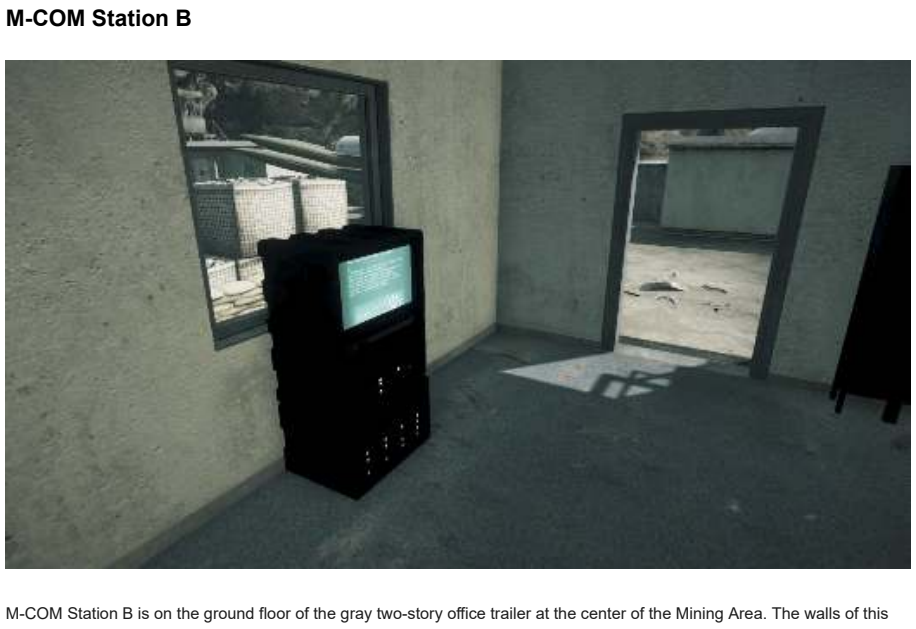


This M-COM Station A is nestled up against a shipping container beneath a large steel equipment shelter on the east side of the Mining Area. The eastern side of the shipping container is open, making it an awesome hiding spot for both attackers and defenders.

Consider placing a Radio Beacon inside the shipping container to maintain a presence next to the M-COM station. Defenders should note that the concrete wall to the south and west can be breached with explosives, thereby opening new avenues of attack for the US team.

The red-and-white trailer to the east serves as a great cover point, regardless of which direction the attackers come from. Drop prone atop the stairs here and pick off anyone tampering with the objective.

M-COM Station B



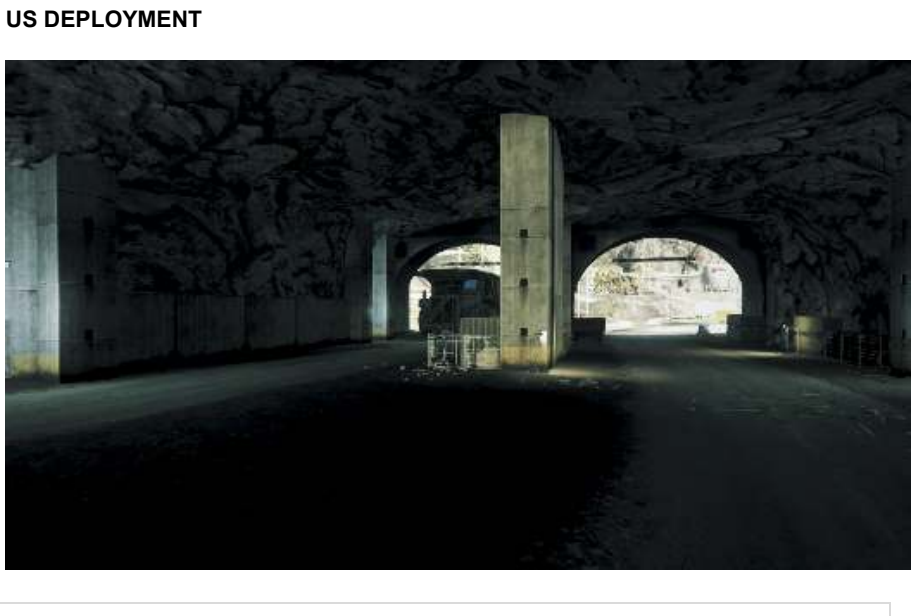
M-COM Station B is on the ground floor of the gray two-story office trailer at the center of the Mining Area. The walls of this structure can be completely destroyed but the structure will remain standing.

Peeling away the walls allows a better view of the objective for defenders. Still, it's better to simply cover the two entry points on the west and north sides.

Tanks are likely to play a role in the fight for this M-COM station, so engineers on both sides should come prepared with anti-tank weaponry, including mines and C4.

If the M-COM station becomes completely exposed through the destruction of the surrounding walls, be prepared to deploy smoke on the objective prior to setting or disarming the charge.

US DEPLOYMENT



Deployment Area Assets

Name	Quantity	Respawn Time
M114 HMMWV	1	30 sec.
M1 Abrams	1	60 sec.
AH-6J Little Bird	1	90 sec.
UH-1Y Venom	1	90 sec.

This is the US team's final deployment area, located inside the Tunnel. The Tunnel's exit to the north is a deadly choke point that is easily defended by the RU team and their two T-90A tanks.

Therefore, look for other ways to advance on the final M-COM stations. The helicopters offer the best method of moving troops to the north end of the valley.

Once on the ground, Radio Beacons can be deployed near the M-COM stations, allowing teammates spawn close to the action without rushing through the carnage near the Tunnel's exit.

Beyond transporting troops, the AH-6J plays a pivotal role in attacking the RU team's tanks by helping the M1 Abrams advance to support assault operations on the M-COM stations.

RU DEPLOYMENT

Deployment Area Assets

Name	Quantity	Respawn Time
T-90A	2	60 sec.
Z-11W	1	90 sec.
9M133 Kornet Launcher	2	60 sec.

Although this is the final zone for the RU defenders, they have a good chance of holding out here. There's only one way through the mountain and that's the Tunnel to the south.

The Tunnel's exit is a perfect choke point and should be taken advantage of. Deploy the two T-90A tanks so they can cover the exit, picking off US infantry and vehicles that emerge.

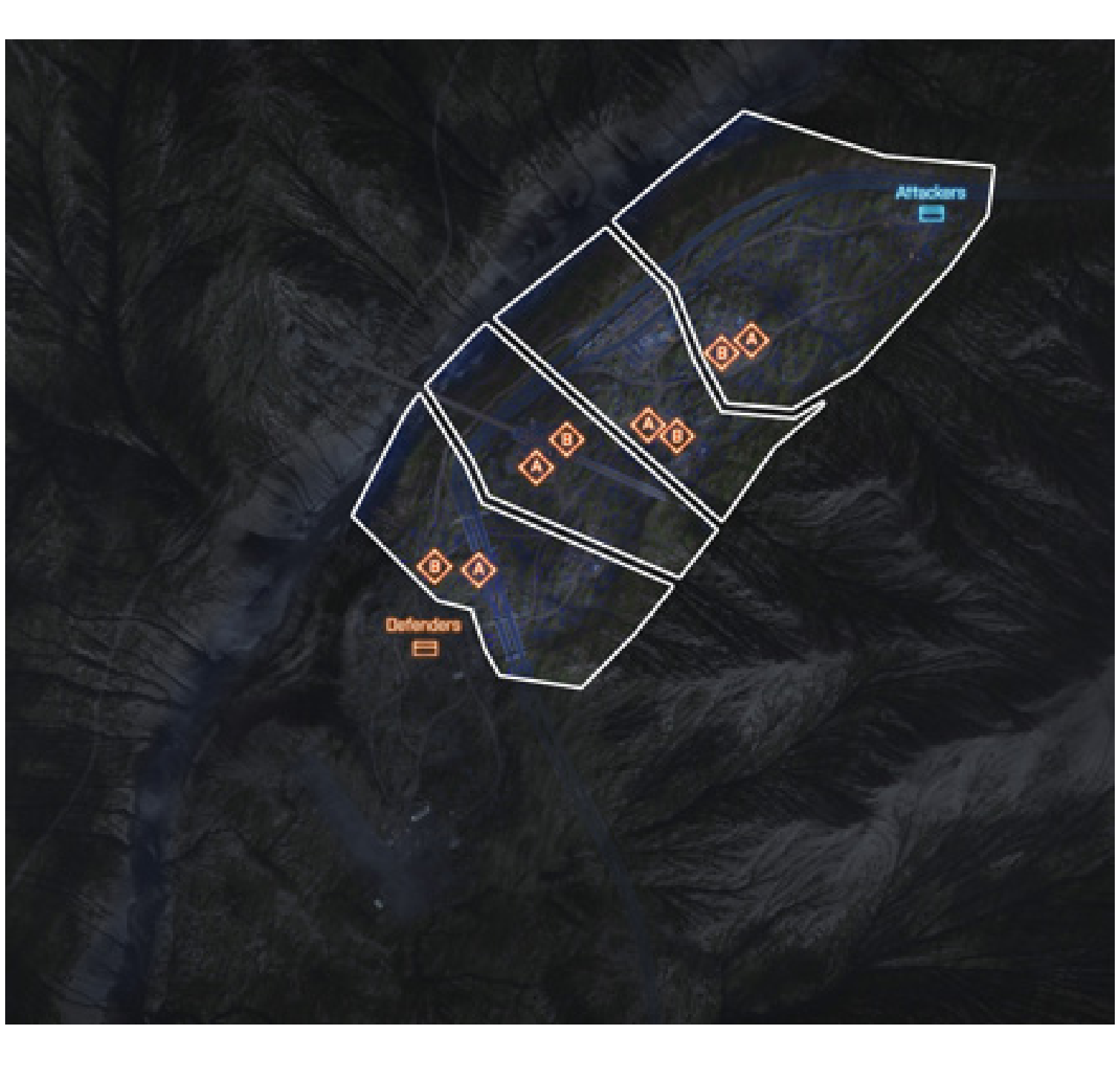
The biggest threat comes in the form of an aerial assault staged by the US helicopters. If the RU team isn't paying close attention, the choppers can drop troops directly onto the M-COM stations.

The best defense against such attacks are engineers armed with SA-18 IGLA missile launchers—just be sure to take out any survivors that manage to bail out. Also, perform periodic sweeps of the area to locate and destroy US Radio Beacons.

If the RU team can force the US team to spawn in the Tunnel, they'll have a much easier time holding out long enough to achieve a victory.

Rush

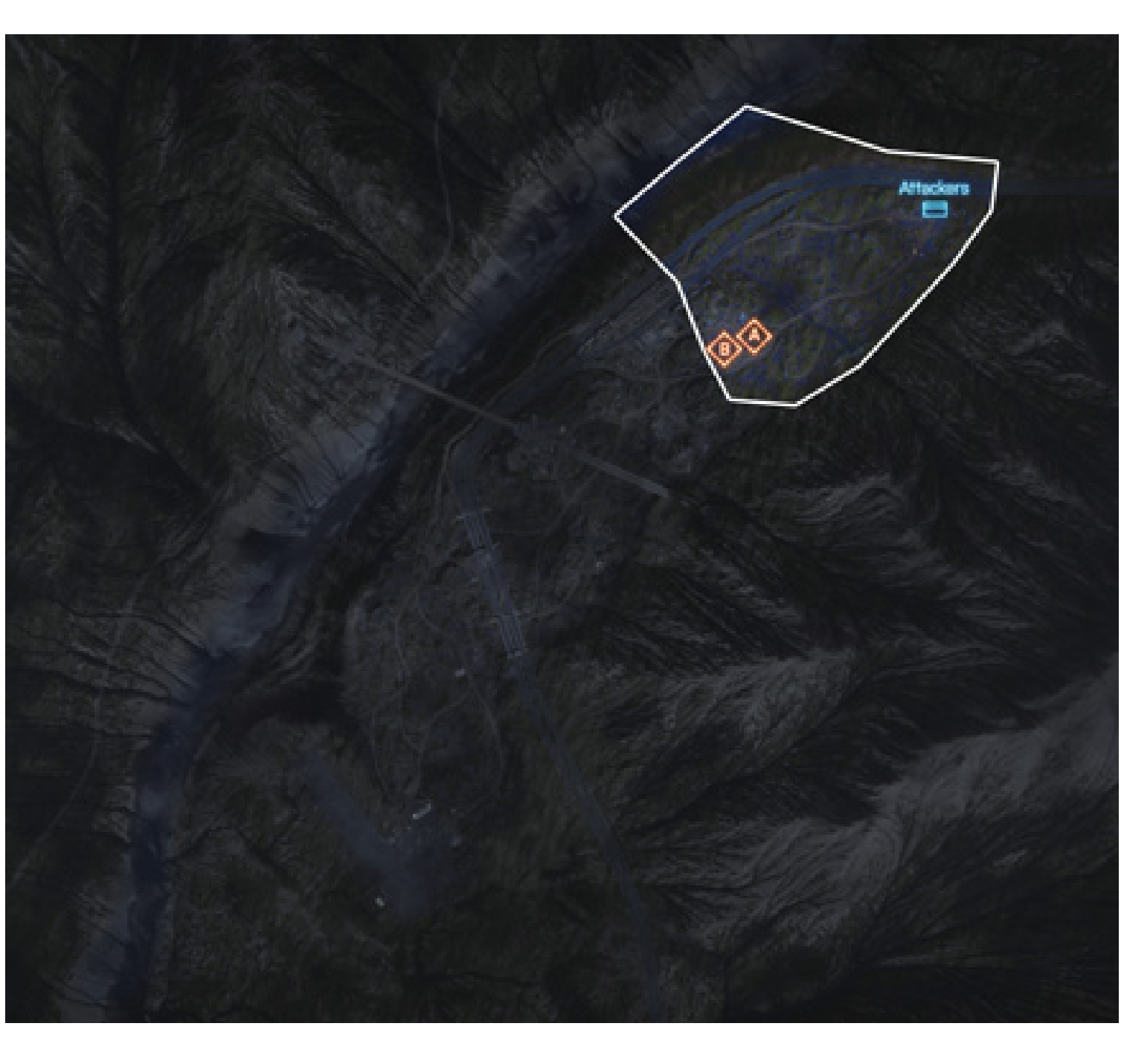
Death Valley



This is an epic Rush battle spread across five zones, requiring the US attackers to knock out 10 M-COM stations for the win. Fortunately for the US, they have a significant vehicle advantage throughout the battle, deploying a mix of quad bikes and M1128 tank destroyers in addition to the orbiting gunship. The RU team, on the other hand, is stuck with only one SPRUT-SD tank destroyer throughout the entire battle. As a result, the RU team must brush up on engineer tactics if they want to hold back the US attackers. A defending team primarily comprising engineers can help turn the tide, using mines, rocket launchers, and anti-air missiles to counter the threat posed by the US team's vehicles. Since the battle occurs at night, consider equipping IRNV (IR 1x) scopes for your weapons and thermal optics for your tank destroyers. Whether attacking or defending, spotting the enemy through the darkness can give your team a significant advantage.

Click here for interactive maps

Zone 1: Logging Camp



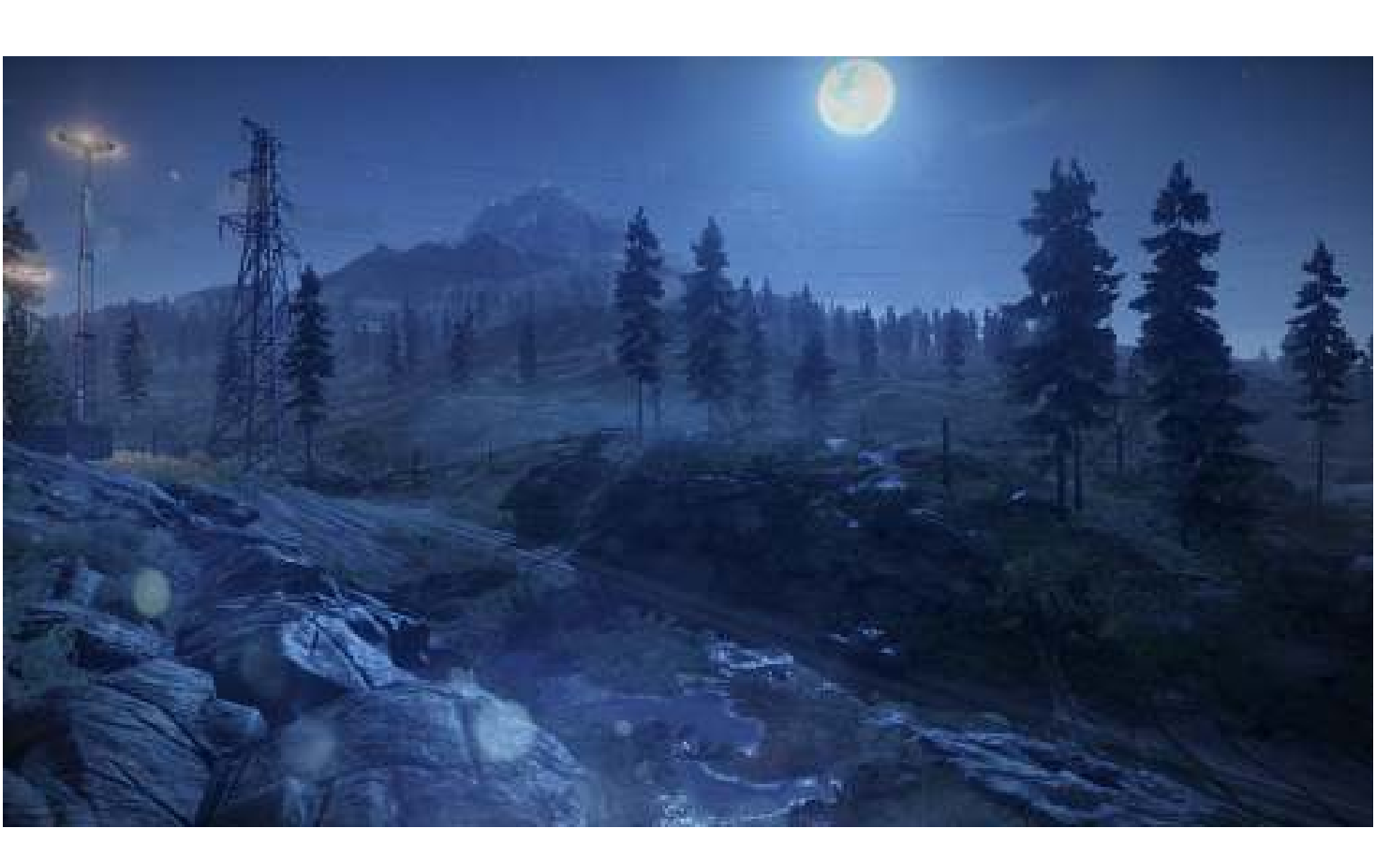
US Deployment

Deployment Area Assets

Name	Quantity	Respawn Time
Quad Bike	4	5 sec.
M1128	2	20 sec.
Gunship	1	120 sec.

For the US team, speed is the key to destroying the first pair of objectives, located south of the US deployment area. Fortunately, the US has plenty of options for reaching the target area. Parachuting out of the gunship is the quickest way to reach the M-COM stations before the RU team has a chance to dig in. The quad bikes spawned at the deployment area are also a great way to rush toward the objectives. But don't forget to bring the M1128 tank destroyers forward too. Their powerful guns can come in handy for pounding defenders as well as the RU team's SPRUT-SD. Meanwhile, use the gunship's powerful weapons to suppress defenders camped around the objectives. Once within the logging camp, deploy radio beacons to maintain a presence within the area.

RU Deployment



Deployment Area Assets

Name	Quantity	Respawn Time
SPRUT-SD	1	40 sec.

With only a single SPRUT-SD in their possession, the RU team has their work cut out for them in this challenging Rush battle. At the start of the battle expect the US team to rush the objectives with everything they have. As a result, the RU troops must sprint toward the logging camp and engage the steady stream of attackers approaching from the north and from the gunship. With no anti-air assets, the RU team must rely on engineers armed with IGLA anti-air missiles to counter the threat posed by the gunship. A team of two or three engineers equipped with IGLA launchers should have no problem shooting down the gunship. But the bulk of the team needs to focus on the ground forces approaching from the north. Once again, engineers are crucial for knocking out the US tank destroyers as well as keeping the SPRUT-SD repaired.

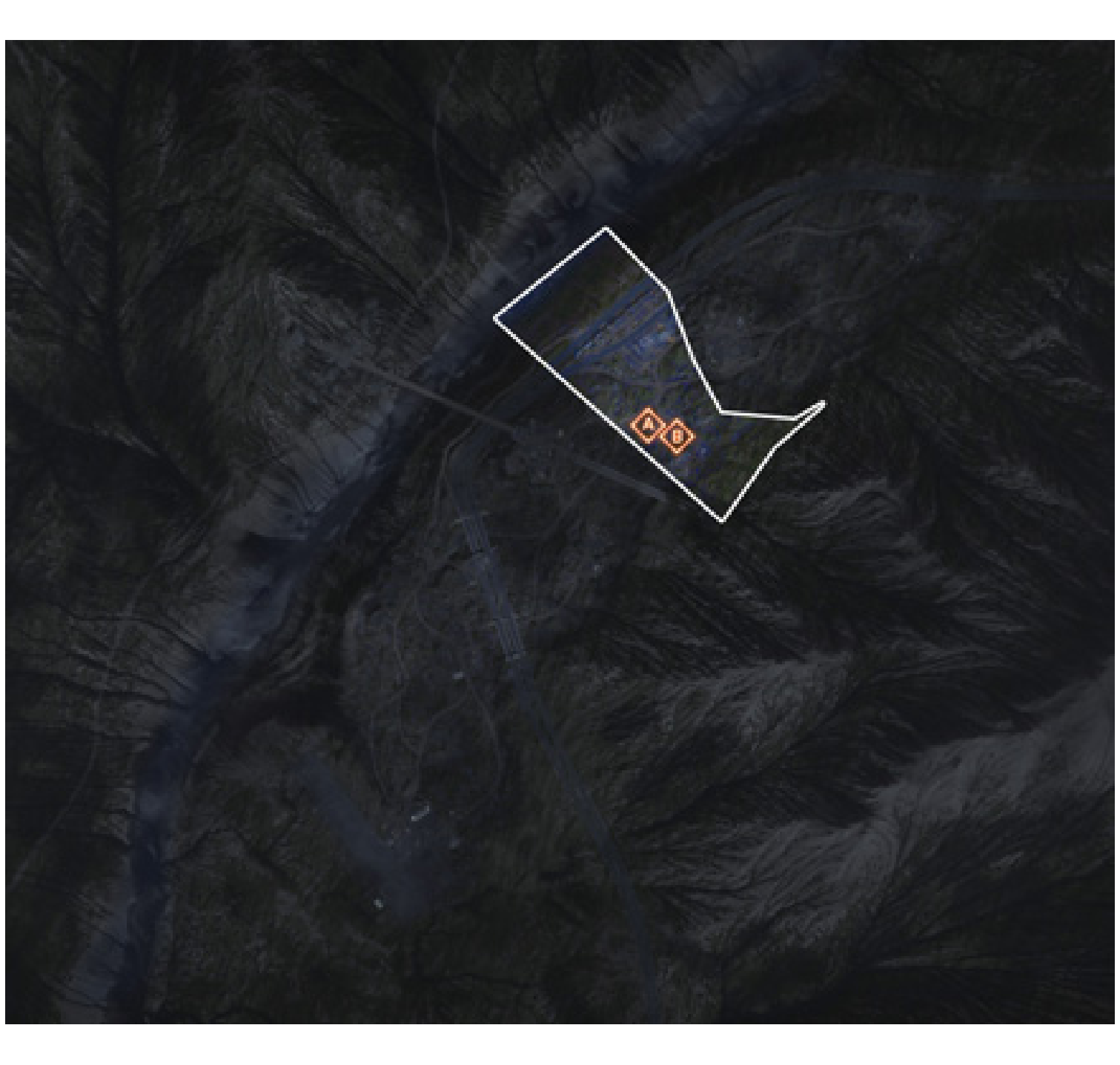
M-COM Station A

M-COM Station A is on the north end of the logging camp, often making it the first target of the attackers rushing in on quad bikes from the US deployment area. The objective is nestled between two large transformers on the camp's northeast corner. While the terrain outside the camp is wide open, the transformers, perimeter wall, and structures limit visibility in this area. As a result, be prepared for close-quarters encounters when operating around this objective—PDWs and shotguns are great for engaging opponents in this tight space. Attackers should rely on the gunship to spot and engage defenders around the objective prior to setting a charge. The RU team has a tough time reaching this objective at the outset of the battle, so the attackers should try to take it out as quickly as possible.

M-COM Station B

This objective is located deeper within the logging camp, giving the RU defenders a slightly better chance of securing it during the frantic opening moments of the battle. However, defenders should be mindful of the large cylindrical propane tanks on the east side of the objective. If these tanks are intact, avoid hiding near them as they're likely to be destroyed by bombardment from the US gunship. Instead of driving through the center of the logging camp, attackers should attempt to flank this objective from the east, using explosives to breach the camp's perimeter wall. Once again, coordinated close air support provided by the gunship is essential when setting the charge here. If the fight for this objective persists, both teams should deploy radio beacons nearby in an attempt to maintain a steady presence within the logging camp.

Zone 2: Power Station



US Deployment

Deployment Area Assets

Name	Quantity	Respawn Time
Quad Bike	2	5 sec.
M1128	2	20 sec.
Gunship	1	120 sec.

Once the US takes out the first two objectives, the logging camp becomes their new deployment area. For this next phase of the battle the US team maintains the same mix of vehicles, minus a couple of quad bikes. So when spawning here, take a good look around for teammates in need of a ride before peeling out in a quad bike or M1128. This time the RU team has a chance to consolidate forces around the objectives, so a coordinated push is necessary to drive the defenders back. Consider holding back at the deployment area until you have a sizable task force, then push forward simultaneously in an effort to overwhelm the defenders. A coordinated ground attack supported from the air by the gunship is the best way to reach the power station and knock out the next pair of M-COM stations.

RU Deployment

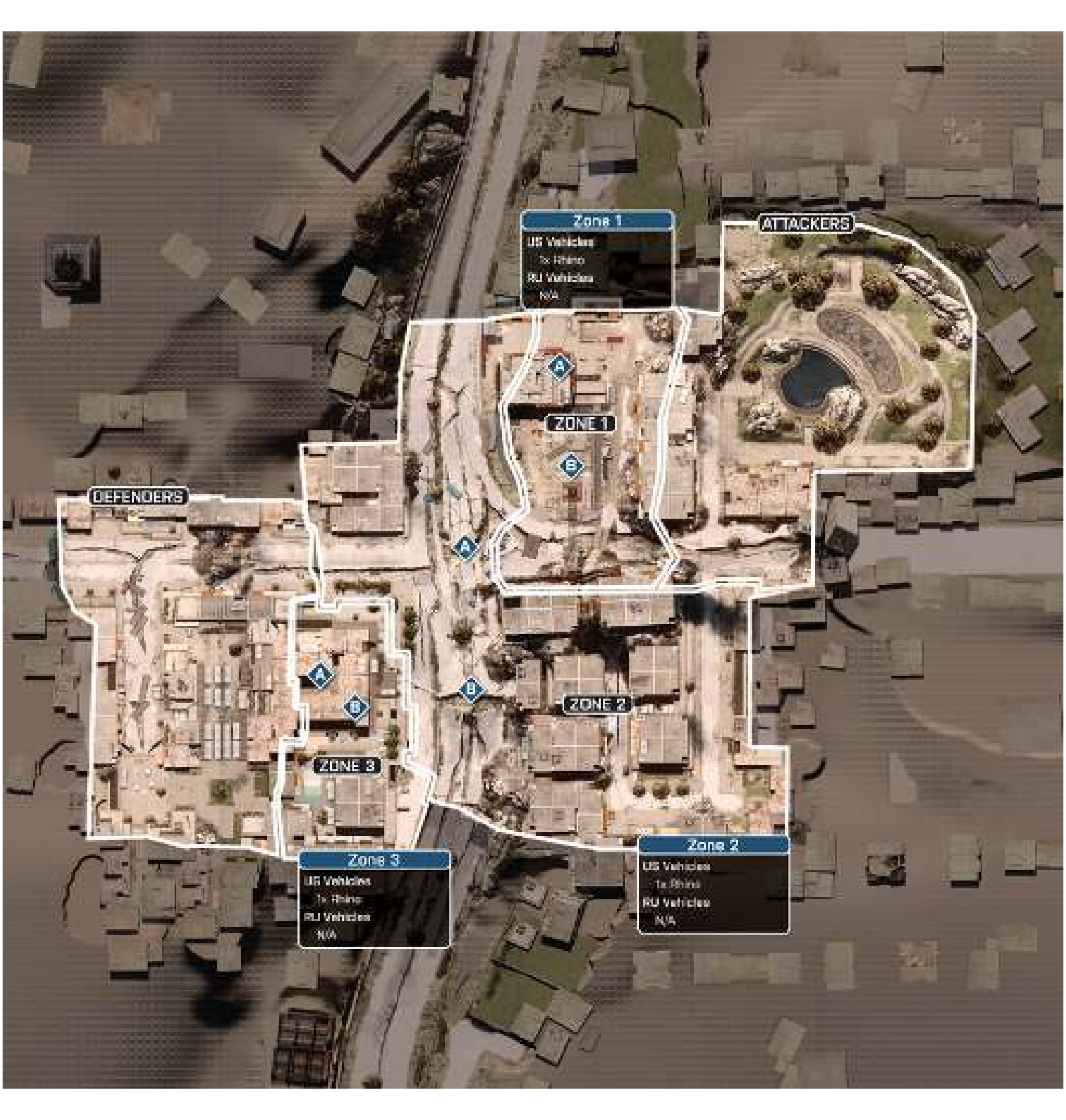
Deployment Area Assets

Name	Quantity	Respawn Time
SPRUT-SD	1	40 sec.

The battle doesn't get much easier for the RU defenders in this phase, benefiting only from a single SPRUT-SD with which to turn back the attackers. But unlike in the first phase, the RU team has a few seconds to consolidate their forces around the power station before the US attackers arrive. Get the SPRUT-SD to the north side of the power station so it can pound attackers rushing in from the logging camp. It's important to keep the SPRUT-SD repaired, so surround it with engineers.

Rush

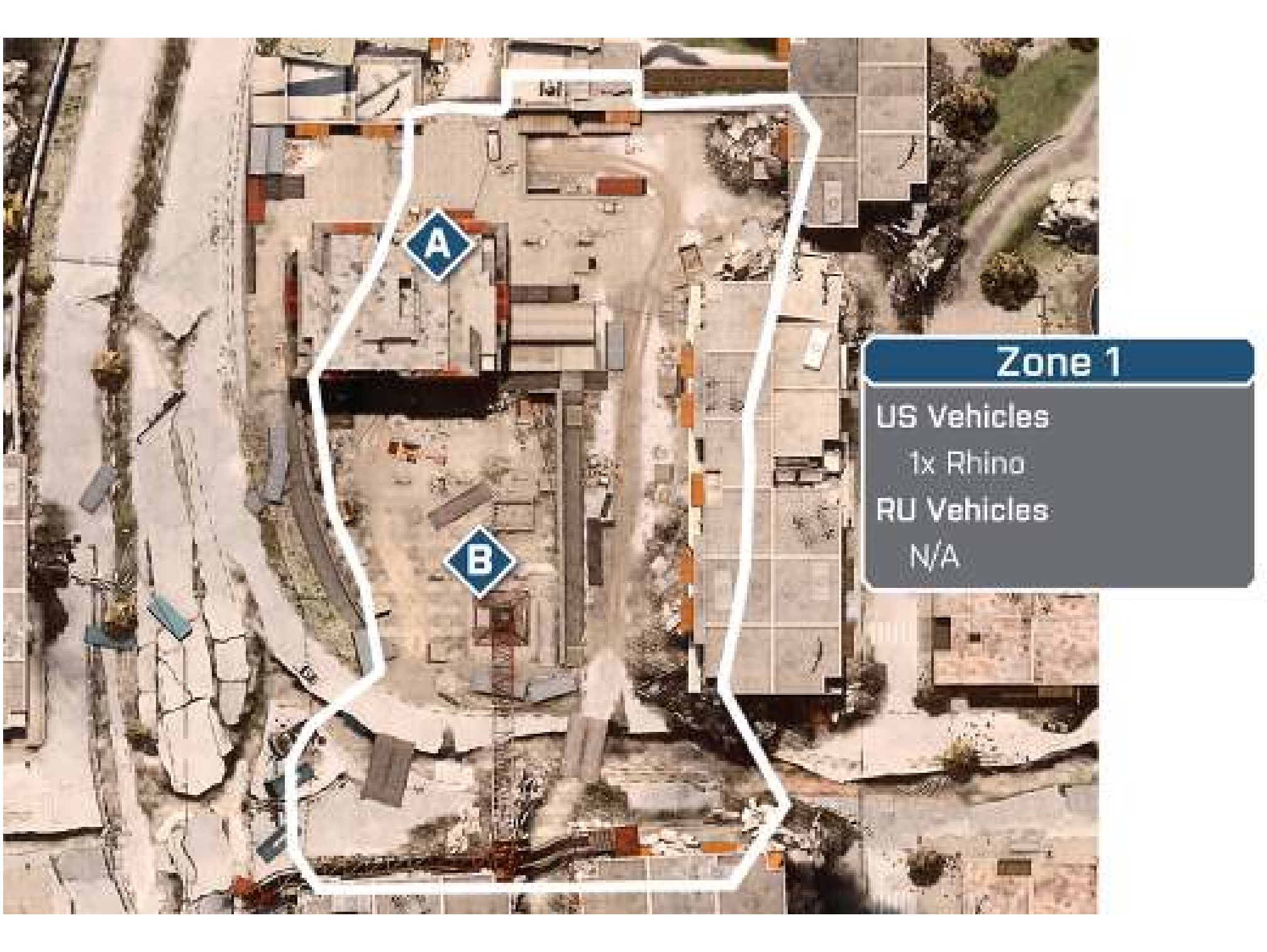
Epicenter



Click here for interactive maps

This Rush battle is spread across three separate zones, requiring the attackers to destroy a total of six M-COM stations to secure a victory. The only vehicle available throughout this battle is a Phoenix, supplied to the attackers—this vehicle always spawns at the park in the northeast corner of the map. Therefore prepare for primarily infantry engagements within the heavily damaged city core. The battle begins in the Construction area and then moves on to the Crossroads and Hotel. Each area presents both teams with different challenges to overcome, so be ready to switch classes and weapons in an effort to adapt to the varied environments. Assault and support troops are most versatile in this battle. But the defenders may wish to field a few engineers to counter the US team's Phoenix.

Zone 1: Construction



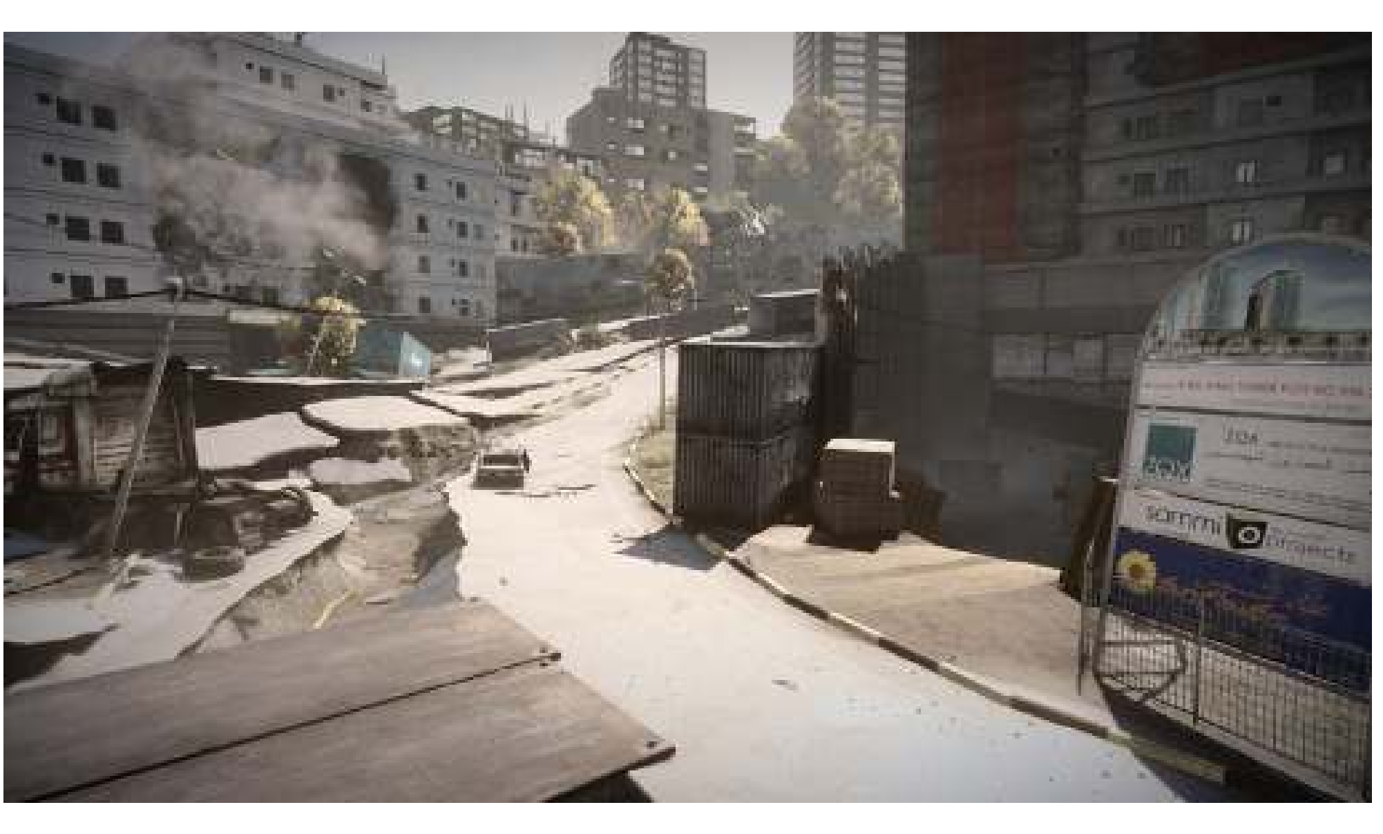
US Deployment

Deployment Area Assets

Name	Quantity	Respawn Time
Phoenix	1	30 sec.

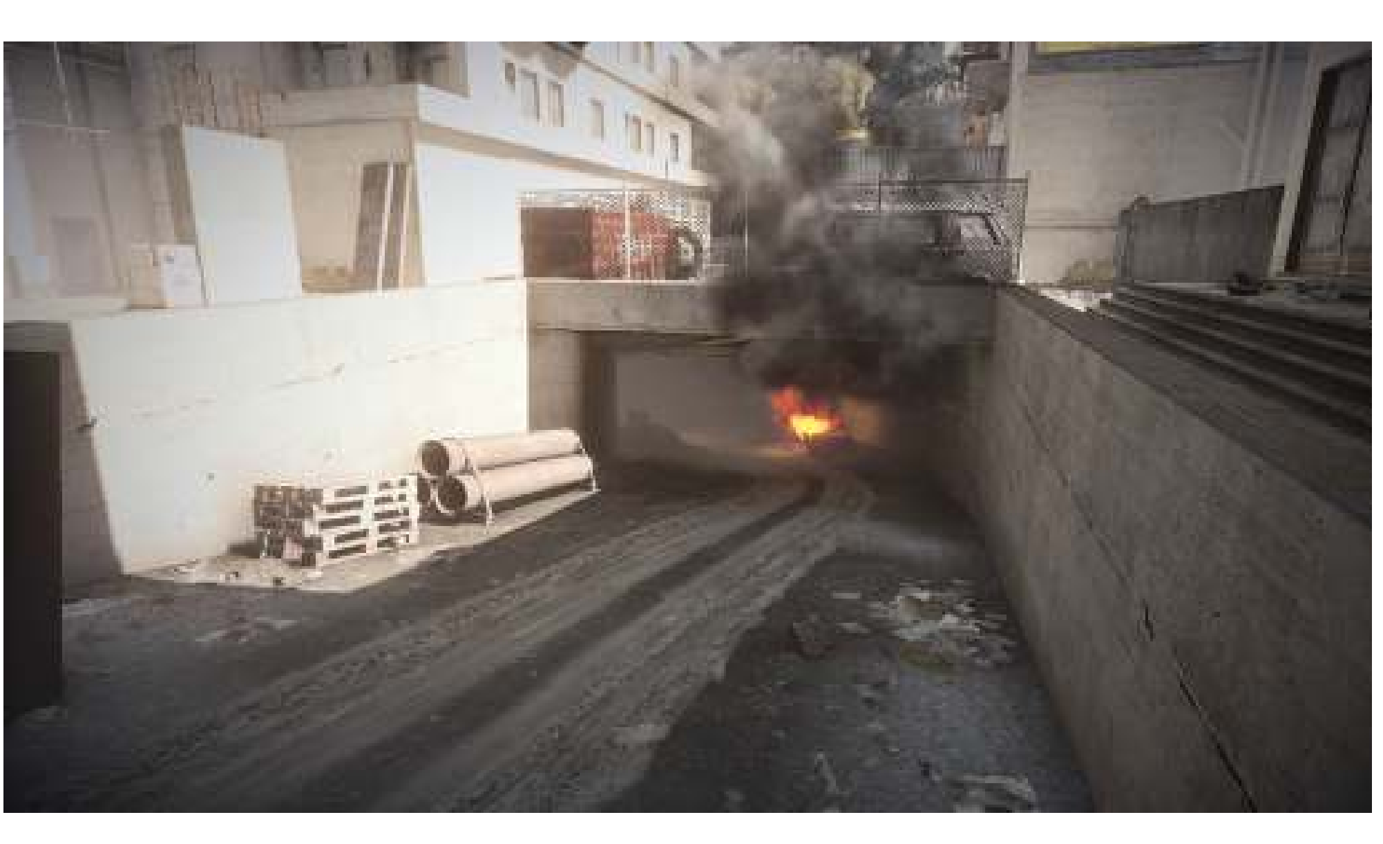
At the start of this battle the US attackers deploy from the park in the northeast corner of the map. As soon as the round begins, it's a footrace to the Construction area to the west as both teams attempt to secure the two M-COM stations. While the US team has access to a Phoenix, it's often faster to move to the Construction area on foot. Cut through the narrow alley or corridor on the west side of the park to gain access to the Construction area. From there, troops can fan out between the two objectives—M-COM Station A, located in the dark tunnel, is much easier to rush early in the battle. The RU team deploys much closer to the objectives, so always expect to encounter resistance as your team approaches the M-COM stations. Instead of relying on the Phoenix as a troop transport, use its weapons to soften up defenses around each objective while infantry rush in and plant a charge. The Phoenix won't last long, so a coordinated attack is essential when attempting to overwhelm the defenders.

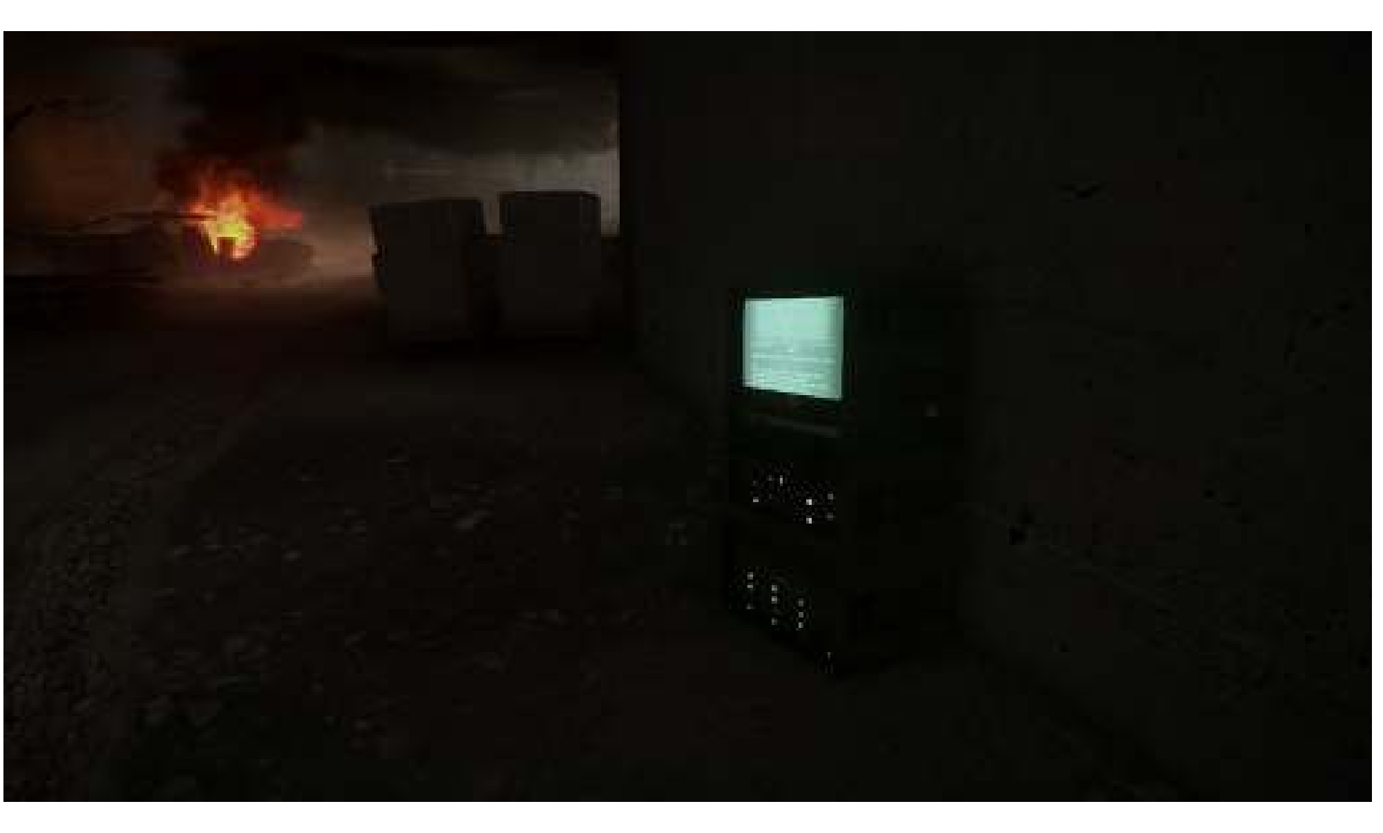
RU Deployment

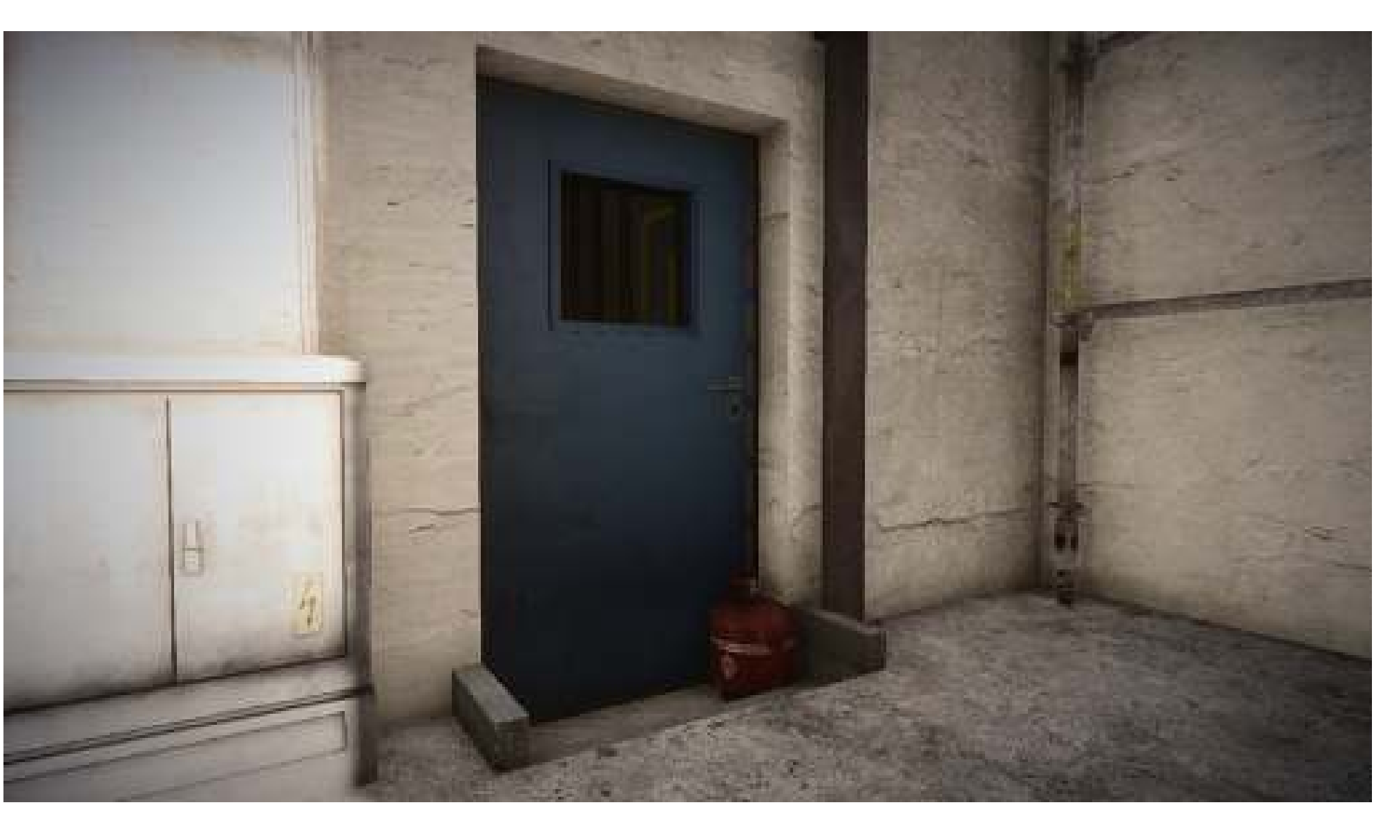


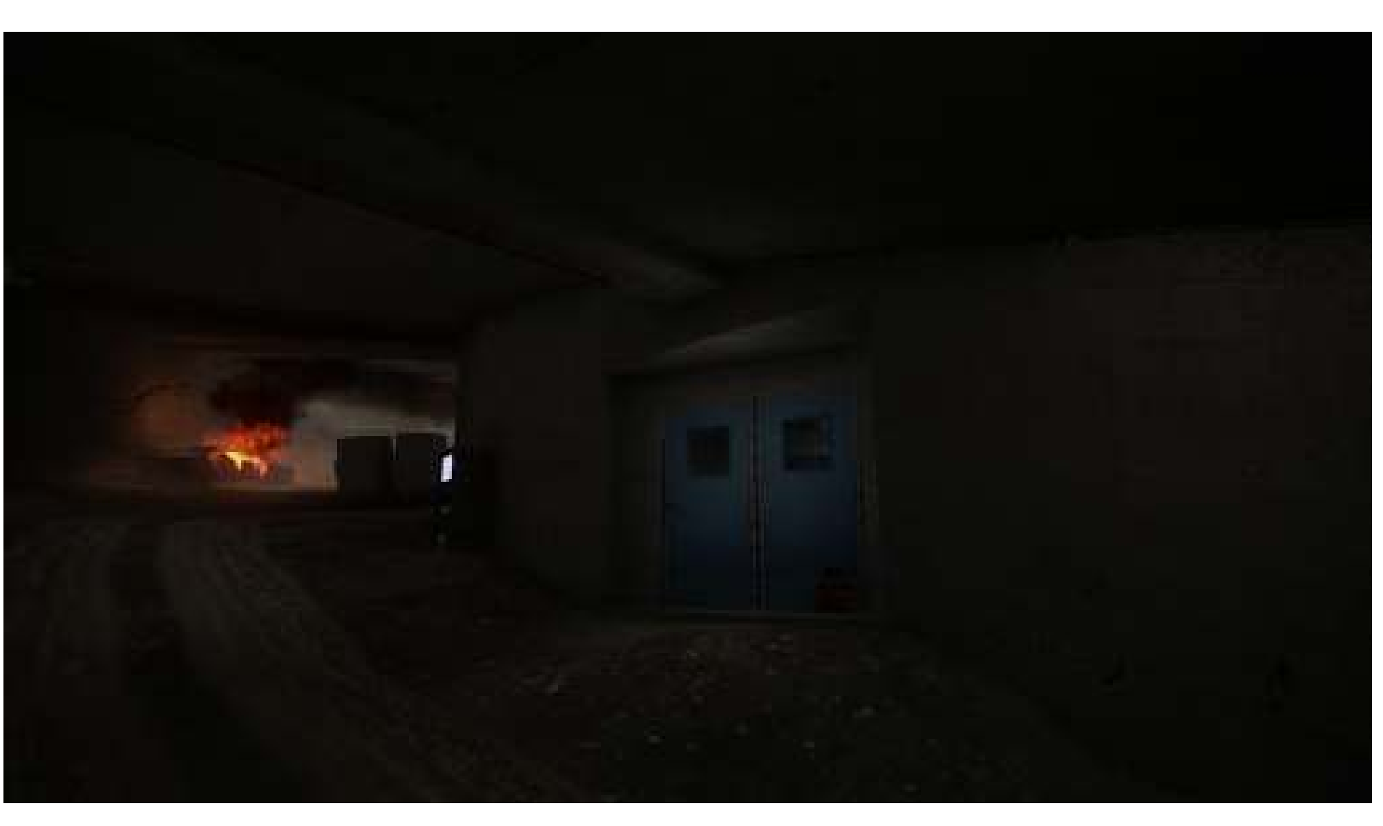
The RU defenders deploy from the west side of the Construction area, so they have only a few precious seconds to secure the M-COM stations before the US attackers arrive. With no vehicles at their disposal, it's solely the job of infantry to reach and hold back attacks on each objective. Secure the southern side of the Construction area to insulate M-COM Station B from early-round attacks. Meanwhile, rush troops into the tunnel to deter rush attacks on M-COM Station A. While babysitting the objectives is important, look for opportunities to pin the attackers as they funnel in through the three choke points to the east, connecting to the park. The narrow, rubble-lined alley to the northeast is the most common ingress route for the attackers. But don't forget to cover the interior corridor as well as the road to the south. Halting the attackers at these three choke points is the best way to lock down the Construction area and prevent the attackers from even catching a glimpse of the objectives.

M-COM Station A



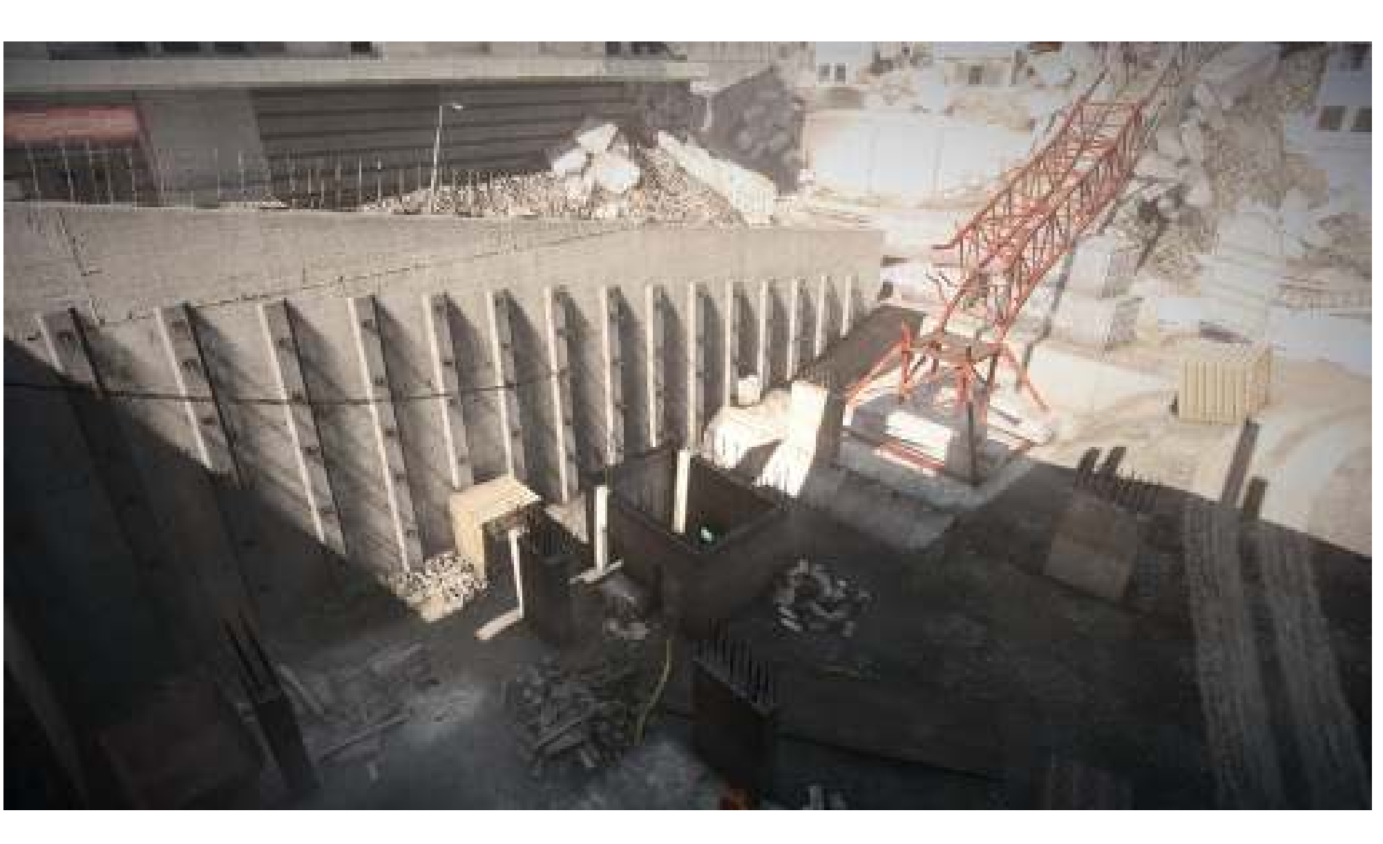


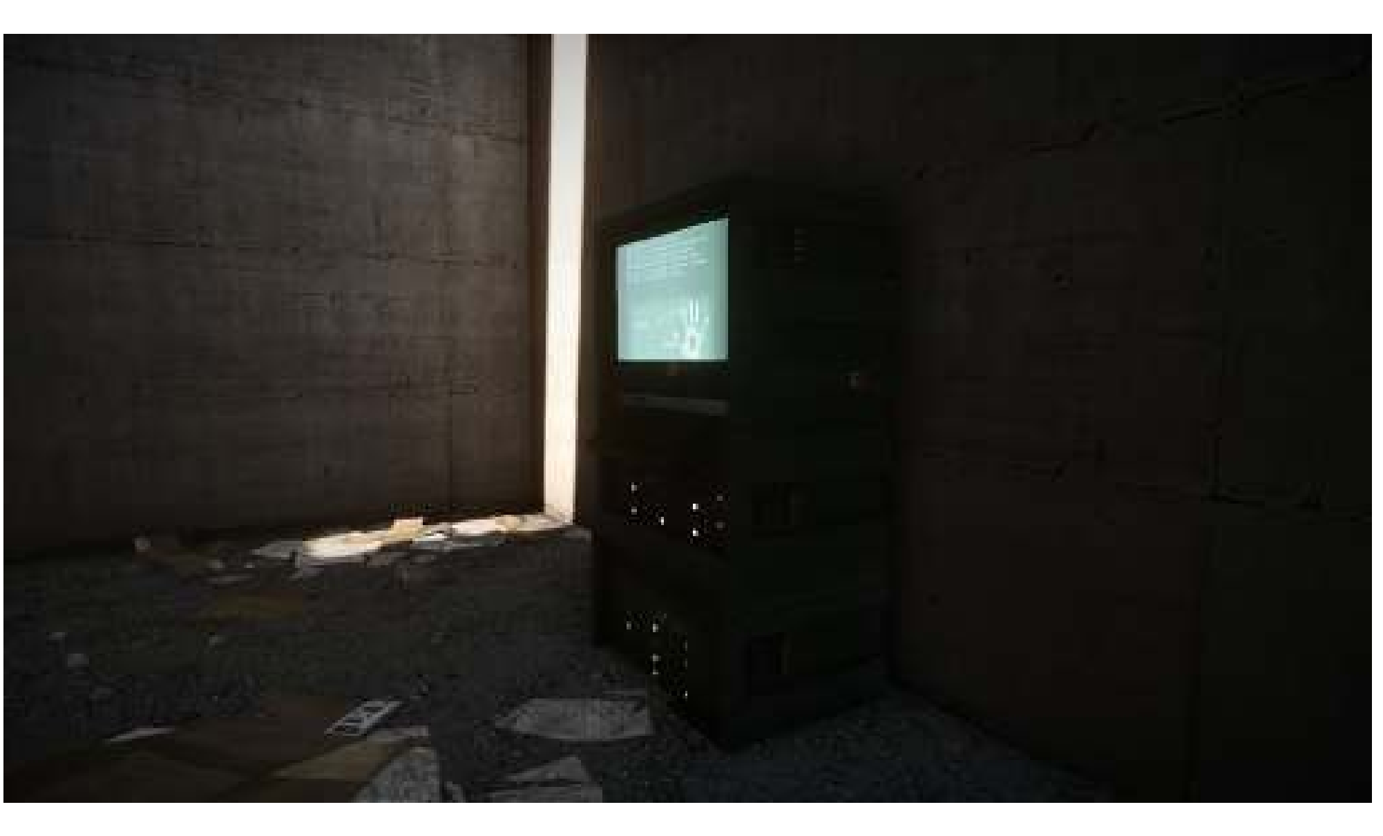


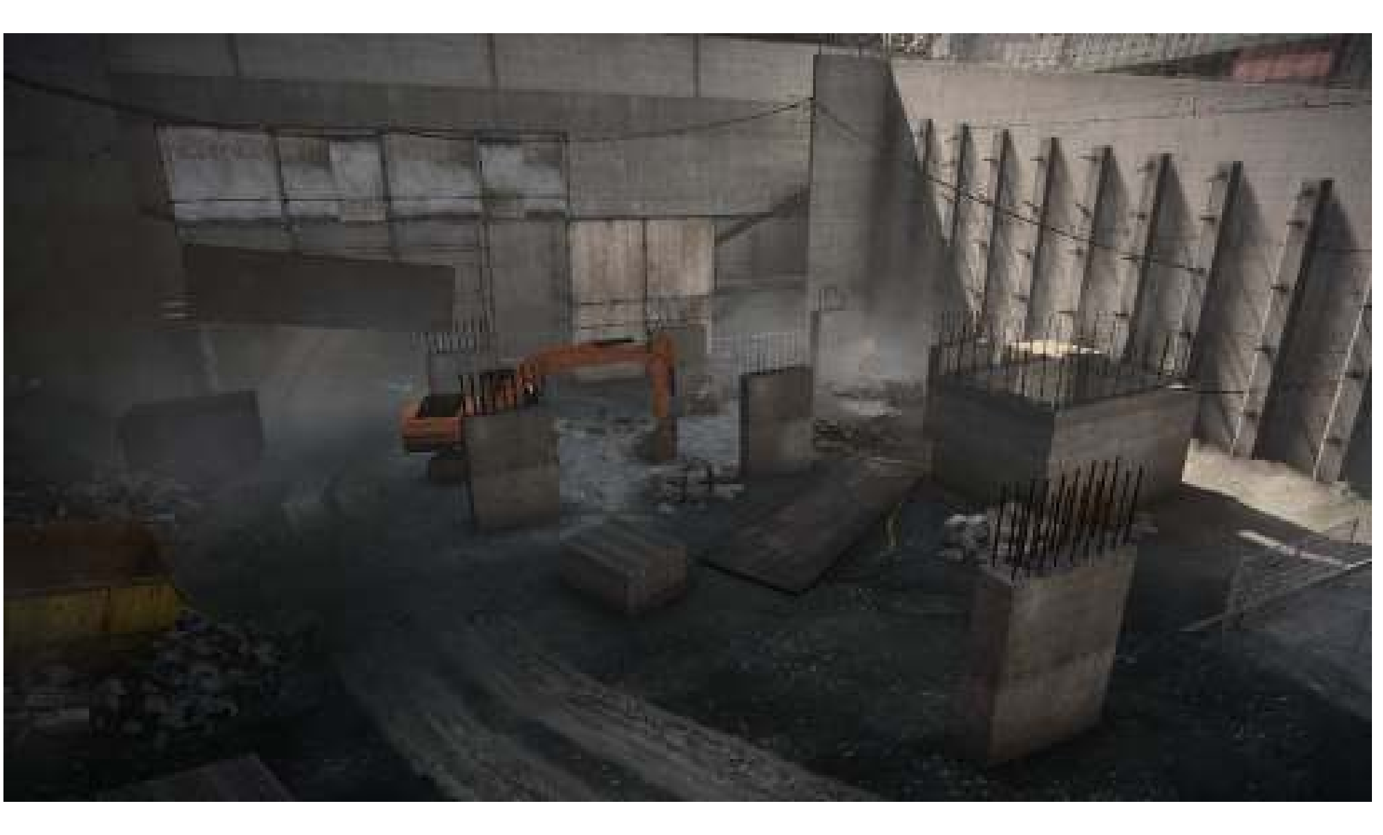


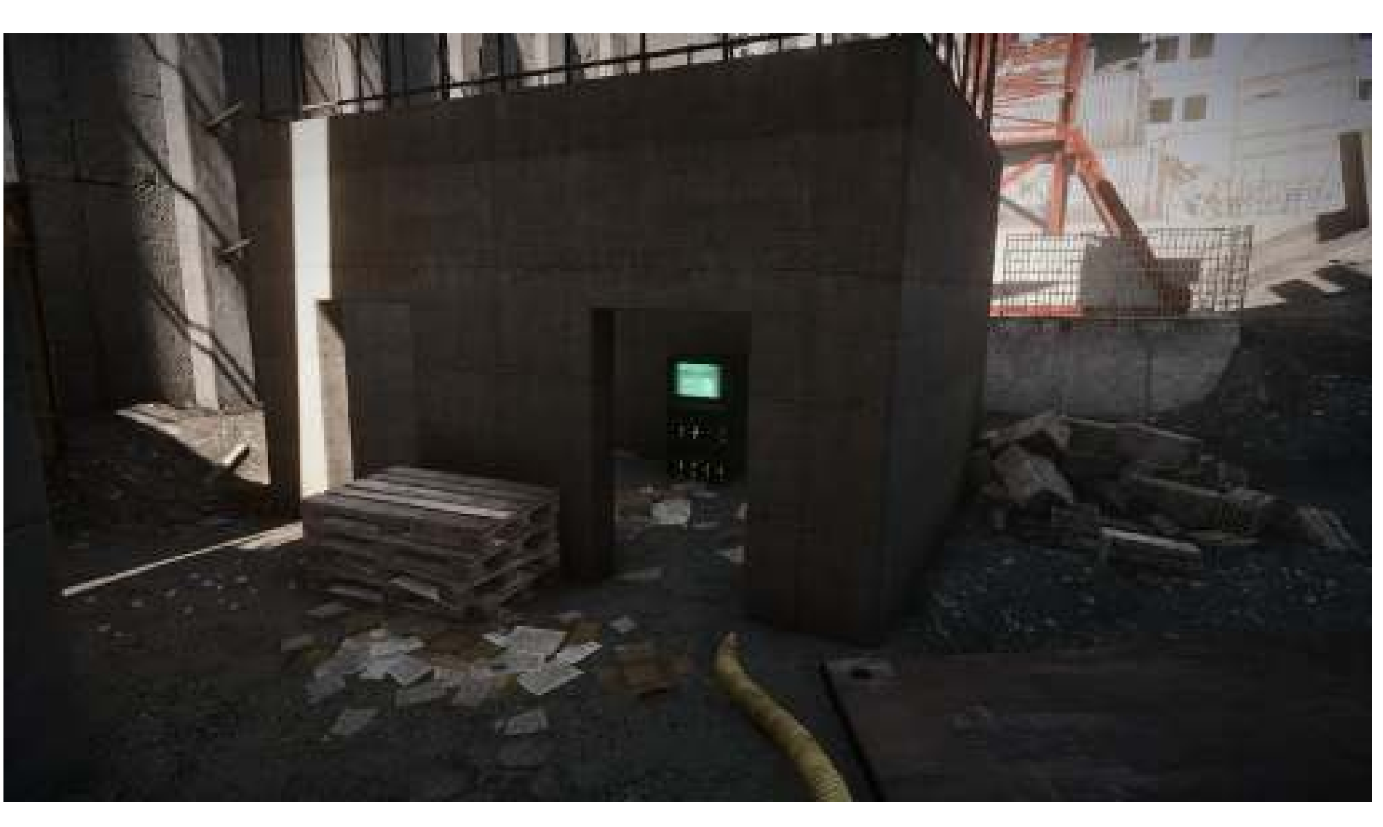
M-COM Station A is located in the dark, smoke-filled tunnel directly beneath the large skyscraper at the Construction area. The tunnel has two obvious entry points on the east and south sides. Both of these entrances are accessible by infantry and vehicles alike, which gives the attackers the opportunity to rush the objective with their Phoenix—defenders should counter with mines and other booby traps. In addition to the main tunnel entrances there's a third access point to the tunnel in the from of an interior maintenance stairwell and corridor. Both sides of this corridor can be accessed by shooting the red gas canisters propped up against the blue doors. The exterior blue door is on the northeast side of the skyscraper and is easily accessed by the US attackers. The stairwell and corridor beyond this blue door leads directly to M-COM Station A inside the tunnel. This is the preferred access route for attackers, so defenders should consider locking down this path to prevent sneak attacks on the objective—Claymores and C4 are very effective in this narrow passage.

M-COM Station B



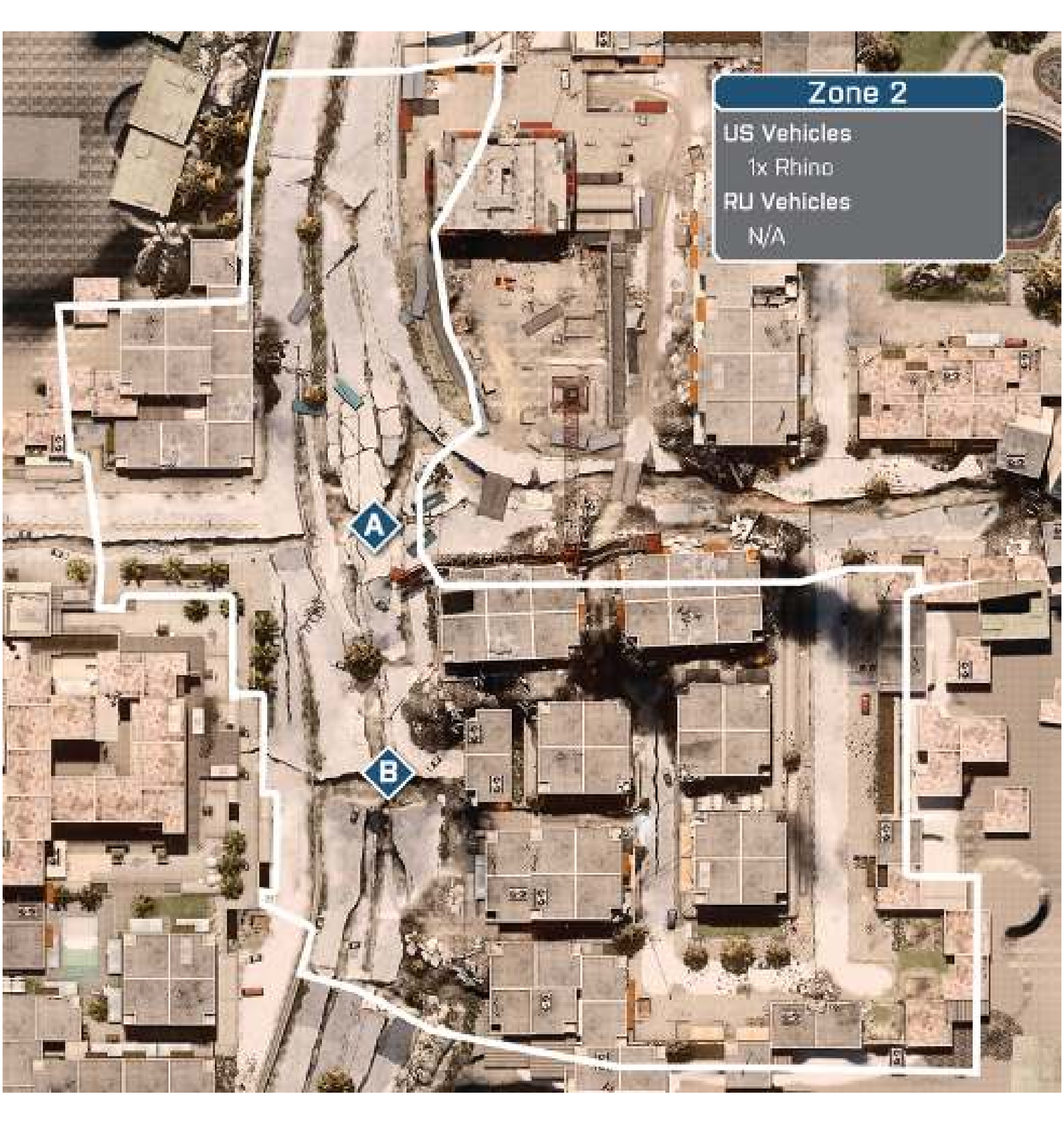






This objective is positioned within the southern pit-like portion of the Construction area, not far from the collapsed crane. M-COM Station B is housed within a small concrete structure with only two entry points on the north side. However, these concrete walls are destructible, so troops can create their own doorways with explosive munitions. Defenders may want to take out some of these walls to deny the attackers cover and concealment while they plant a charge. Opening up sight lines to the objective makes it much easier to watch from different angles. Both teams should attempt to secure the scaffolding on the north side of the pit. This elevated position offers a great view of the objective, so it's the ideal overwatch position. However, if defending form the scaffold, watch for attackers flanking from the east side—this is a popular attack route.

Zone 2: Crossroad



US Deployment

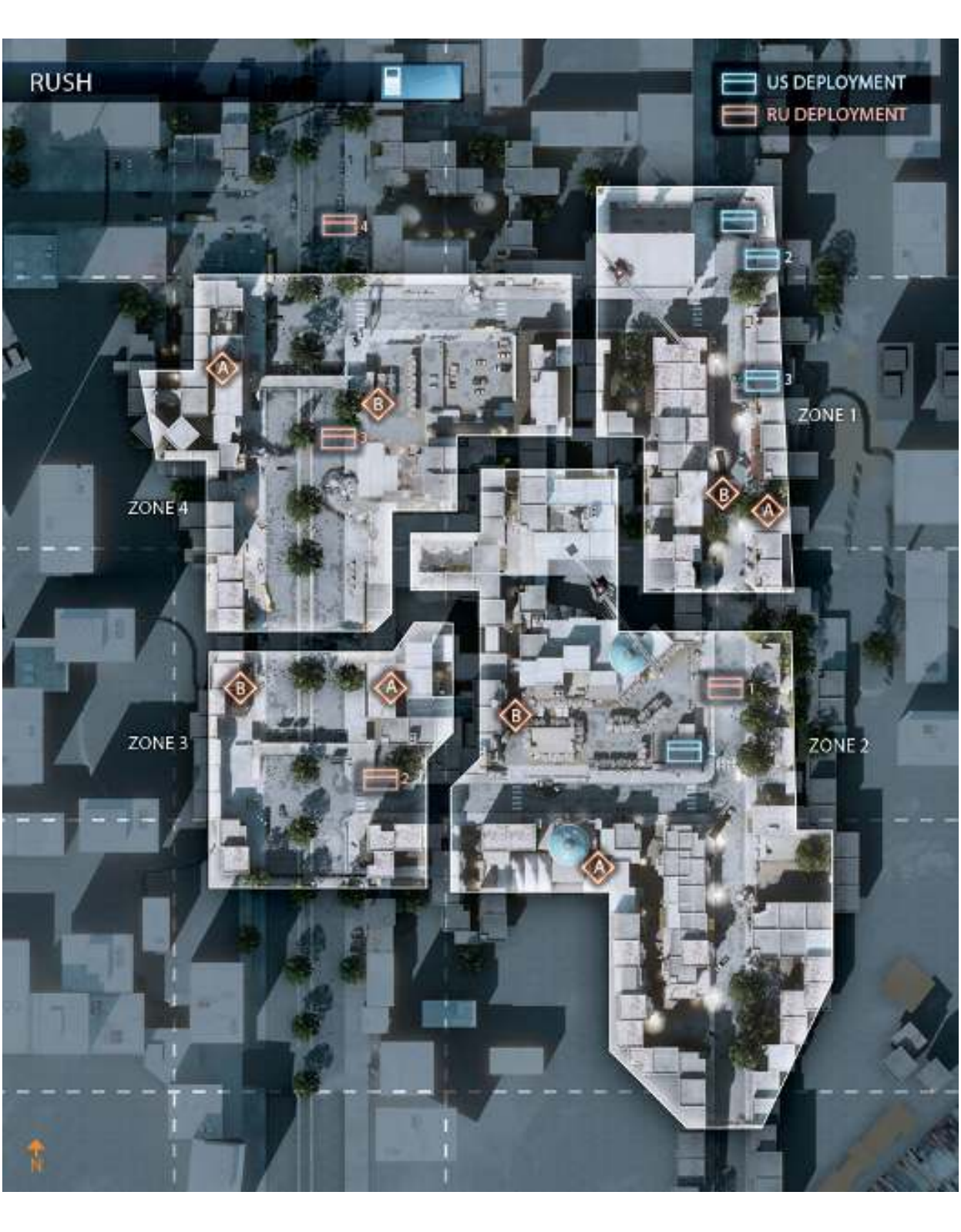
Rush

Grand Bazaar

As in the Conquest modes, this is primarily an infantry fight as the US conducts raid after raid on the RU team's M-COM stations.

There are four zones on this map, beginning in the northeast corner and proceeding around the edge of the map in a clockwise fashion.

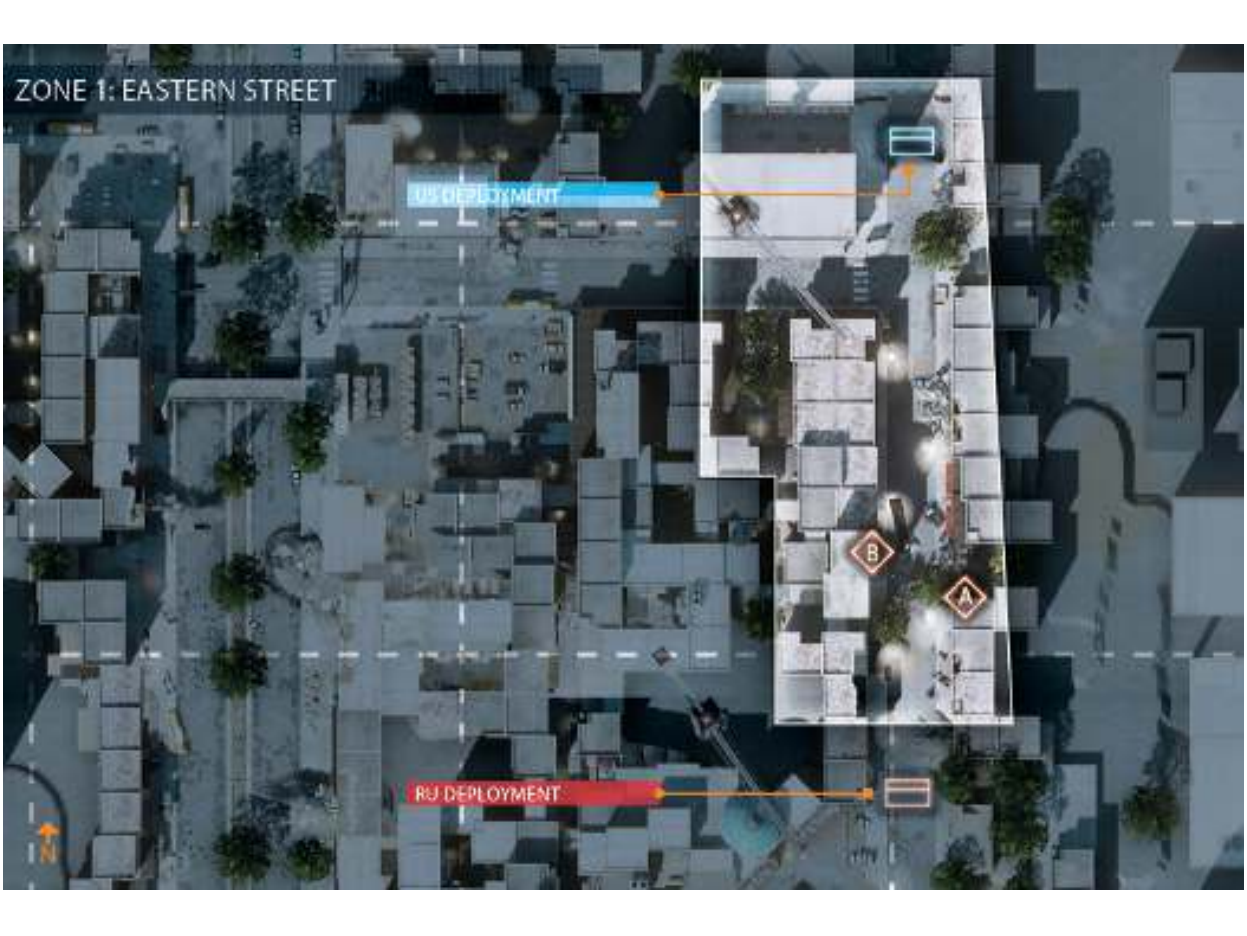
The action starts in the Eastern Street, then transitions to the Market, Junction, and Square. While the streets provide the most obvious way to get around, the map is filled with narrow alleyways that offer safe shortcuts for infantry to advance through.



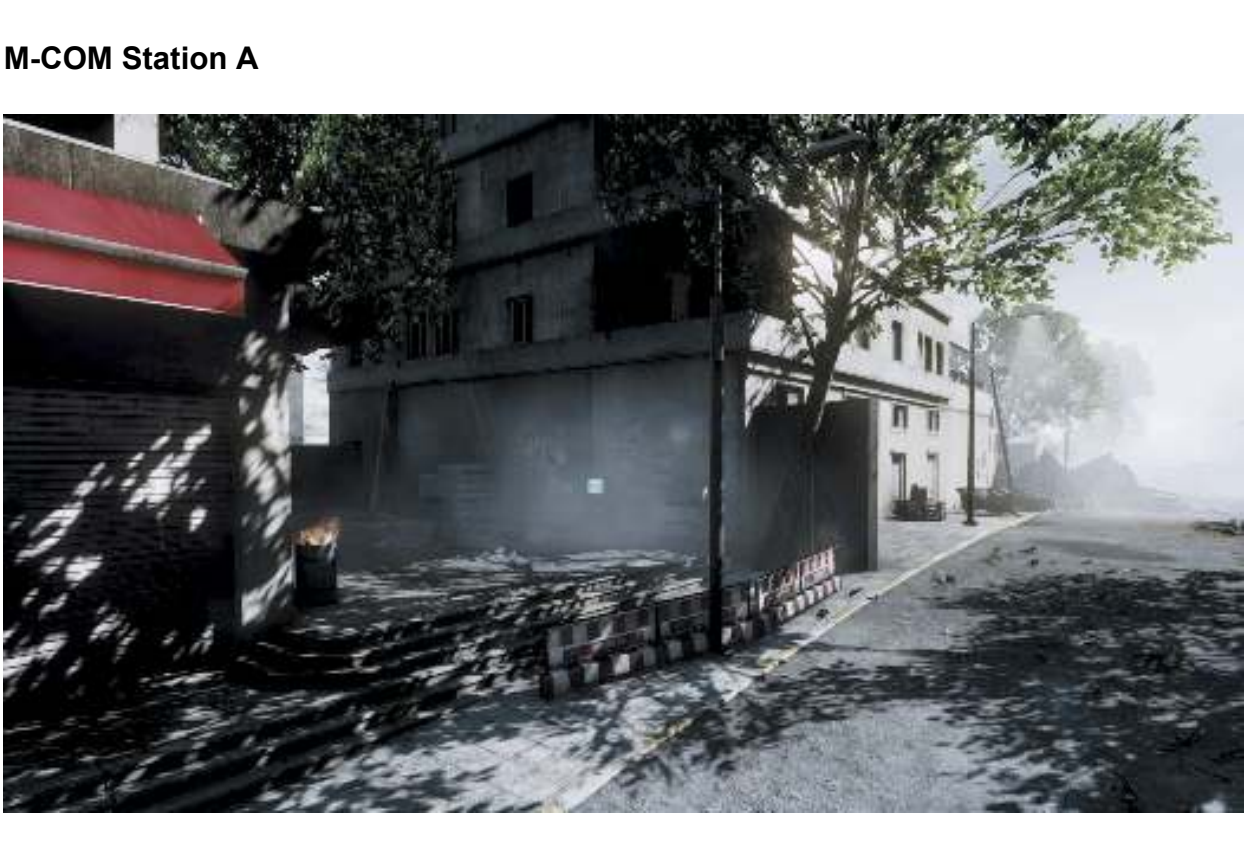
This mostly works in the US team's favor, allowing them to sneak up on objectives from various directions. However, this is one map where the shortest path from one area to the next is not always the safest path.

So constantly experiment with different routes instead of grinding against areas that are well defended.

ZONE 1: EASTERN STREET



M-COM Station A



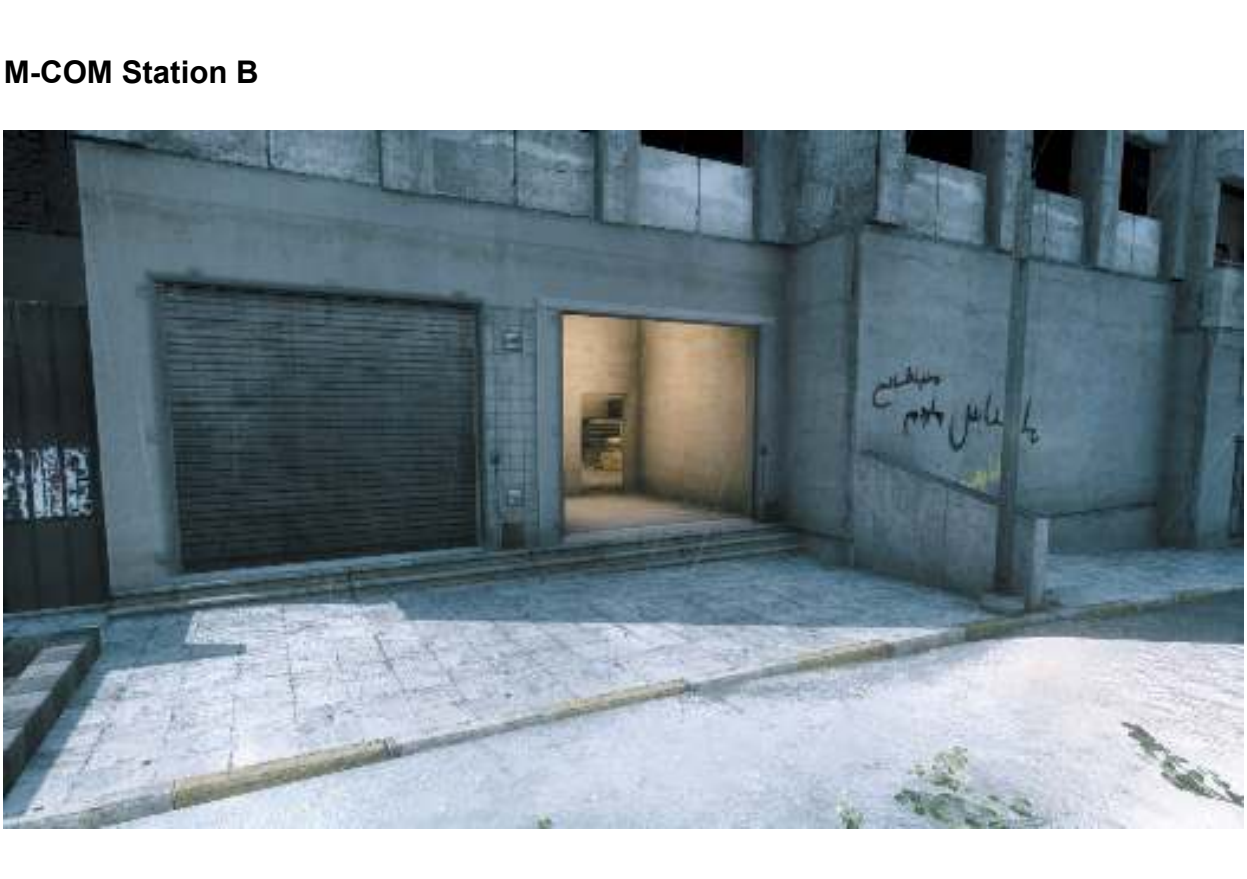
M-COM Station A sits on the east side of the street in a small, shaded courtyard. There are only two approaches to this objective: from the street and from the narrow alley to the north.

This makes the location relatively easy for RU defenders to lock down, assuming they can reach the area before the attackers do. The street is best covered by recon and support troops positioned to the south.

A squad of defenders posted near the M-COM station can ambush enemy troops rushing through the alley. For the US team, it's vital to reach this objective before the defenders can lock it down.

An early rush utilizing the alley is the best option. Set the charge while teammates pick off defenders sprinting up the street.

M-COM Station B



This objective, M-COM Station B, is slightly more secure, as it is located within a storeroom on the west side of the street. This storeroom can be entered from the street or from an alley to the west.

Therefore defenders need to prepare for attacks coming from each direction. Covering the entry points is preferable to defending the room where the M-COM station is located.

The storeroom is relatively small and make defenders vulnerable to grenade attacks. The US team should utilize the western alley when attacking this objective, avoiding the high potential for carnage in the street.

However, always be prepared to battle defenders at close range. Always toss grenades into the room before entering, then rush the room, blasting any survivors prior to setting the charge.

US Deployment

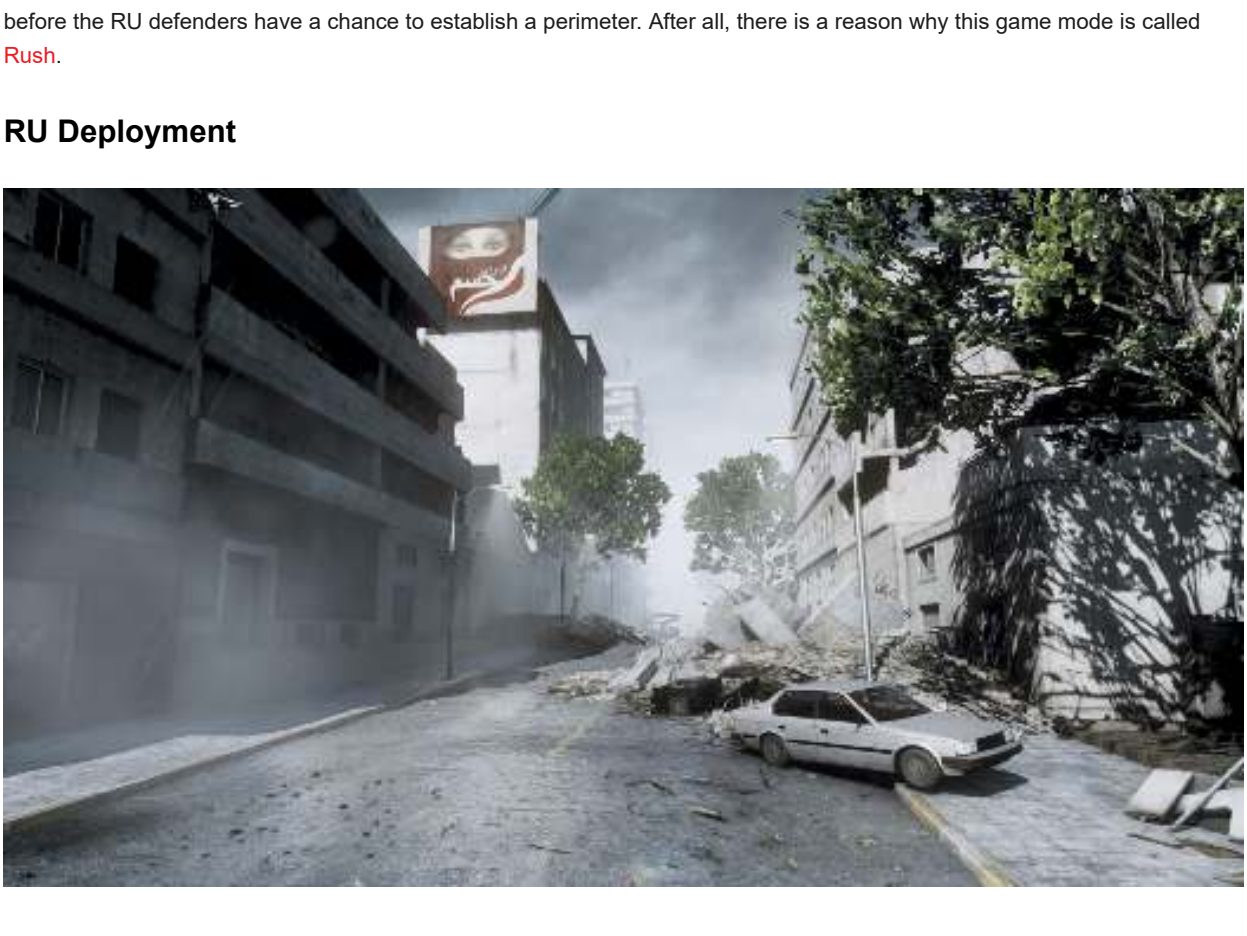
The US team begins this fight with no vehicles. So it's purely up to infantry to secure the area around each M-COM station and set the charges.

The US deployment area is located in the northeastern corner of the map, a few meters north of the first set of objectives. The street directly to the south is likely to be watched by RU defenders, so avoid the street entirely.

There are side alleys on the east and west sides of the street that allow a more covert approach to each M-COM station. Smoke is also effective for limiting the RU team's line of sight.

However, if the US team moves out quickly at the start of the round, they have a good chance of reaching the objectives before the RU defenders have a chance to establish a perimeter. After all, there is a reason why this game mode is called Rush.

RU Deployment



Like the US attackers, the RU team gets no vehicles during this first stage of the match. So instead of searching the deployment area for vehicles that don't exist, run (don't walk) toward the objectives to the north.

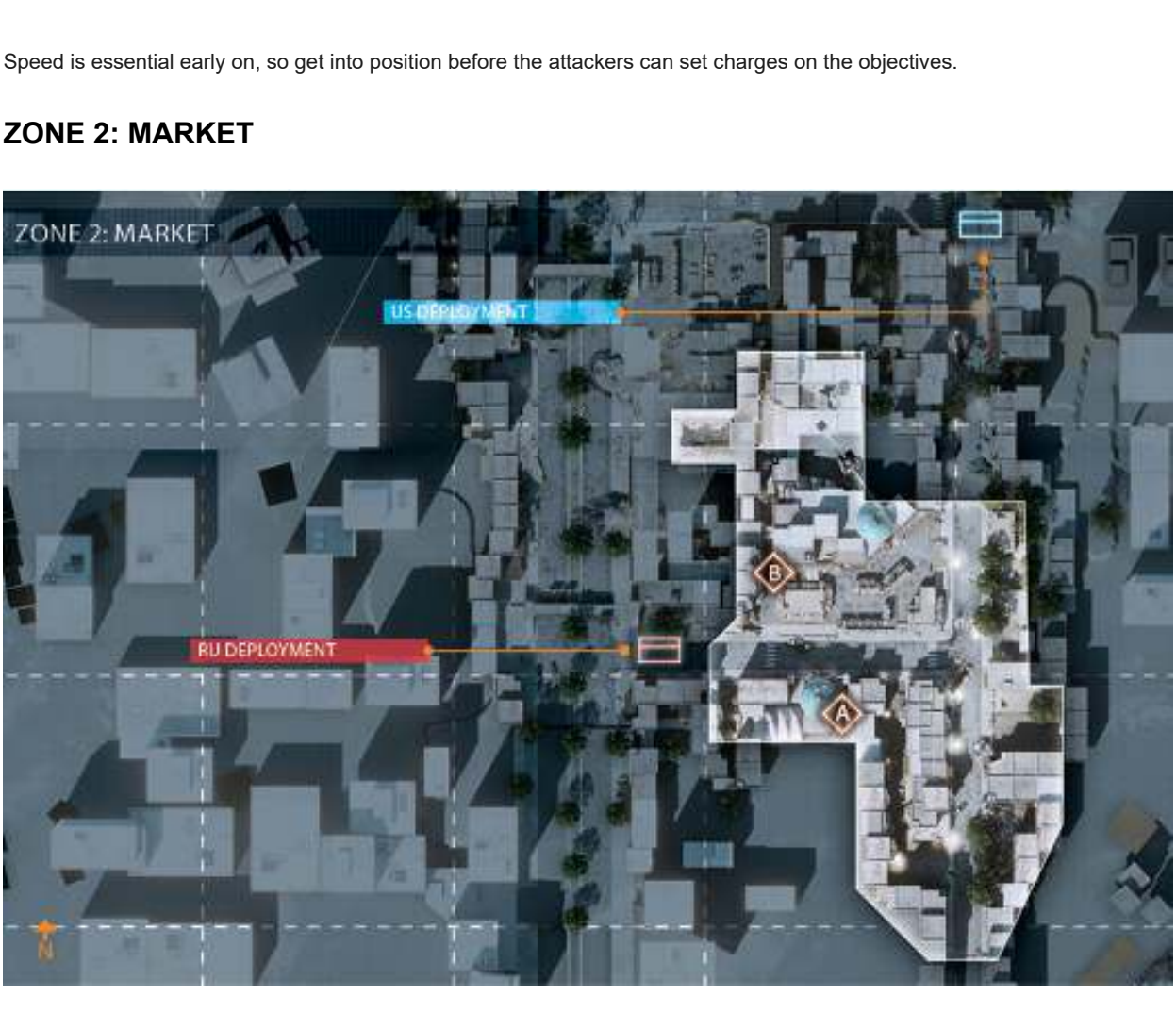
The street is the most obvious avenue of attack and is likely to be used by the majority of US attackers, especially early in the match.

Recon sharpshooters and support troops armed with light machine guns can effectively shut down the street, But the street isn't the only approach that must be covered.

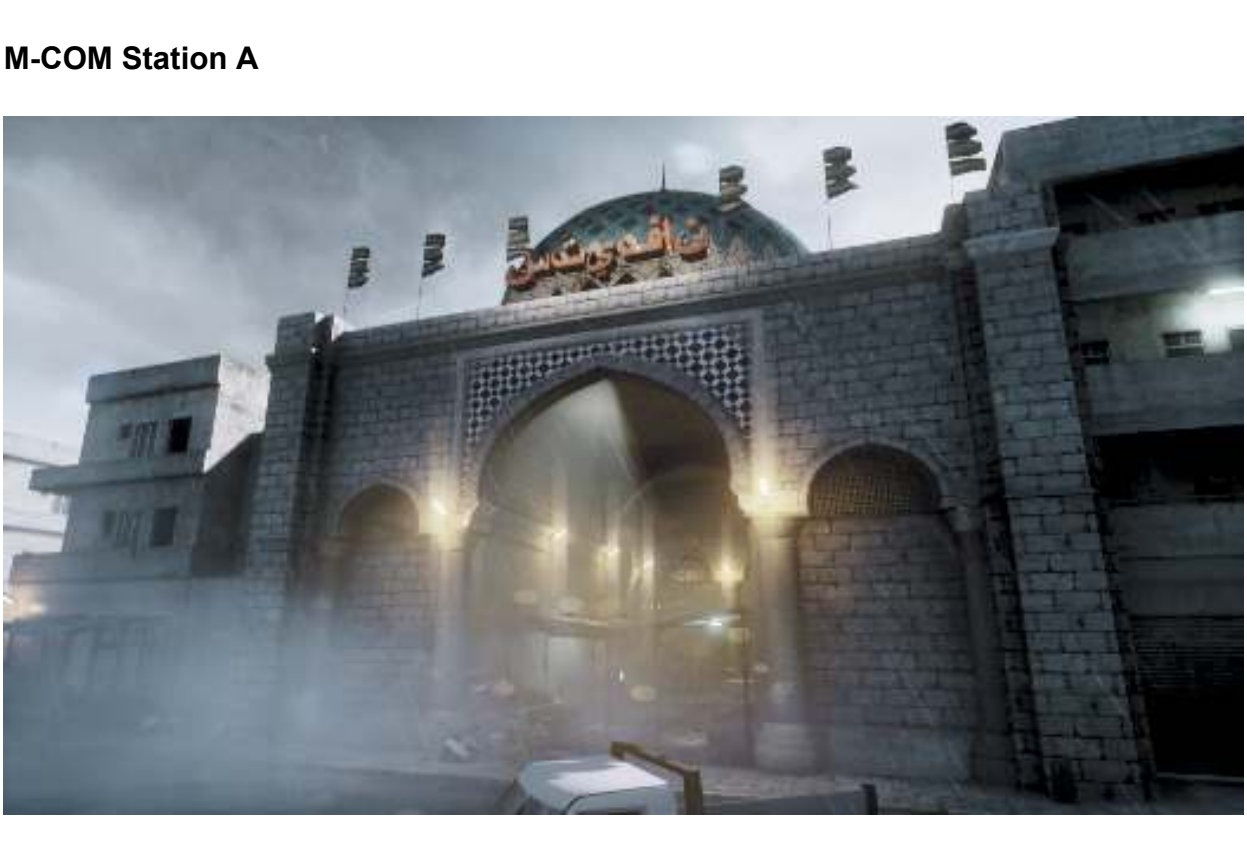
Be sure to focus defensive efforts around each objective. Each M-COM station can be attacked from alleys running parallel to the street, so make sure these narrow passages are covered as well.

Speed is essential early on, so get into position before the attackers can set charges on the objectives.

ZONE 2: MARKET



M-COM Station A



This objective is located in a souk on the south side of the map. The M-COM station is nestled amongst abandoned stalls near the souk's T-intersection.

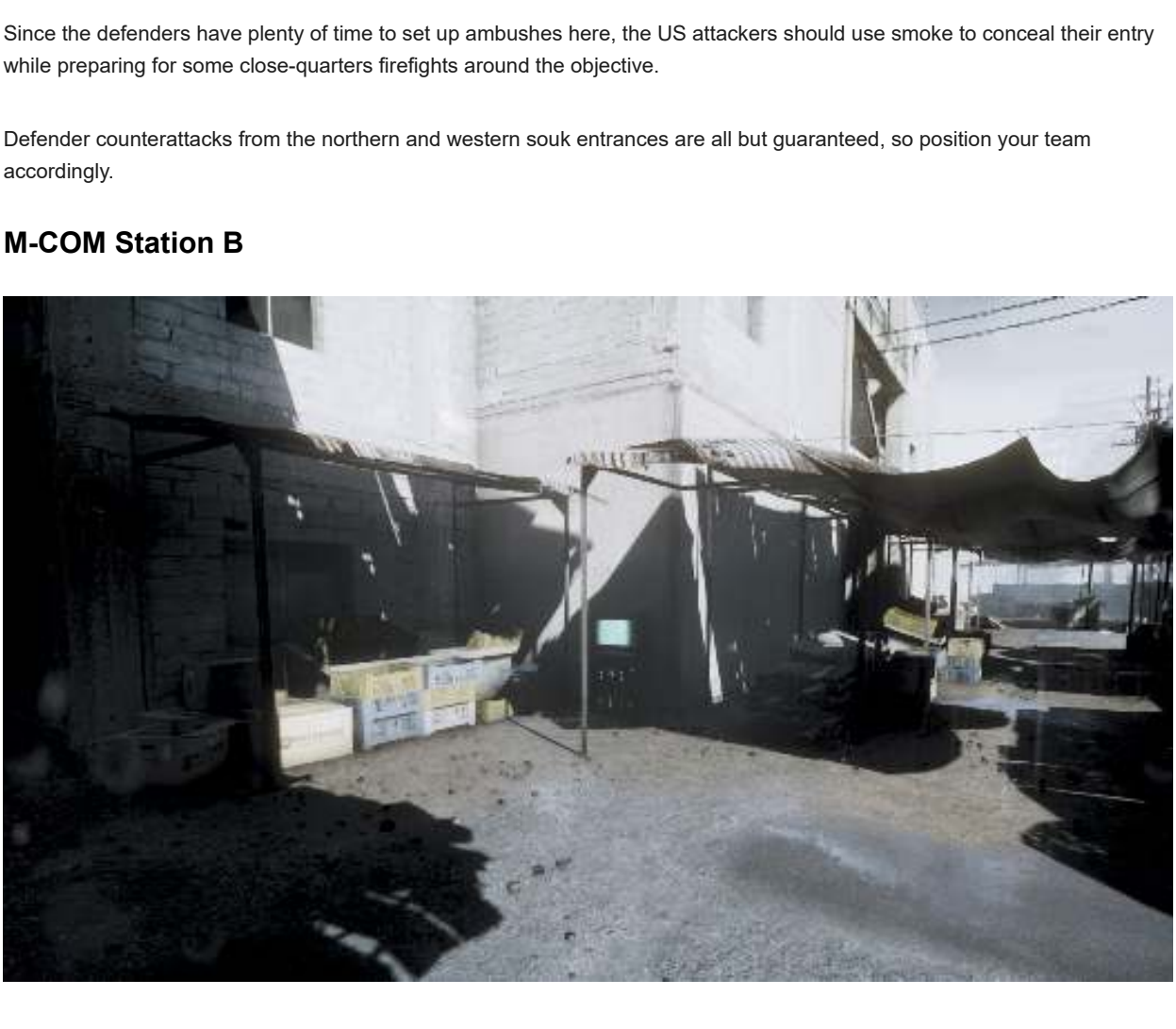
The main entrance to the souk is accessible from the southern street. However, there are two side entrances located to the east and west.

Defenders positioned at the western entrance can cover the M-COM station as well as the eastern approach, a path commonly used by attackers.

Since the defenders have plenty of time to set up ambushes here, the US attackers should use smoke to conceal their entry while preparing for some close-quarters firefights around the objective.

Defender counterattacks from the northern and western souk entrances are all but guaranteed, so position your team accordingly.

M-COM Station B



M-COM Station B is on the northern side of the Market, directly across the street from the souk. US attackers usually approach this objective from the adjacent alley to the north.

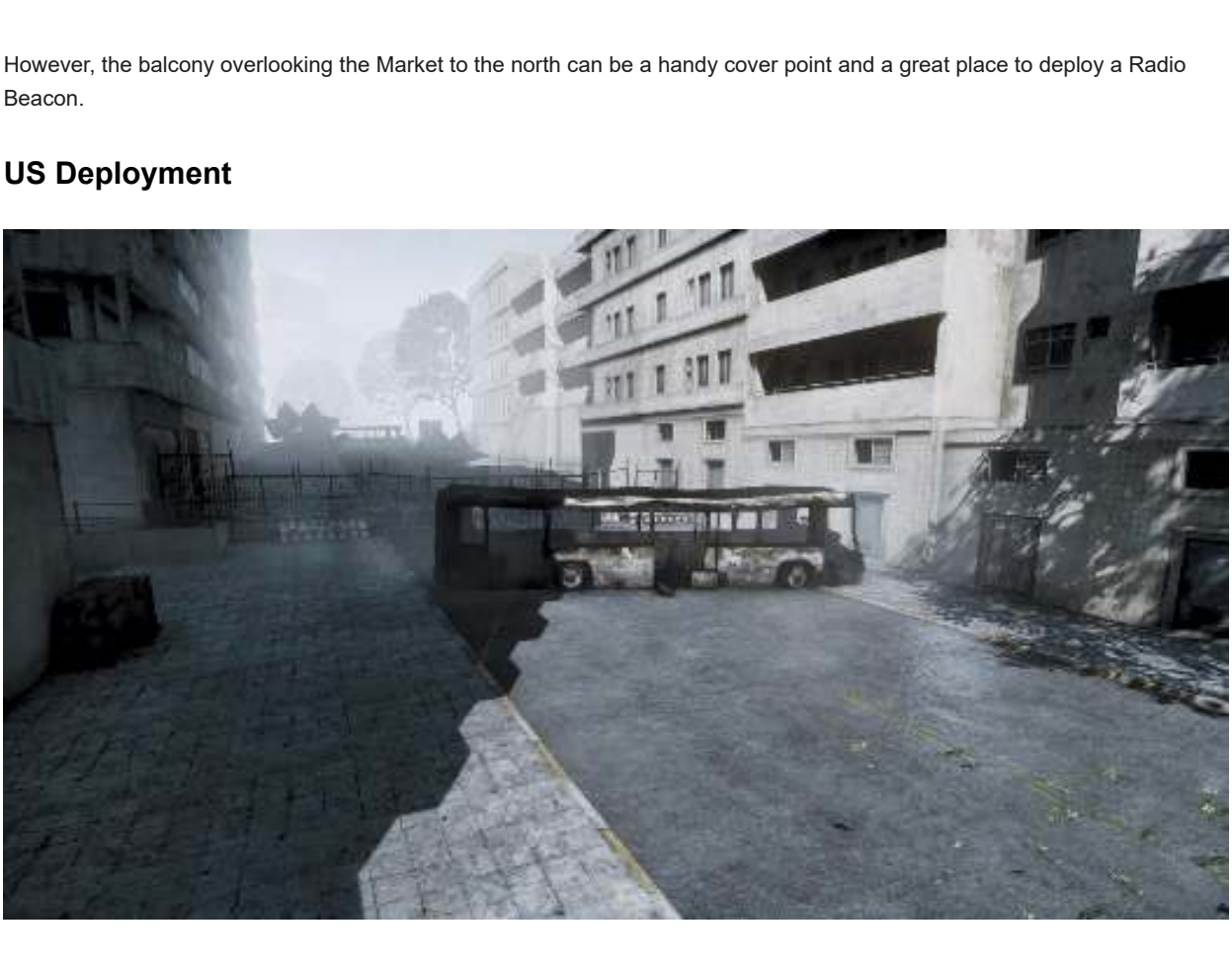
If left undefended, this alleyway is by far the quickest path to the objective. However, only a handful of defenders can effectively lock down this passage and pepper attackers with automatic fire and hand grenades.

Attacks from the Market or nearby street are a possibility as well, particularly if the alleyway has been shut down. The Market offers plenty of cover and hiding spots that are ideal for both attackers and defenders.

Due to the close quarters, neither side gets a distinct advantage here, so it often comes down to the team with the most skilled players in the fight.

However, the balcony overlooking the Market to the north can be a handy cover point and a great place to deploy a Radio Beacon.

US Deployment



Despite taking out both objectives in the previous zone, the US team still deploys in approximately the same area located in the northeastern corner of the map.

This puts them a great distance from the next set of M-COM stations centered around the Market to the south. The US still has no vehicles, so prepare for another advance on foot.

To avoid getting gunned down in the street, use the alleyways to the west and east while pressing toward the Market. Use the western alleys when attacking M-COM Station B and the eastern alleys when advancing on M-COM Station A.

However, be prepared for dug-in defenders around each objective.

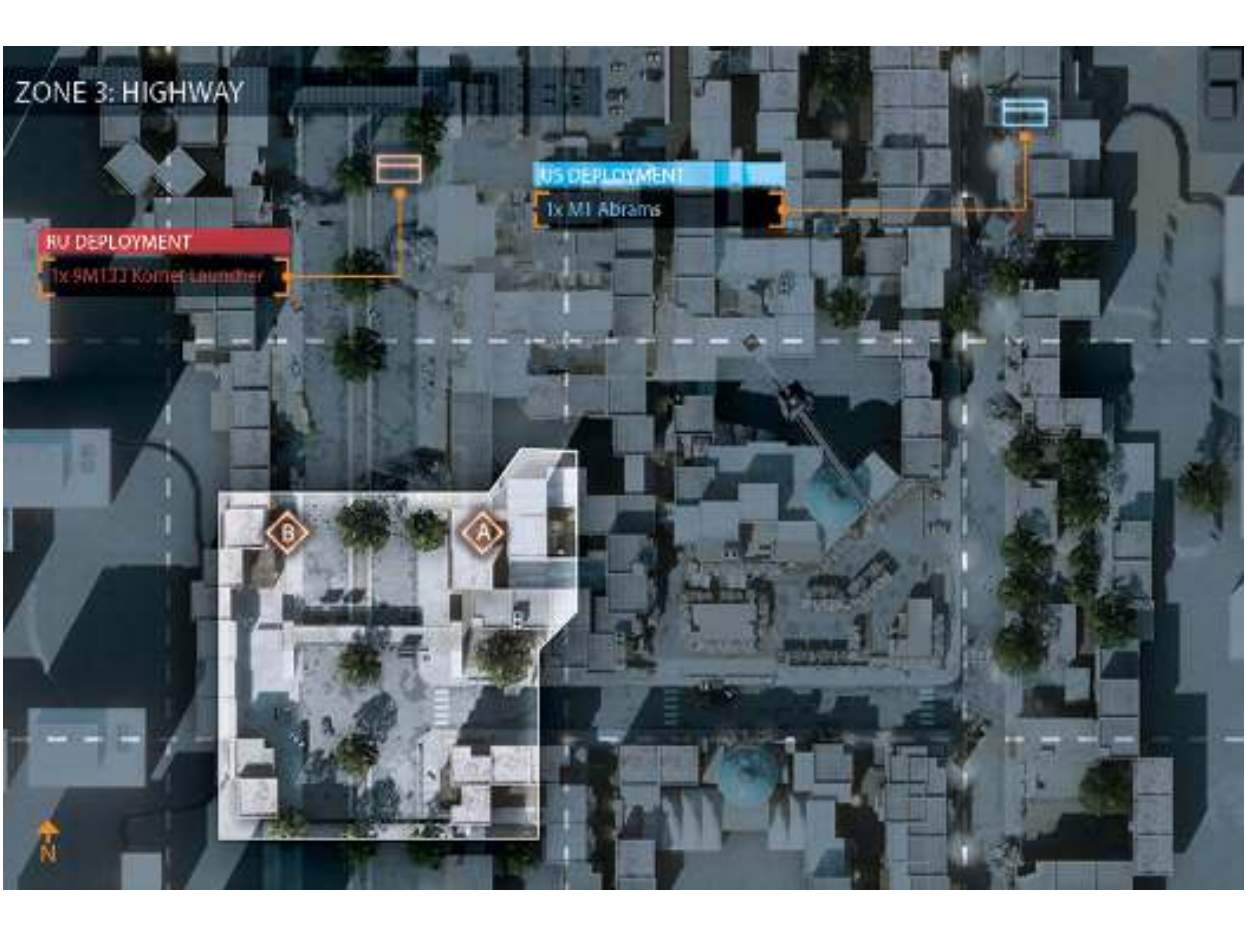
RU Deployment

In the second phase of this conflict, the RU team deploys near the southwestern intersection, by the Junction footbridge. This puts them within relatively close proximity to both objectives, particularly M-COM Station B.

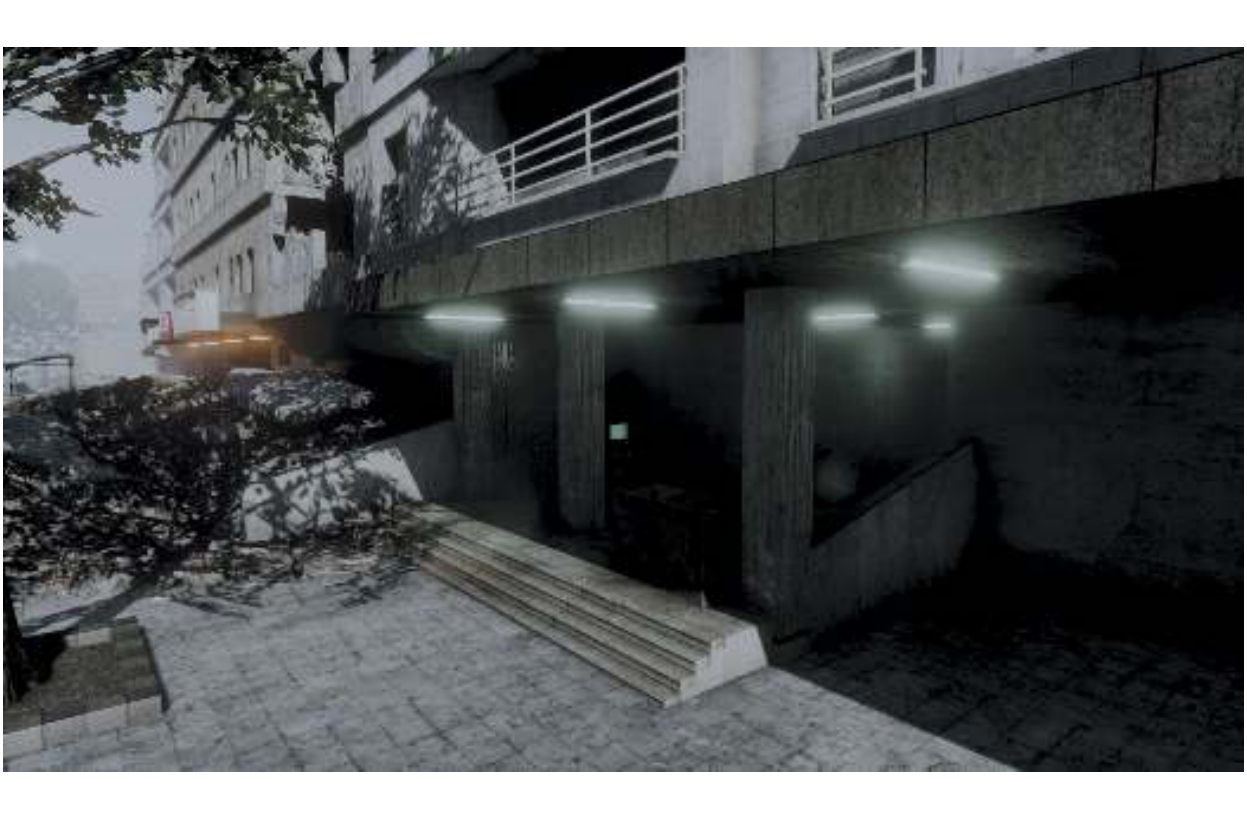
The RU team still has no vehicles, so it's solely up to infantry to stop the latest wave of US attackers. Some attacks are likely to come from the street to the east, so don't forget to post sharpshooters here to counter this threat.

But expect most attackers to utilize the alleys flanking the street. Post defenders in and around these alleyways and ambush the US team as they attempt to reach the objectives.

ZONE 3: HIGHWAY



M-COM Station A



This objective is located in a small alcove on the east side the street. While the street offers the most direct access to this M-COM station, it's not the only way to approach it.

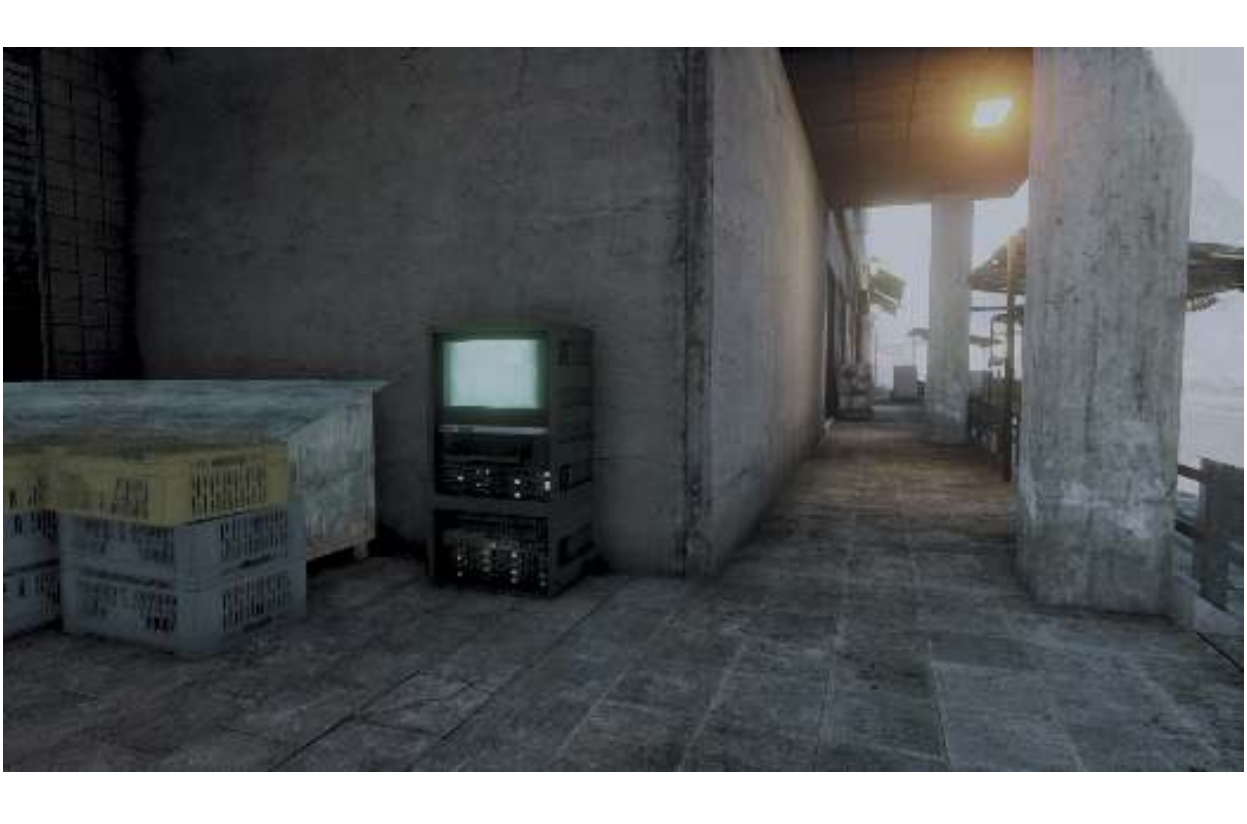
The corridor to the east connects to the street to the south as well as the central alley to the west. With so many possible approaches, the defenders are best served by keeping an eye on the M-COM station itself.

Defenders positioned to the west, on the opposite side of the street, have a relatively clear view of the objective and can fire through the gate to hit anyone tampering with the M-COM station.

Booby traps like C4 and Claymores also work well here. The US team can benefit from their tank by having it clear out nearby defenders and provide security while infantry set the charge.

If the tank isn't available, obscure the objective in smoke before attempting to set the charge. Also, consider planting a Radio Beacon in the alley to the west to maintain a nearby spawn point.

M-COM Station B



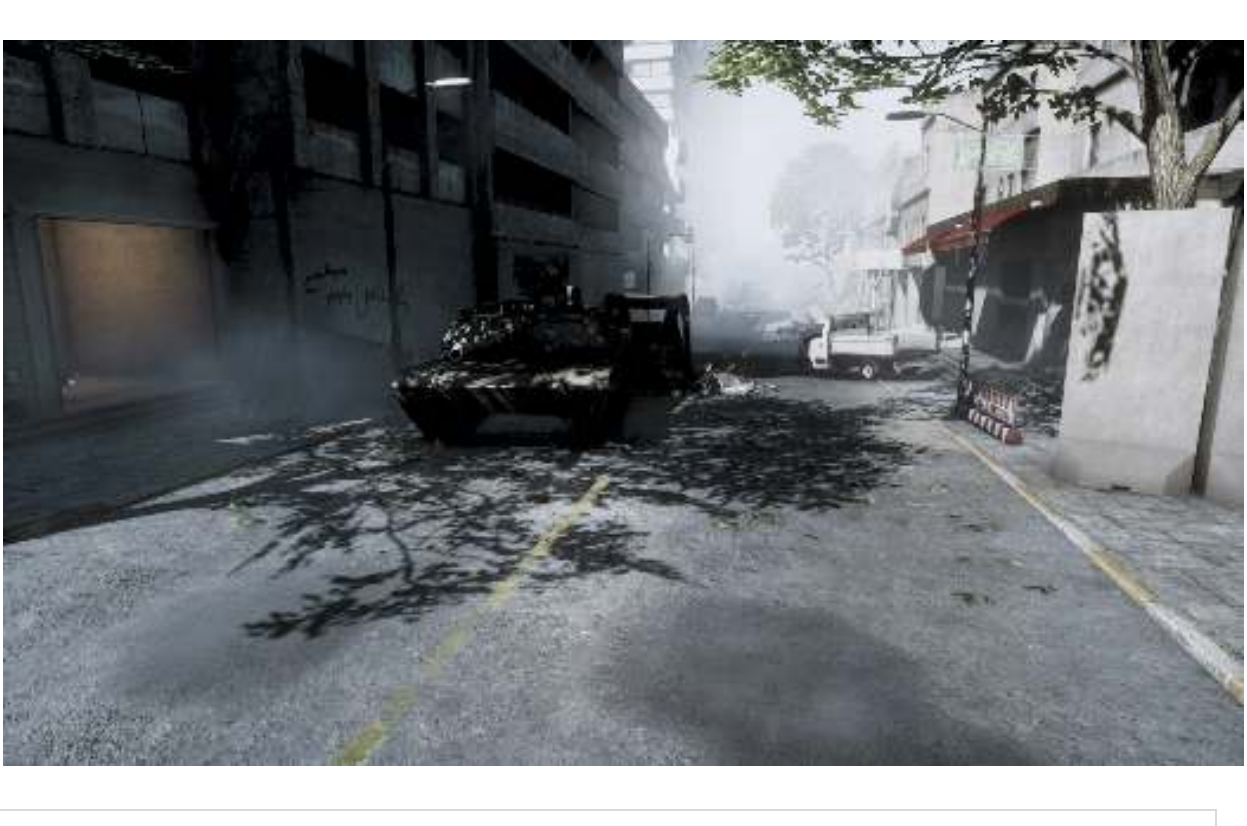
M-COM station B is directly across the street from the other objective, which makes it relatively easy for defenders posted on the nearby footbridge to keep an eye on both.

This objective is relatively exposed so it is difficult for infantry from both teams to arm or disarm a charge without getting shot in the back. The US M1 Abrams can be used to partially shield the objective, thereby allowing friendly infantry to set a charge.

If the US team is successful in setting the charge, the RU team will have a difficult time reaching it from their distant deployment area. Therefore, the RU team should strongly consider placing Radio Beacons in the intersection to the south.

This gives them a much better chance to respond to charges being set on either objective. Spawning in the southwest corner of the map is also likely to catch the attackers off-guard.

US Deployment



Deployment Area Assets

Name	Quantity	Respawn Time
M1 Abrams	1	60 sec.

The US team finally gets a tank in this stage of the battle; it spawns in the eastern street, not far from the destroyed objectives of the first stage.

As in the previous stage, the US team spawns far away from the next set of objectives to the west. Once again, this gives the defenders a chance to establish a perimeter around the two objectives to the southwest.

US infantry should head directly west from the deployment area, cutting through the nearby alleys in an effort to reach the objectives. Meanwhile, the M1 Abrams can provide fire support from a distance.

Position the M1 near the southwest intersection and use its weapons to suppress the defenders in the western street. Shutting down the street to enemy foot traffic goes a long way in hampering the RU team's defensive efforts around the objectives.

RU DEPLOYMENT

Deployment Area Assets

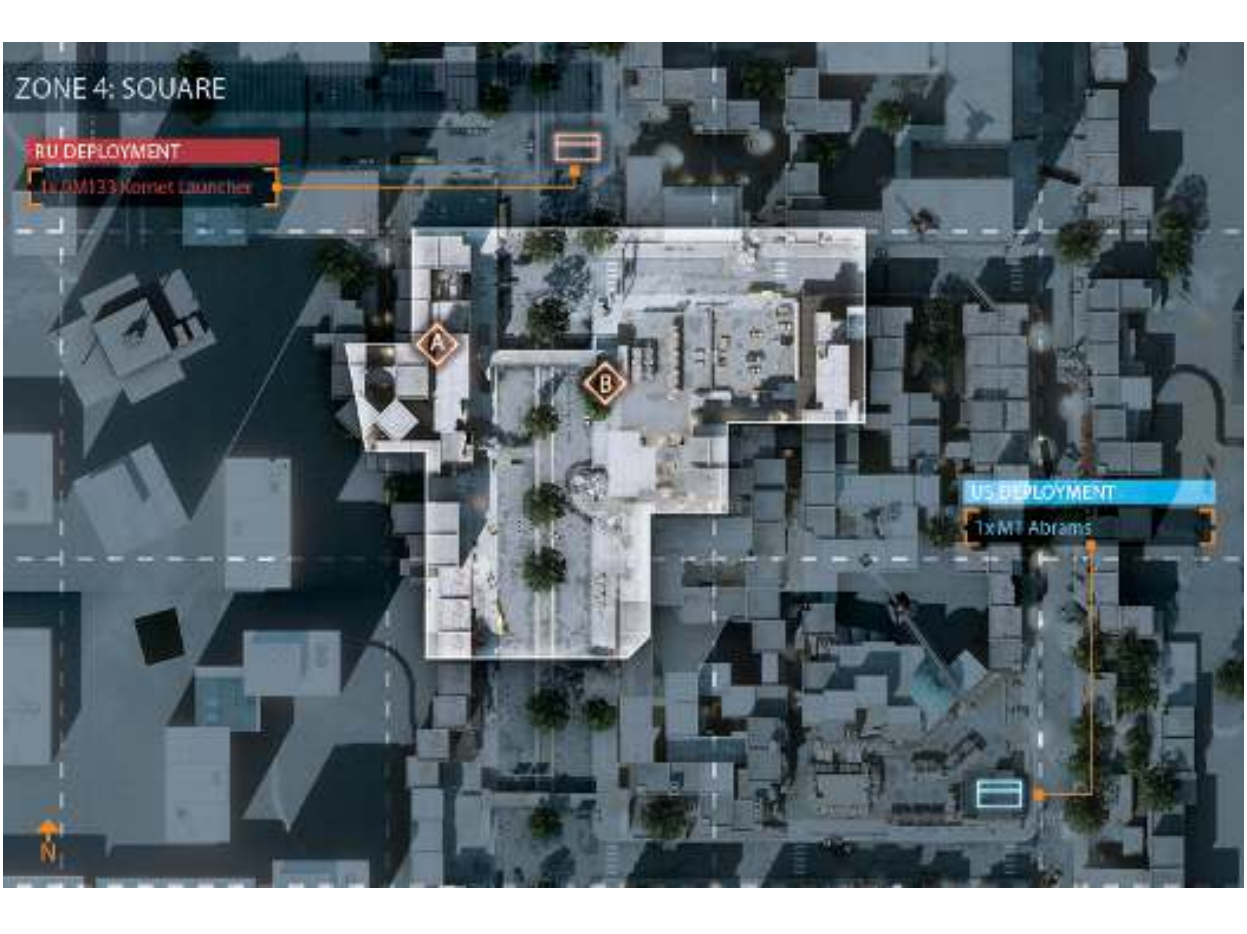
Name	Quantity	Respawn Time
9M133 Kornet Launcher	2	30 sec.

The RU team deploys in the western street, by the Square, just north of the latest set of objectives. While the US team gains a tank in this stage, the RU team must do their best to counter this threat using two Kornet launchers and any anti-tank weapons deployed by the team's engineers.

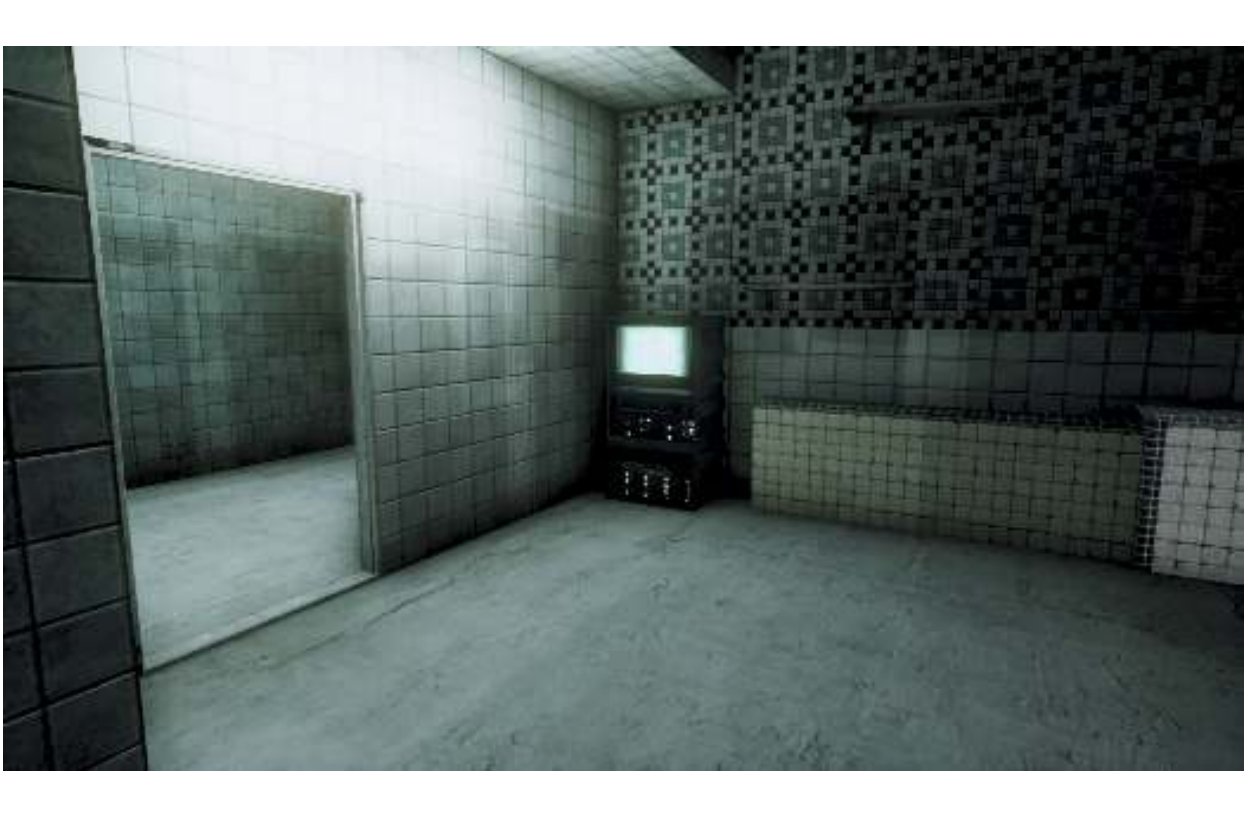
Attack the US tank aggressively and knock it out of commission as quickly as possible—mines are very effective. If allowed to survive, the M1 Abrams can pose a serious threat to the RU team's defense of the M-COM stations.

Recon and support troops are very effective at suppressing US infantry advances along the street. However, position more troops in the alleys to the east to prevent the attackers from sneaking up on M-COM Station A.

ZONE 4: SQUARE



M-COM Station A



This objective sits in a relatively isolated storefront on the west side of the street near the northwestern footbridge. Two entry points lead to this M-COM station.

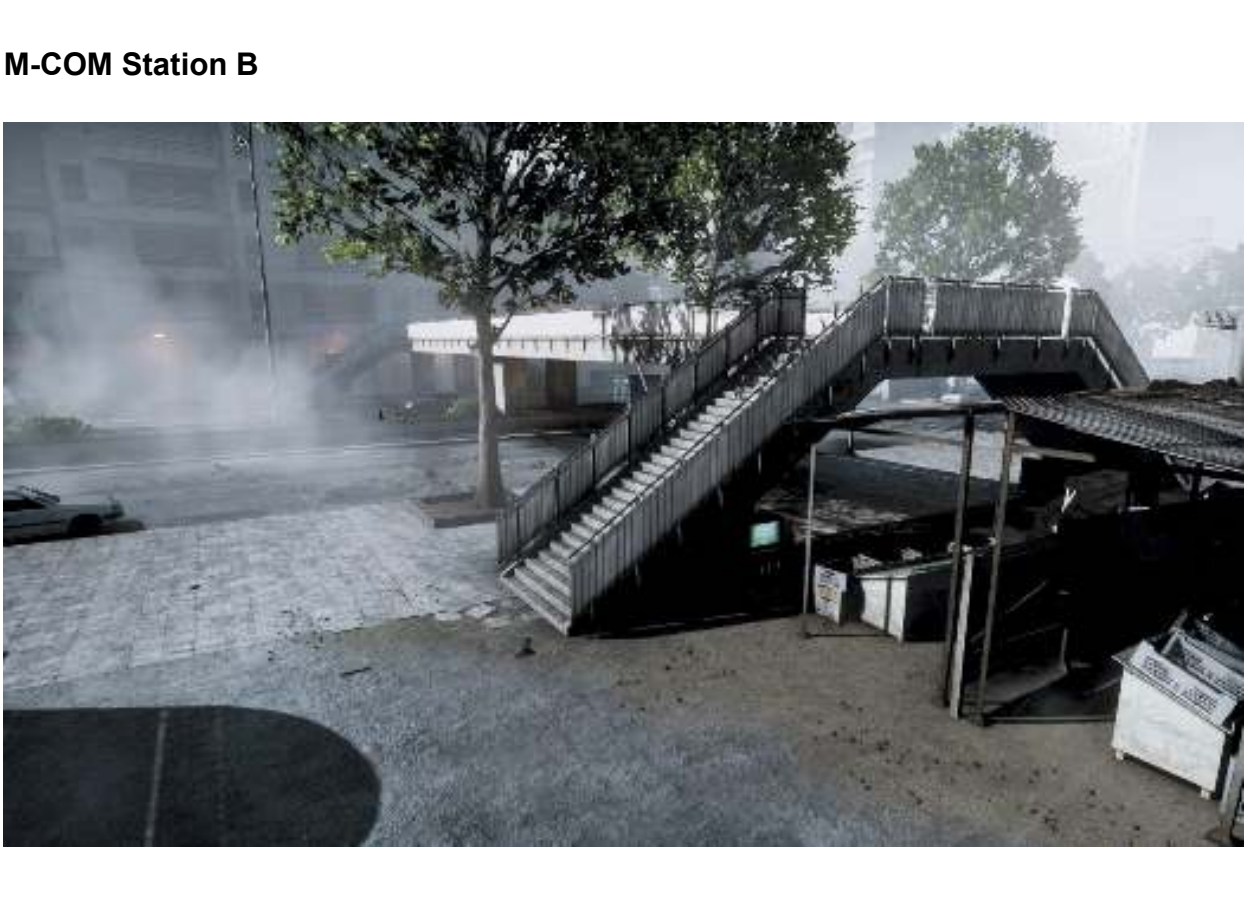
The most common approach is from the street through the storefront's main entrance. There's also a back entrance that connects to the alley running behind the store to the west.

The alley approach is the safest option, especially if there's heavy fighting going on in the street. Once inside, the store is cramped, which means it's ideal for shotguns, PDWs, and grenades.

The M-COM station itself sits in a corner of the store so it is tough to cover from the exterior. So defenders may want to find a hiding spot inside the store to cover the objective directly.

Otherwise, both entry points must be covered, a task that may require a full squad. US attackers should expect to face stiff resistance inside the store—always begin entry by tossing in a few grenades.

M-COM Station B



M-COM Station B is beneath the eastern staircase of the footbridge near the Square. This objective is much more exposed than M-COM Station A, and therefore it requires a cautious approach by attackers.

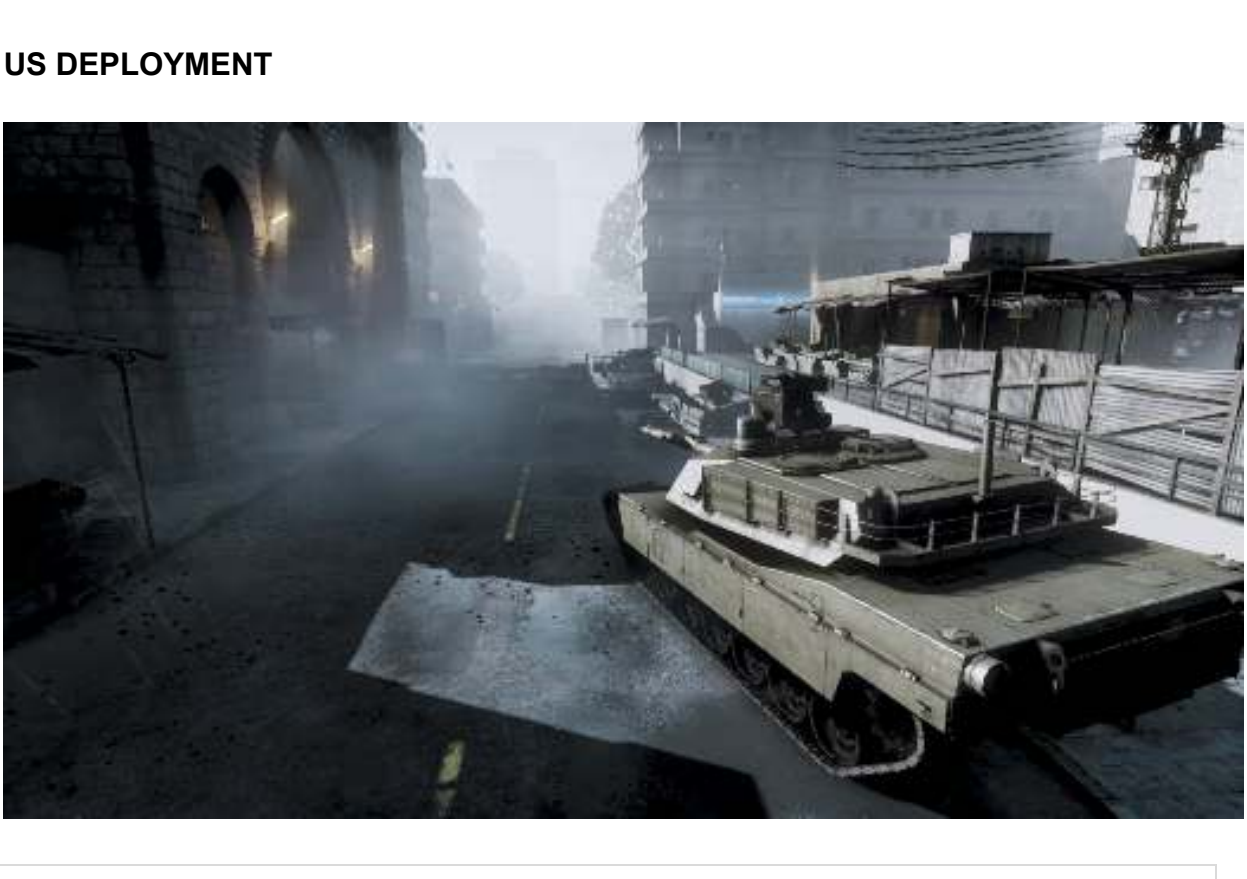
This is one instance where having the M1 Abrams nearby to suppress and distract defenders can make a big difference. Otherwise the attackers must rely on smoke and careful covering tactics to set a charge on the objective.

When possible, attack from the Square to the east, eliminating defenders hiding among the nearby produce stalls before moving in on the objective.

For the defenders, securing the street and central alley are the keys to locking down this position. In addition to covering the most likely avenues of attack, it's also important to keep defenders next to the M-COM station.

There are plenty of sneaky hiding spots next to the objective that are ideal for ambushing the attackers when they are at close to intermediate range.

US DEPLOYMENT



Deployment Area Assets

Name	Quantity	Respawn Time
M1 Abrams	1	60 sec.

In the final stage, the US deployment area finally moves up a significant distance to the Market. However, it's still far from the new objectives located near the Square in the northwest corner of the map.

The US team maintains their M1 Abrams, an asset essential for dominating the western street. While the M1 must stick to the streets to reach the objectives, infantry can snake through the nearby alleys to attack the objectives from the east.

Although the RU defenders still lack vehicles, US infantry should still avoid the city streets to avoid falling victim to sniper fire. Advance through the alley to the north of the Market and establish a foothold in the Square, deploying Radio Beacons to keep you team close to the action.

RU DEPLOYMENT

Deployment Area Assets

Name	Quantity	Respawn Time
9M133 Kornet Launcher	2	30 sec.

Still lacking vehicle support, the RU defenders must make their stand near the Square and prevent the US from destroying the final two objectives.

During this stage, the RU team deploys near the large hotel north of the Square. From here the defenders can easily branch out and establish perimeters around the two M-COM stations to the south.

Of the two objectives, focus early efforts on covering M-COM Station B located near the footbridge just west of the Square. The US team is likely to attack this objective first, as it's closest to their deployment area and can be reached quickly through the central alleyway.

As in the last stage, deny the attackers their tank as quickly as possible by slamming it with the Kornet Launchers and engineer anti-tank weaponry. Knocking out the US tank evens the playing field, making it much easier to hold out here.

Rush

Gulf of Oman

A USMC Marine Expeditionary Unit (MEU) has landed on this Persian Gulf beach during the night in the hopes of quickly seizing the nearby Russian airbase.

Click here for interactive maps

Zone 2

US Deployment

Base Assets

Vehicle	Image	Quantity	Respawn Time
DPV		1	30 sec.
AAV-7A1 AMTRAC		1	60 sec.
M1 Abrams		1	75 sec.

The stakes are high for both sides. The Marines face possibly being driven into the sea and destroyed.

RU Deployment

Base Assets

Vehicle	Image	Quantity	Respawn Time
T-90A		1	90 sec.

The Russian forces could lose a key airbase and open the door for US forces to take strategic oilfields. Both sides have been using the morning to prepare for the final assault.

Zone 3

US Deployment

Base Assets

Vehicle	Image	Quantity	Respawn Time
AAV-7A1 AMTRAC		1	60 sec.
M1 Abrams		1	75 sec.

Unlike the Conquest modes that feature jets and helicopters, this Rush battle is strictly a ground-based affair that requires both teams to make the most of infantry and tank tactics to gain the upper hand.

RU Deployment

Base Assets

Vehicle	Image	Quantity	Respawn Time
9M133 Kornet Launcher		1	30 sec.

While the RU defenders always have a vehicle deficit in this battle, they occupy some tricky terrain around the objectives that is ideal for ambushing US infantry and vehicles.

To avoid running into traps, the US team must identify flanking routes in an attempt to take the defenders by surprise.

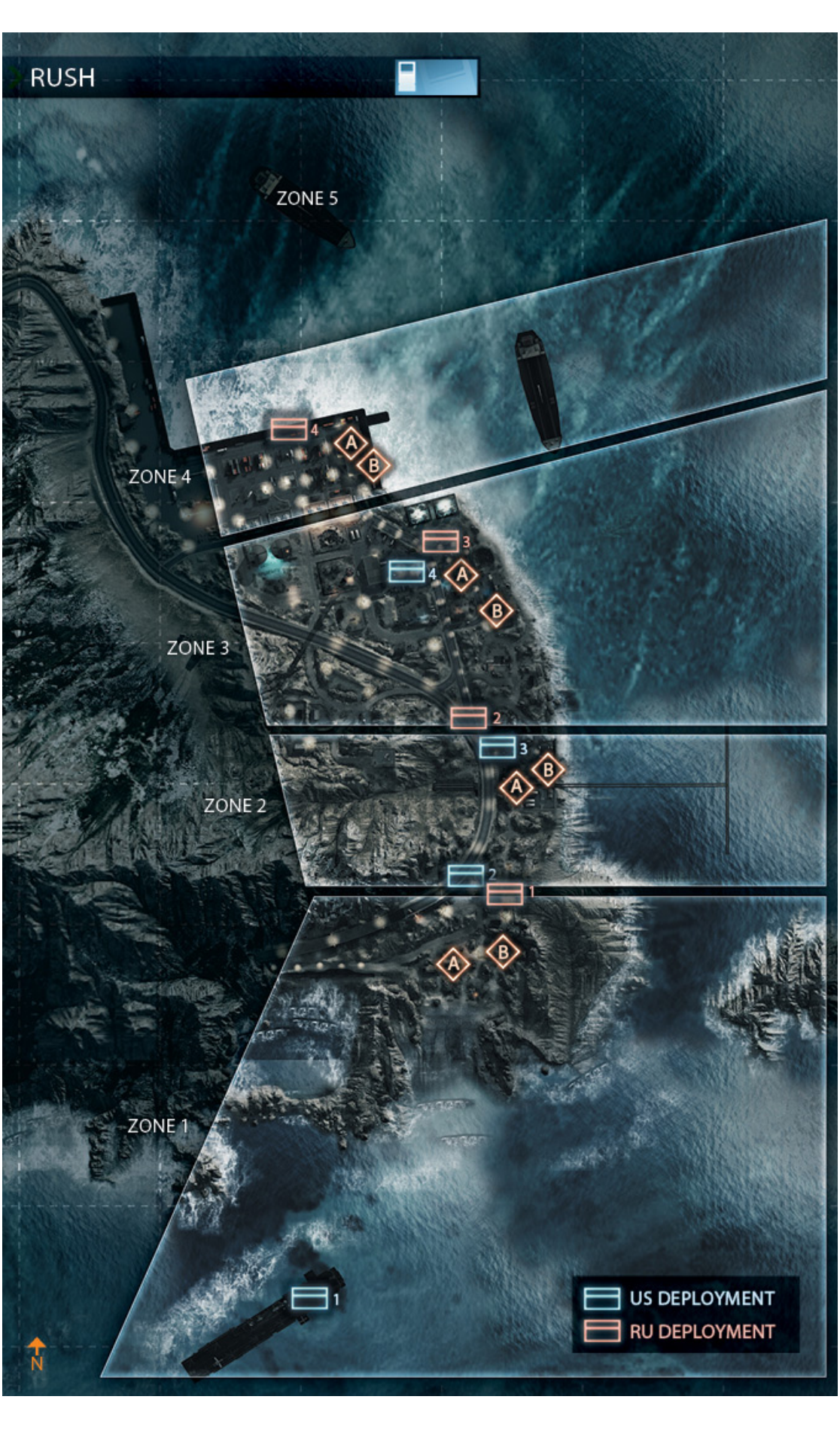
The battle starts near the coast, with two objectives positioned near the Veteran's Retreat compound. Next, the action shifts north into the city before culminating in a showdown at the Hotel.

Rush

Kharg Island

Like the Conquest maps, this Rush map also features a wide assortment of vehicles that give the US attackers the chance to advance by ground, air, or sea.

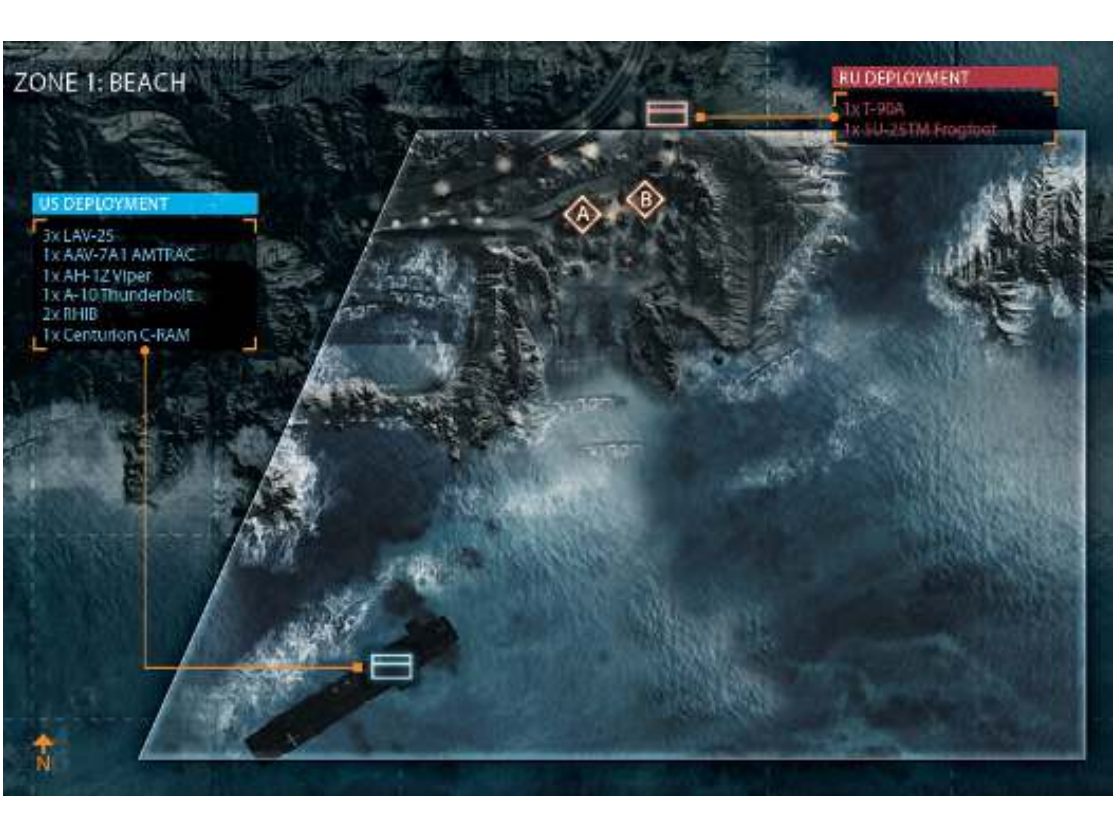
At the start, the US must push their way ashore by staging an amphibious assault on the island's southern beach. From there, it's a steady push through the Gas Station, Offices, and Docks.



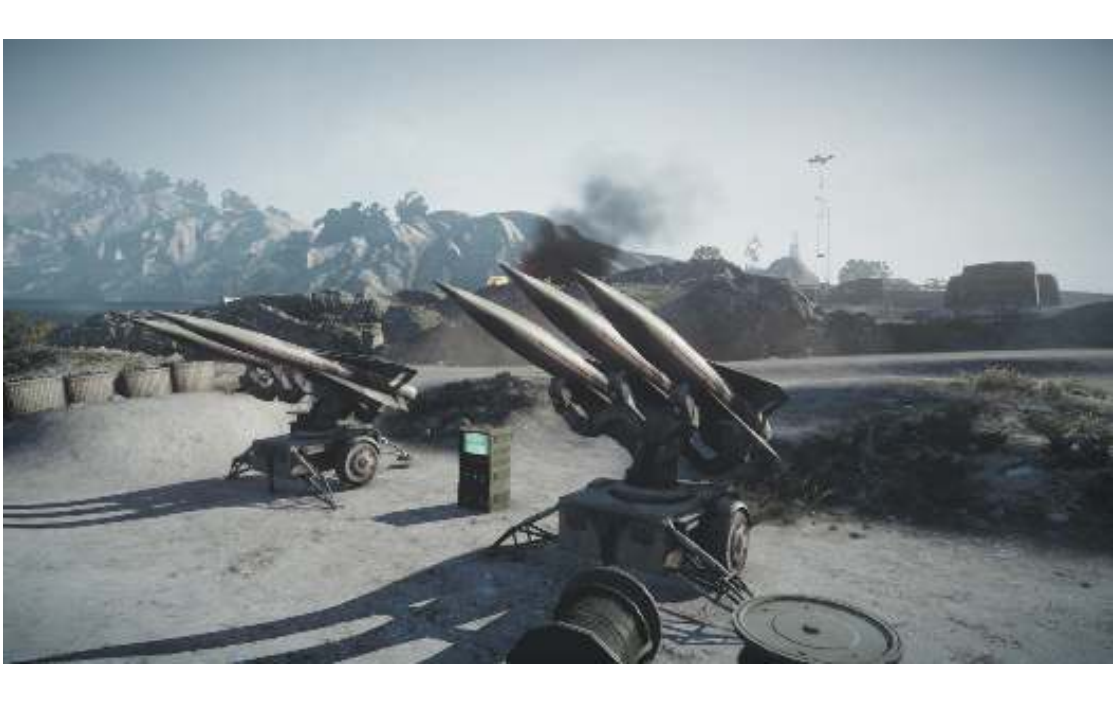
Throughout the battle, the RU defenders are short-handed on the vehicle front. This requires expert deployment of the few resources available as well as a heavy reliance on engineers to deal with the onslaught of US vehicles.

An RU team comprised largely of engineers (and support troops to resupply them) will have the best chance of halting the US advance.

ZONE 1: BEACH



M-COM Station A



M-COM station A is completely exposed and flanked by two missile batteries on the northwest edge of the beach—the missile batteries don't function.

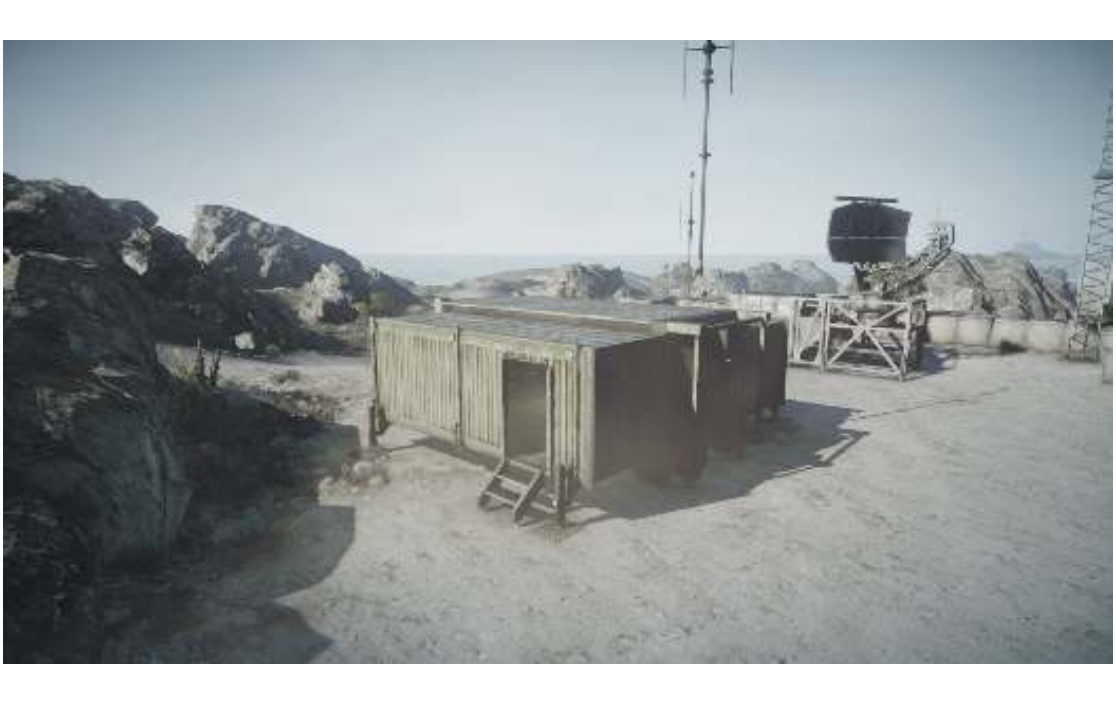
With no cover around the objective itself, defenders are best served by covering this position from a distance, using the nearby rocks for cover and concealment. Planting mines and C4 around the objective isn't a bad idea either.

The attackers must use the support of vehicles to get close enough to plant a charge on this M-COM station. Otherwise, obscuring the objective in smoke is the next best option.

The LAV-25s are great for suppressing nearby infantry, providing enough of a distraction for one brave attacker to plant a charge on the objective.

Once a charge is placed, attackers should form a defensive perimeter around the objective while continuing to use the vehicles to suppress defenders attempting to disarm the charge.

M-COM Station B



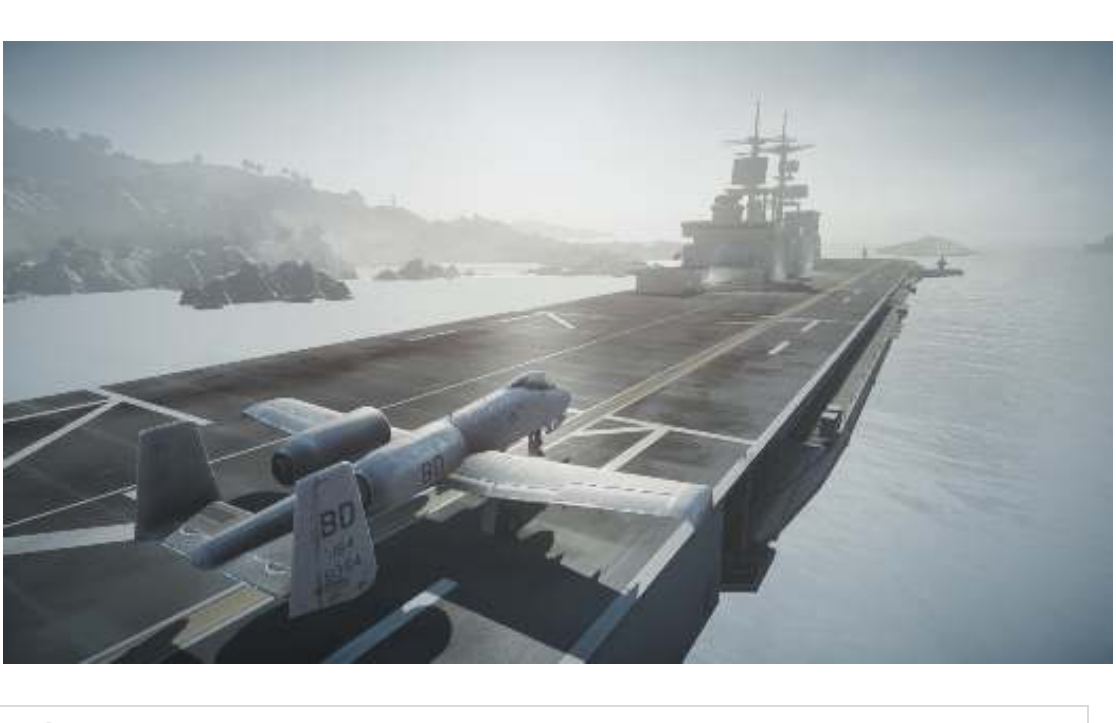
This objective is located within the mobile communications trailer on the northeast side of the beach. The trailer can be entered from the north and south.

But instead of defending the objective from within the cramped space, it's best for the RU team to cover the two entry points. Hiding inside only makes you vulnerable to grenades tossed in through the doorways.

Still, booby-rapping the interior with C4 and Claymores can be very effective. Like M-COM Station A, the US team is best served by using their LAV-25s to secure the area around the communications trailer before sending infantry inside to plant the charge.

Once again, covering the two entry points is key to preventing the defenders from disarming the charge, so make sure both doorways are covered, especially the northern one nearest the RU deployment area.

US DEPLOYMENT



Base Assets

Name	Quantity	Respawn Time
LAV-25	3	60 sec.
AAV-7A1 AMTRAC	1	60 sec.
AH-1Z Viper	1	90 sec.
A-10 Thunderbolt	1	40 sec.
RHIB	2	30 sec.
Centurion C-RAM	1	—

The US team starts on the aircraft carrier southwest of the beach. There are plenty of vehicles available with which US troops can make an amphibious landing and establish a beachhead.

The two RHIBs are the fastest of way to get troops onto the beach, but they also offer the least protection. So use these only early in the round before the RU defenders have a chance to reach the beach.

The LAV-25s and AMTRAC are slower, but they offer much more protection. Regardless of how they get ashore, the US team should promptly deploy Radio Beacons in isolated, well-covered areas of the beach.

The AMTRAC also serves as a mobile spawn point, so consider parking it on the beach in an area where it can't be easily spotted by the enemy.

This lets teammates spawn directly on the beach instead of on the aircraft carrier. Air power is critical for securing a beachhead so get the Viper and A-10 up in the air as soon as possible to perform strafing runs on the defenders.

The aircraft are also essential for countering the RU team's SU-25TM during the amphibious landing.

RU DEPLOYMENT

Base Assets

Name	Quantity	Respawn Time
T-90A	1	120 sec.
SU-25TM Frogfoot	1	40 sec.

Given the flood of US vehicles coming ashore, the RU team has a tough fight ahead of them at the beach.

Engineers are critical in fending off the waves of vehicles pushing ashore as well as shooting down the US aircraft—anti-tank weapons and the SA-18 IGLA anti-air missile launcher are essential.

A good SU-25TM pilot can make all the difference, so don't spawn in the jet unless you're up to the task and have the necessary unlocks to shoot down aircraft or deploy devastating air-to-ground munitions.

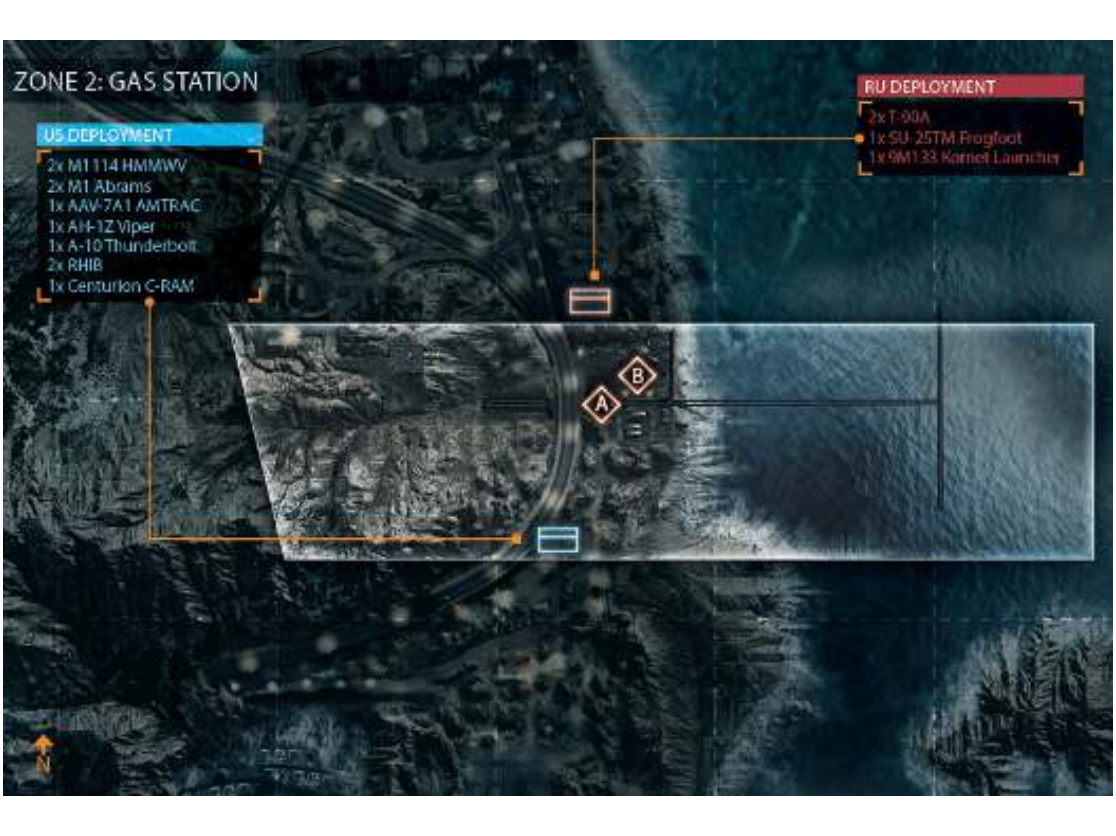
The RU team has only one tank, so it must be kept healthy by a team of dedicated engineers while accurately targeting the incoming LAV-25s and AMTRAC.

The tank's Guided Shell weapon unlock, when used in conjunction with a recon soldier's SOFLAM laser target designator, can be a game changer, allowing for pinpoint accuracy even if the T-90A does not have line of sight.

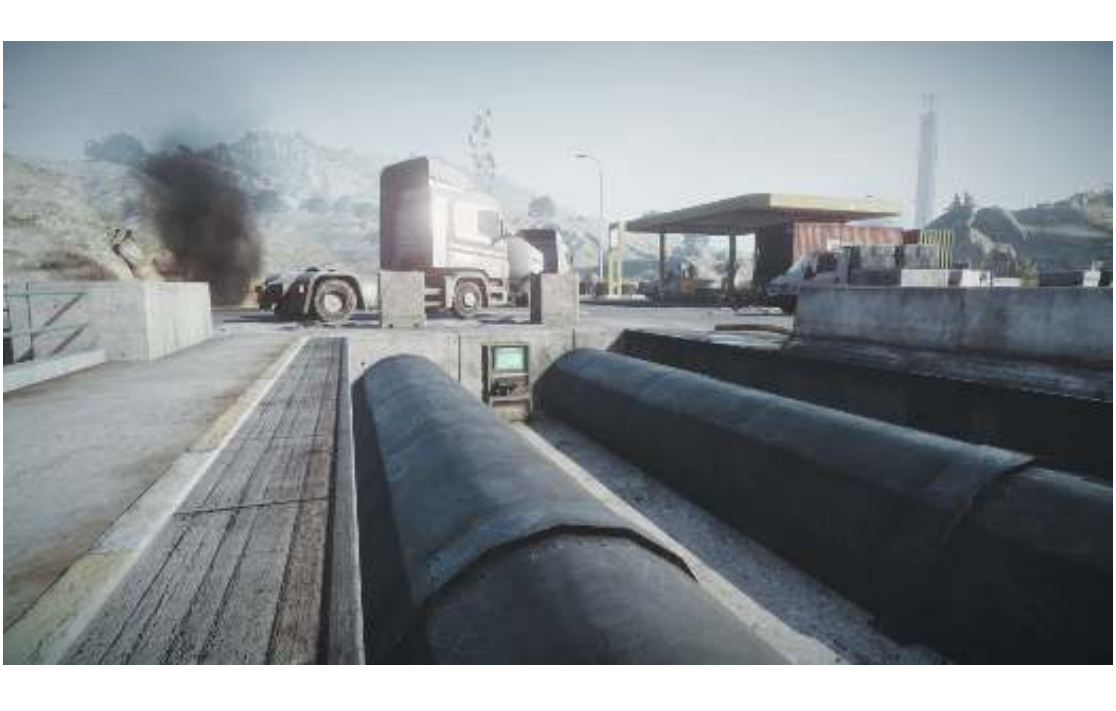
So use recon troops to lase targets while the T-90A holds back and fires from a safe location. Meanwhile, infantry should perform routine patrols of the beach, killing any hiding enemies while destroying US Radio Beacons.

The longer you can keep the US team spawning on their carrier, the better your chances of holding out here.

ZONE 2: GAS STATION



M-COM Station A



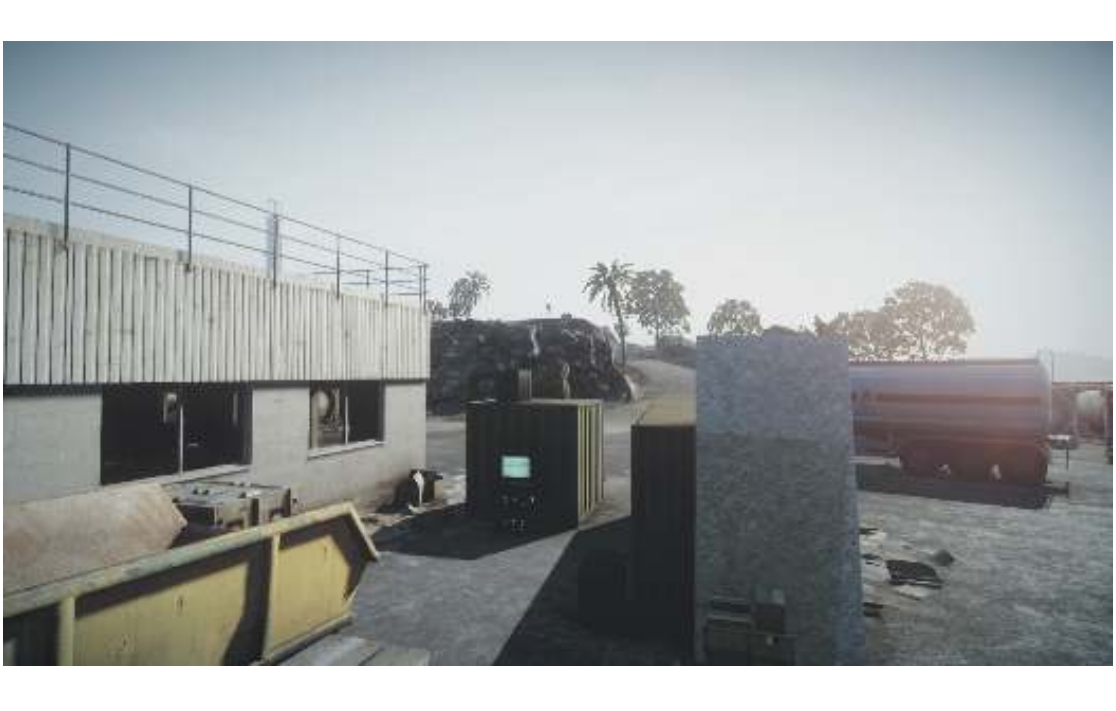
This objective is located in a unique position, flanked by the two pipelines on the south side of the Gas Station. The area between the pipelines forms a narrow trench that makes it relatively easy for attackers to sneak up on the M-COM station without being spotted.

Therefore, defenders need to find elevated positions around the objective so they can see down into this trench and counter sneaky advances by the US team.

Booby-trapping the area around the objective with C4 or Claymores is a very effective defensive tactic. Avoid defending from within the trench area as it leaves you open to attacks from above.

Although it's possible to sneak up on this objective, attackers should still rely on their vehicles to provide fire support before attempting to set a charge on the objective.

M-COM Station B



M-COM station B is on the east side of the 's concrete building at the Gas Station, partially concealed by some shipping containers and metal crates.

While the concrete building can be completely demolished, the shipping containers and crates can't be destroyed. This limits the sight lines to the objective, requiring both attackers and defenders to get up-close to the M-COM station to cover it.

Both teams can seek cover in the nearby building (while it's still standing) and cover the objective from the windows. Attacks can come from any direction, so the defenders may wish to plant a T-UGS motion sensor near the objective to monitor enemy movement around it.

This can serve as an early warning so defenders can respond before a charge is set.

US DEPLOYMENT

Base Assets

Name	Quantity	Respawn Time
M1114 HMMWV	2	40 sec.
M1 Abrams	2	25 sec.
AAV-7A1 AMTRAC	1	60 sec.
AH-1Z Viper	1	90 sec.
A-10 Thunderbolt	1	40 sec.
RHIB	2	30 sec.
Centurion C-RAM	1	—

Shortly after the first two M-COM stations are destroyed, two large hovercraft arrive on the beach loaded with a fresh batch of ground vehicles, including two M1 Abrams tanks and a couple of HMMWVs.

The US team also retains the AMTRAC, AH-1Z, A-10, and two RHIBs, which are spawned back at the carrier. Before racing for the Gas Station to the north, make sure you don't leave any teammates stranded on the beach or carrier.

It's important to consolidate your forces and coordinate a simultaneous attack on the objectives at the Gas Station in an attempt to overwhelm the defenders.

This time the defenders have two T90A tanks, so failing to coordinate attacks can lead to disaster. Use the aircraft to distract and suppress enemy ground units while your vehicles roll in to assault the objectives.

RU DEPLOYMENT

Base Assets

Name	Quantity	Respawn Time
T-90A	2	180 sec.
SU-25TM Frogfoot	1	40 sec.
9M133 Kornet Launcher	1	30 sec.

The RU team deploys on the hill just north of the Gas Station. This gives them adequate time to move into position and establish a perimeter around the objectives before the US team arrives.

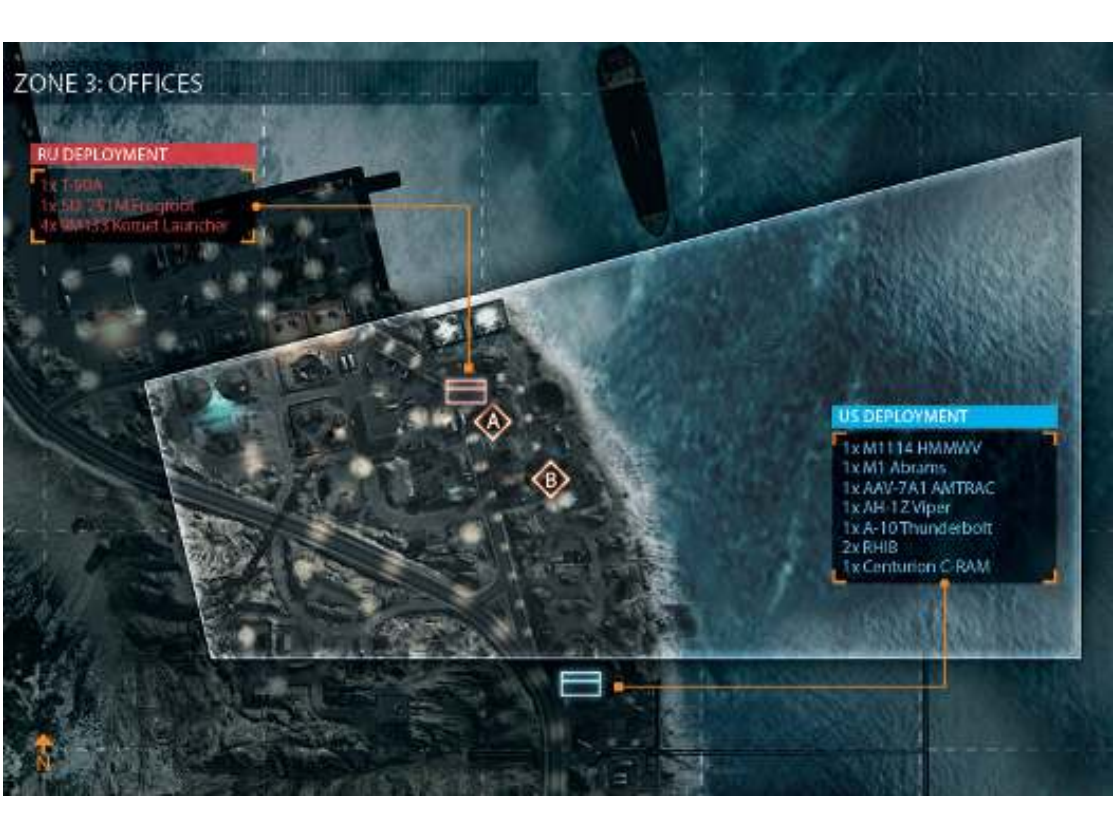
The two T-90A tanks are crucial to defending this location, so don't let them get destroyed. It takes a whopping three minutes for each tank to respawn, so do your best to keep each tank healthy by surrounding it with a team of engineers.

The tanks are crucial for countering the two M1 Abrams. Position the T-90As so they can support each other while covering the main road to the south. The SU-25TM also plays a big role in stopping the US assault.

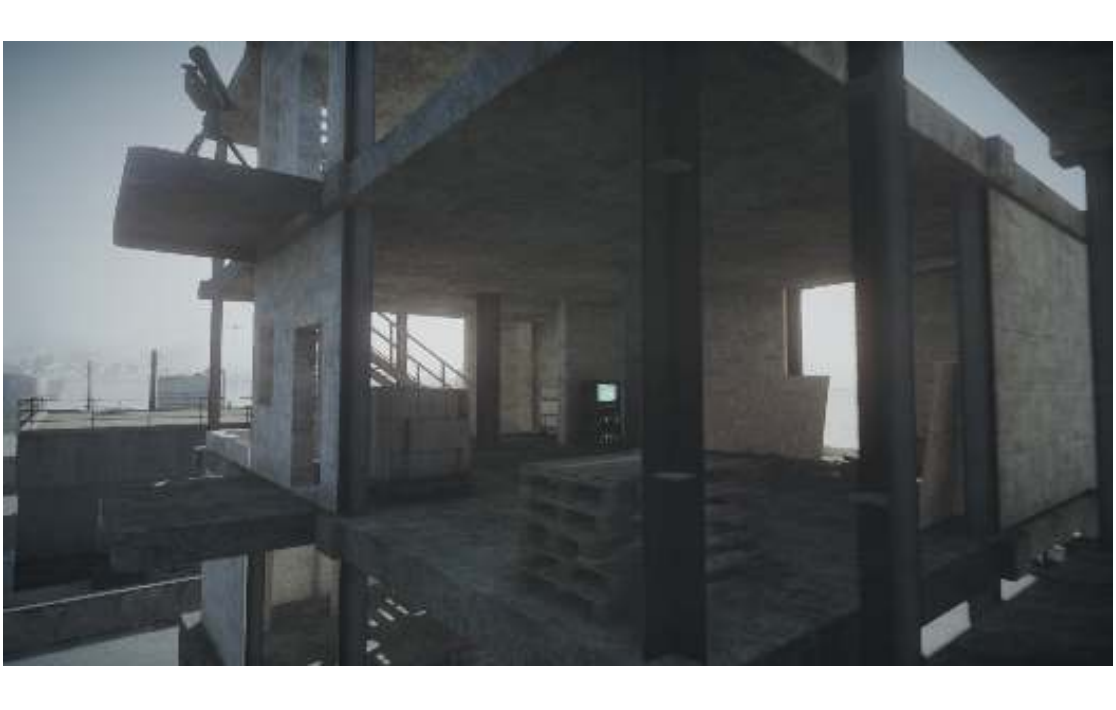
While it's a useful ground attack asset, the SU-25TM is best deployed here as a fighter. So load it out with heat-seeking missiles and use them to shoot down the US team's AH-1Z and A-10.

Engineers can support the SU-25TM by firing their own IGLA missiles at enemy aircraft.

ZONE 3: OFFICES



M-COM Station A



This is one of the most defensible M-COM stations on the map, and the RU team has a strong chance of holding off the US attack here.

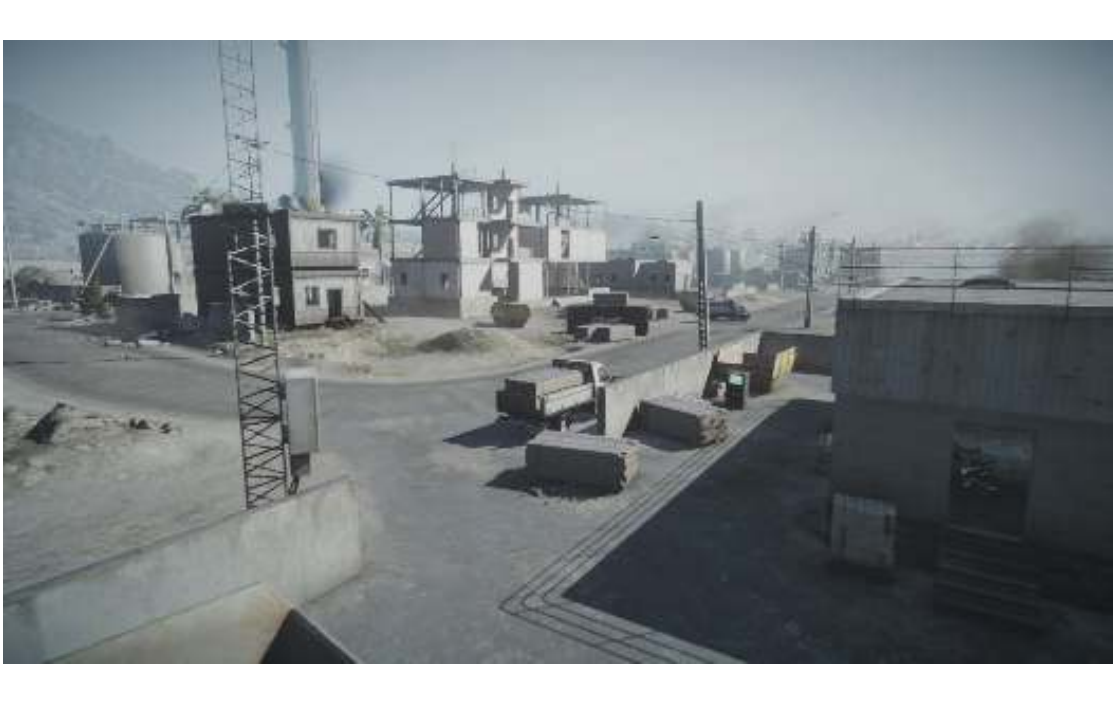
Located on the second floor of a partially constructed building, this objective can be accessed only by infantry climbing staircases on the structure's northern and southern sides.

Barring parachute assaults from above, the defenders can effectively block access to the objective by covering these staircases. While the concrete exterior walls of the building can be destroyed, the building itself will not collapse, even under the most intense bombardment.

So it's up to the attackers to infiltrate the second floor and plant a charge. Both teams can benefit from Radio Beacons placed on the rooftop or third floor of the building to guarantee a nearby spawn point.

Although it's farther from their deployment area, the US team should attack this M-COM station first to prevent the entire RU team from rallying around this location.

M-COM Station B



M-COM Station B is located along the west side of a building near the coast. The building is surrounded by a low concrete wall with entrances to the east and west.

However, attackers shouldn't bother entering through these choke points. Instead, breach the exterior wall with explosives of any kind to make your own entrance. Meanwhile, defenders should cover the objective directly by hiding in the nearby building and firing at attackers through the west-facing windows.

However, defenders should also prepare for the possibility of attackers arriving in RHIBs and attacking from the sea to the east. With some many potential directions of attack, a T-UGS motion sensor comes in handy for monitoring enemy movement around the objective.

US DEPLOYMENT

Base Assets

Name	Quantity	Respawn Time
M1114 HMMWV	1	30 sec.
M1 Abrams	1	120 sec.
AAV-7A1 AMTRAC	1	60 sec.
AH-1Z Viper	1	90 sec.
A-10 Thunderbolt	1	40 sec.
RHIB	2	30 sec.
Centurion C-RAM	1	—

In this stage of the battle, the US team deploys near the Gas Station. Although the US maintains a large number of vehicles, they are spread out between this location and the aircraft carrier. So don't forget about the AH-1Z, A-10, AMTRAC, and RHIBs back at the carrier.

The AMTRAC is slow but serves as a mobile spawn point. Consider parking it in an isolated area to the north to provide teammates a forward spawn point near the Offices.

The RHIBs offer a quick way to flank the defenders from the sea and avoiding the carnage along the highway. With fewer tanks at your disposal, the aircraft must play a bigger role in the ground attack, constantly strafing the RU team's positions to the north.

RU DEPLOYMENT

Base Assets

Name	Quantity	Respawn Time
T-90A	1	180 sec.
SU-25TM Frogfoot	1	40 sec.
9M133 Kornet Launcher	4	30 sec.

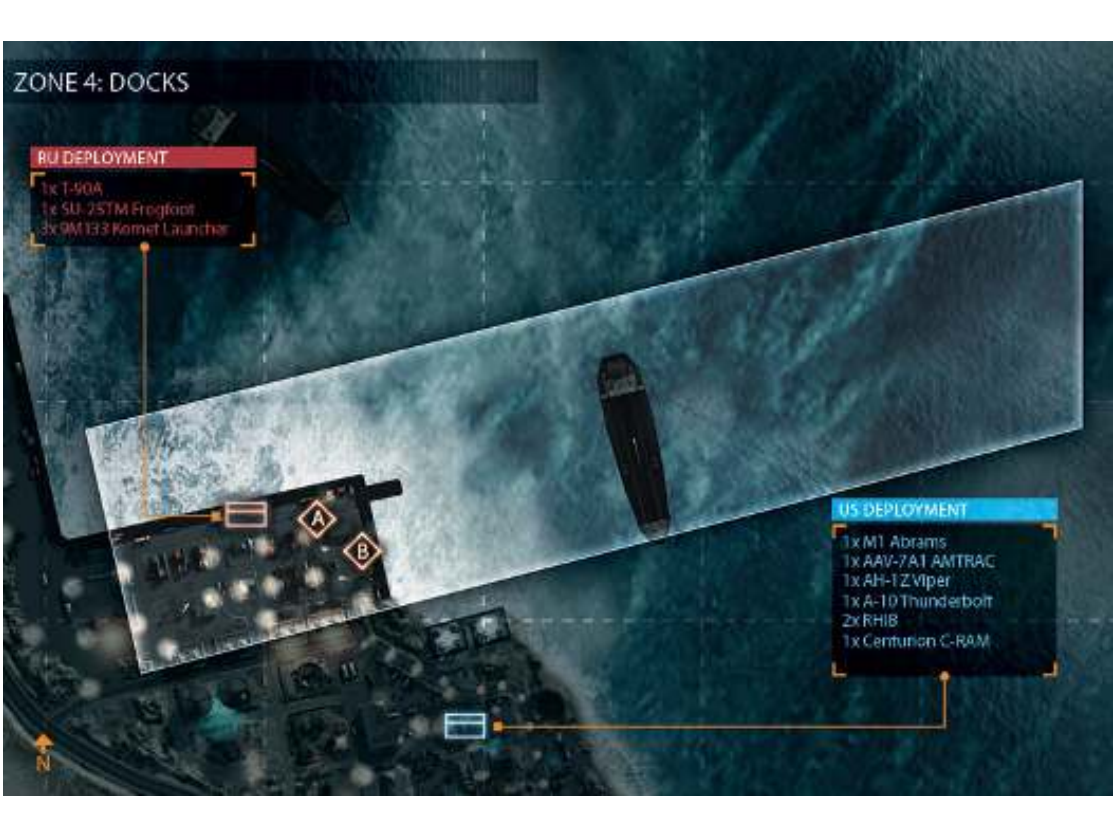
Having been pushed back to the Offices, the RU team now deploys near the coastal road north of the new objectives. The RU team only has one tank this time, so make the most of it.

Consider using the Guided Shell weapon to lock on to distant targets spotted by friendly recon troops using the SOFLAM. You can deploy the tank's main cannon without exposing the tank to frontline combat.

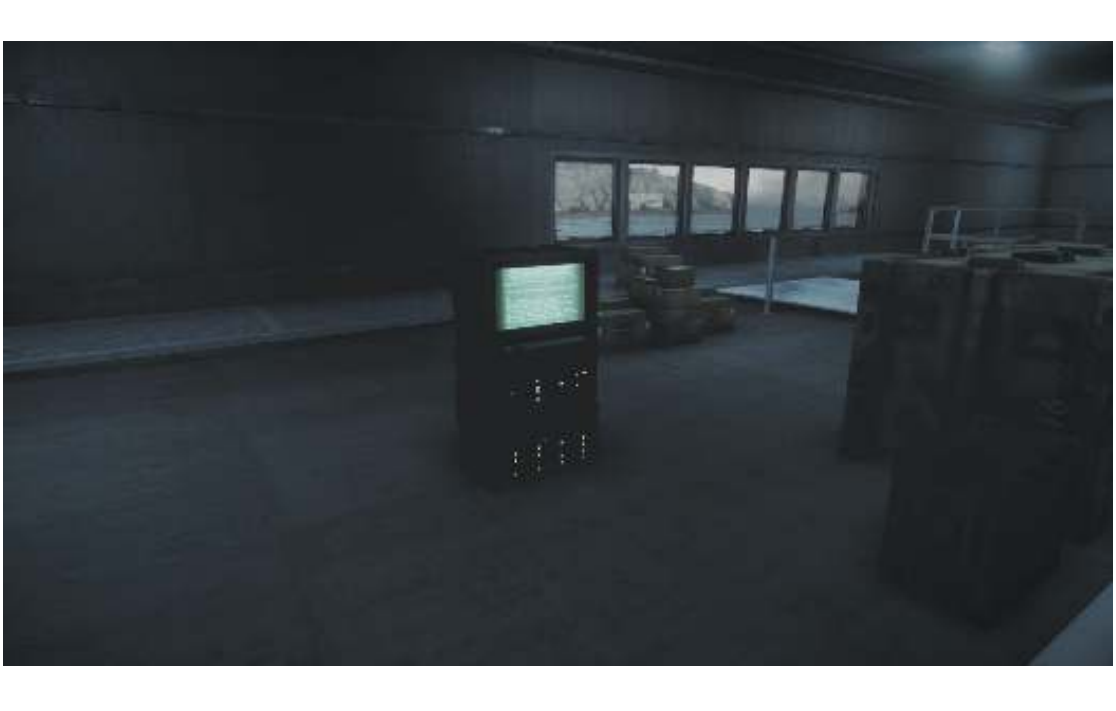
The Kornet launchers can also make an impact on the US advance, so look for opportunities to fire these powerful manually guided missiles at incoming ground vehicles.

However, the US aircraft still pose a significant threat, so be prepared to counter them with the SU-25TM as well as shoulder-fired IGLA missiles carried by engineers.

ZONE 4: DOCKS



M-COM Station A



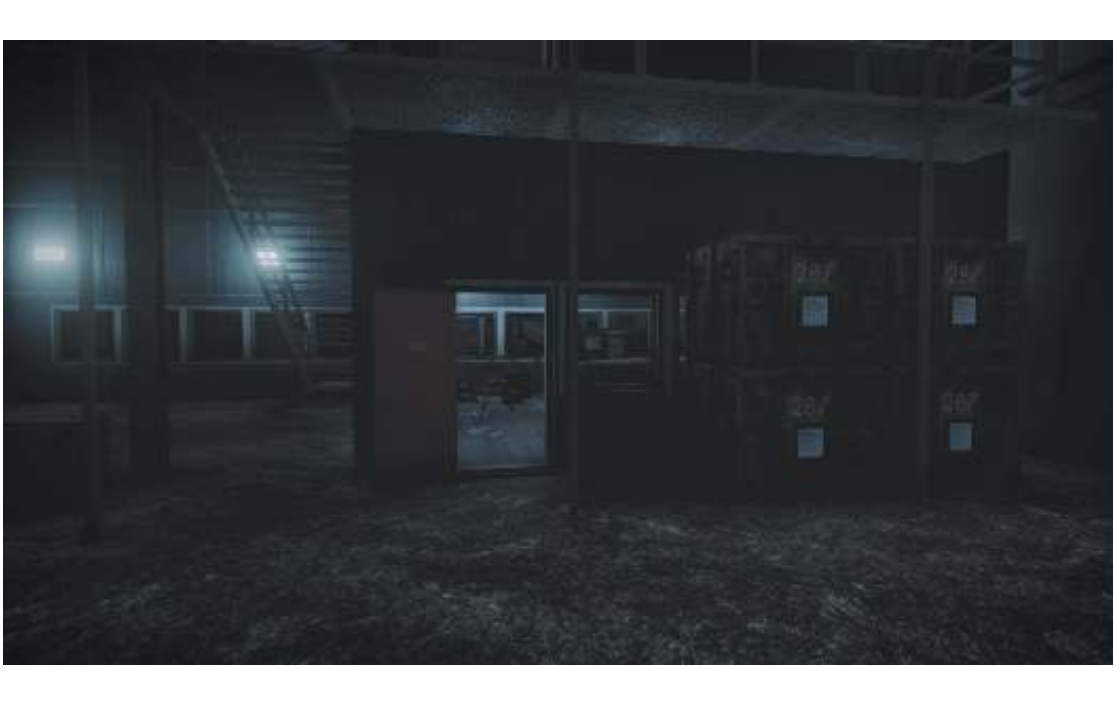
Located on the second floor of the warehouse, this M-COM station is tough to reach if it is well defended. The upper-floor platform on which the objective sits is accessible via the surrounding catwalk system.

This upper level can be reached by three staircases inside the warehouse. The staircases are pure choke points and the RU defenders should take advantage of them.

The interior of the warehouse is rather dark, making Tactical Lights and Laser Sights very effective for both teams. When attacking, expect stiff resistance inside the warehouse.

Instead of entering through one of the existing doorways, blow a hole in one of the exterior walls to make your own entrance, then rush the objective before the defenders realize what's happening.

M-COM Station B



This M-COM station is barricaded in a eastern office on the ground floor of the warehouse. For the attackers, reaching this objective can be deadly unless you think outside the box.

The wall directly behind the M-COM station can be destroyed, allowing for easy access from the warehouse's western exterior. So simply blow a hole in the wall with a rocket or grenade launcher, hop inside the office and plant the charge.

Defenders must prepare for such unorthodox attacks by defending the western exterior of the warehouse. But not all attackers think alike, so defenders must also cover the interior approach.

Since both objectives are in the same building, defenders posted inside the warehouse should be prepared to respond to attacks on either M-COM station.

US DEPLOYMENT

Base Assets

Name	Quantity	Respawn Time
M1 Abrams	1	25 sec.
AAV-7A1 AMTRAC	1	60 sec.
AH-1Z Viper	1	90 sec.
A-10 Thunderbolt	1	40 sec.
RHIB	2	30 sec.
Centurion C-RAM	1	—

Six M-COM stations down, two more to go. For the final stage of this battle, the US team deploys near the Offices. The objectives in the large warehouse at the docks require a greater focus on close-quarters infantry tactics, but vehicles still play a role in transporting troops and securing entry.

While the warehouse can't be destroyed, the exterior walls can be blasted open with explosive munitions. Use the M1 Abrams to punch holes in the warehouse walls so teammates can enter.

Meanwhile, use the A-10 and AH-1Z to provide close air support by strafing enemy units outside the warehouse, including the RU team's T-90A. The RHIBs spawned at the carrier offer one of the best methods of assaulting the Docks, so don't forget to utilize these boats.

RU DEPLOYMENT

Base Assets

Name	Quantity	Respawn Time
T-90A	1	90 sec.
SU-25TM Frogfoot	1	40 sec.
9M133 Kornet Launcher	3	30 sec.

Despite previous defeats, the RU team has a good chance of making a final stand here at the Docks. Both M-COM stations here are located within the warehouse.

Therefore, the lack of vehicles isn't as much of a factor here as it was in the previous zones. Still, the RU team should make an effort to stop US troops from reaching the warehouse.

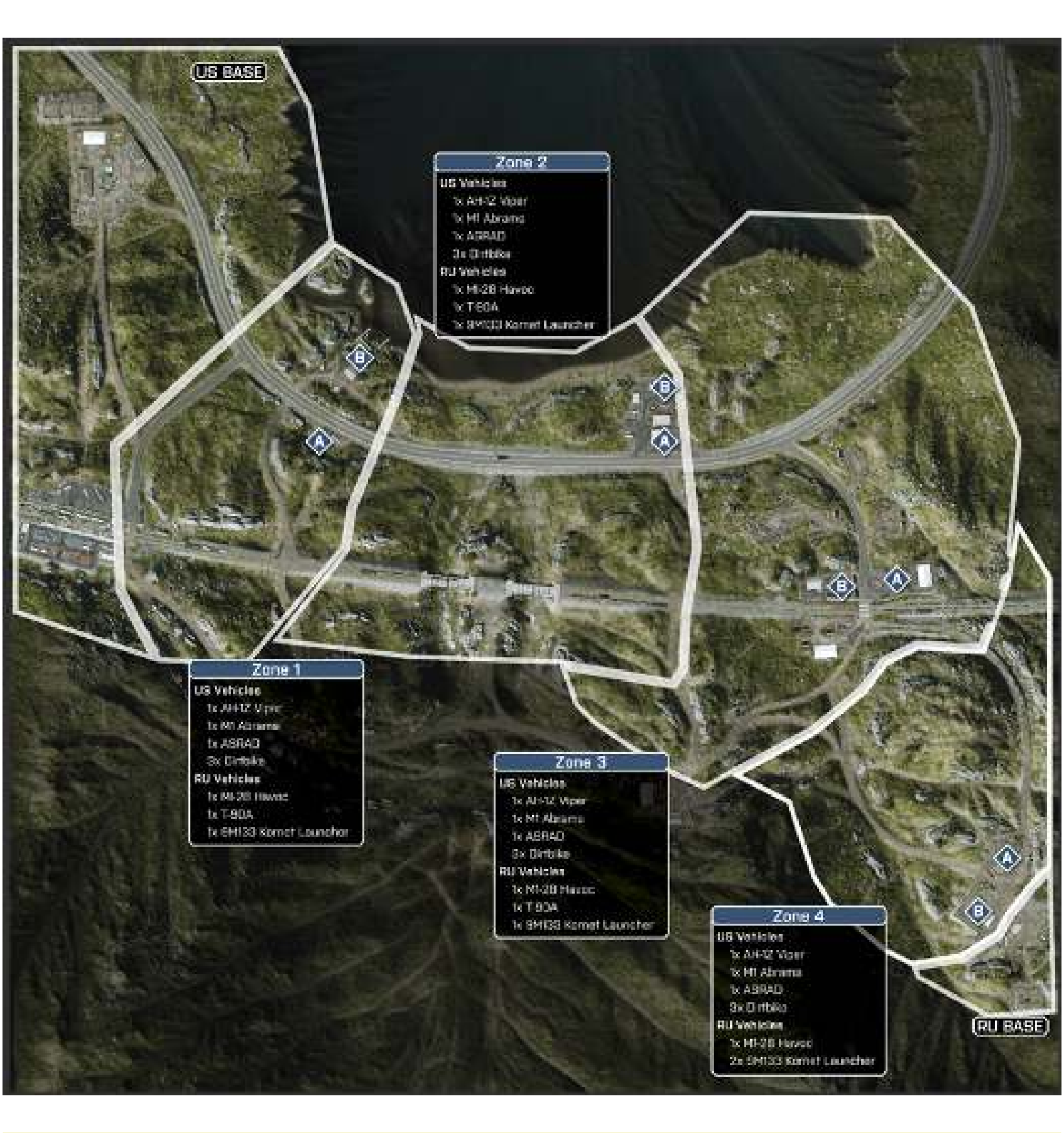
Using the shipping containers for cover and concealment, the T-90A is great for defending the warehouse's western side, a popular entry point for attackers.

The US aircraft are more of a nuisance than a threat here, so don't expend too many resources on shooting them down. Load out the SU-25TM for ground attack and use it to knock out US vehicles approaching from the south.

But the bulk of the team should focus their efforts on defending the warehouse exterior and interior from US infantry attacks. Spawning only a few meters from the warehouse, the defenders have a relatively easy time locking down this location.

Rush
Kiasar Railroad

The Rush battle of Kiasar Railroad follows the northern road, moving south along the lake into the Lumber Yard before concluding at the hillside base in the southeast. The placement of M-COM Stations in each stage of this battle forces teams to engage in open conflict as the landscape offers opportunities to flank and overwhelm the opposition. While attackers are afforded the benefit of the ASRAD and dirtbikes throughout the battle, the defenders' MI-28 Havoc, in the hands of an experienced pilot, will provide a firm resistance to attacks. An essential tactic is to use the elevated positions of the terrain to gain the advantage through each stage in the battle. For attackers, the greatest threat on this map comes from a defending team that is well versed in the use of MAVs to reveal the positions of attackers and coordinate the placement of booby traps to disable their vehicles.


US BASE
Zone 2
US Vehicles
1x AH-1Z Viper
1x M1 Abrams
1x ASRAD
3x Dirtbike
RU Vehicles
1x MI-28 Havoc
1x T-90A
1x 9M133 Kornet Launcher
B
A
B
A
B
A
Zone 1
US Vehicles
1x AH-1Z Viper
1x M1 Abrams
1x ASRAD
3x Dirtbike
RU Vehicles
1x MI-28 Havoc
1x T-90A
1x 9M133 Kornet Launcher
Zone 3
US Vehicles
1x AH-1Z Viper
1x M1 Abrams
1x ASRAD
3x Dirtbike
RU Vehicles
1x MI-28 Havoc
1x T-90A
1x 9M133 Kornet Launcher
A
B
Zone 4
US Vehicles
1x AH-1Z Viper
1x M1 Abrams
1x ASRAD
3x Dirtbike
RU Vehicles
1x MI-28 Havoc
2x 9M133 Kornet Launcher
RU BASE

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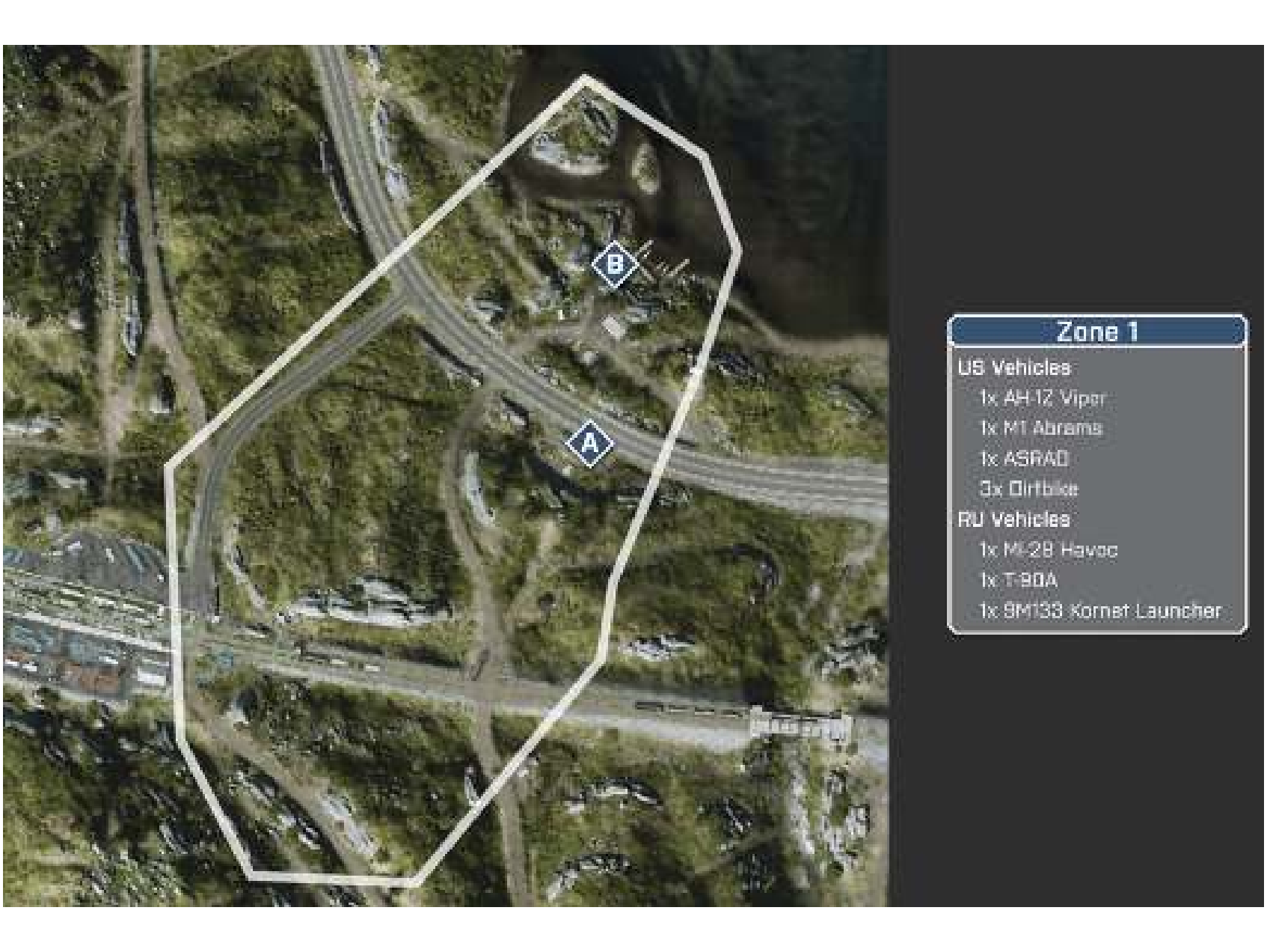
Zone 1: Canoe Center


B
A
Zone 1
US Vehicles
1x AH-1Z Viper
1x M1 Abrams
1x ASRAD
3x Dirtbike
RU Vehicles
1x MI-28 Havoc
1x T-90A
1x 9M133 Kornet Launcher

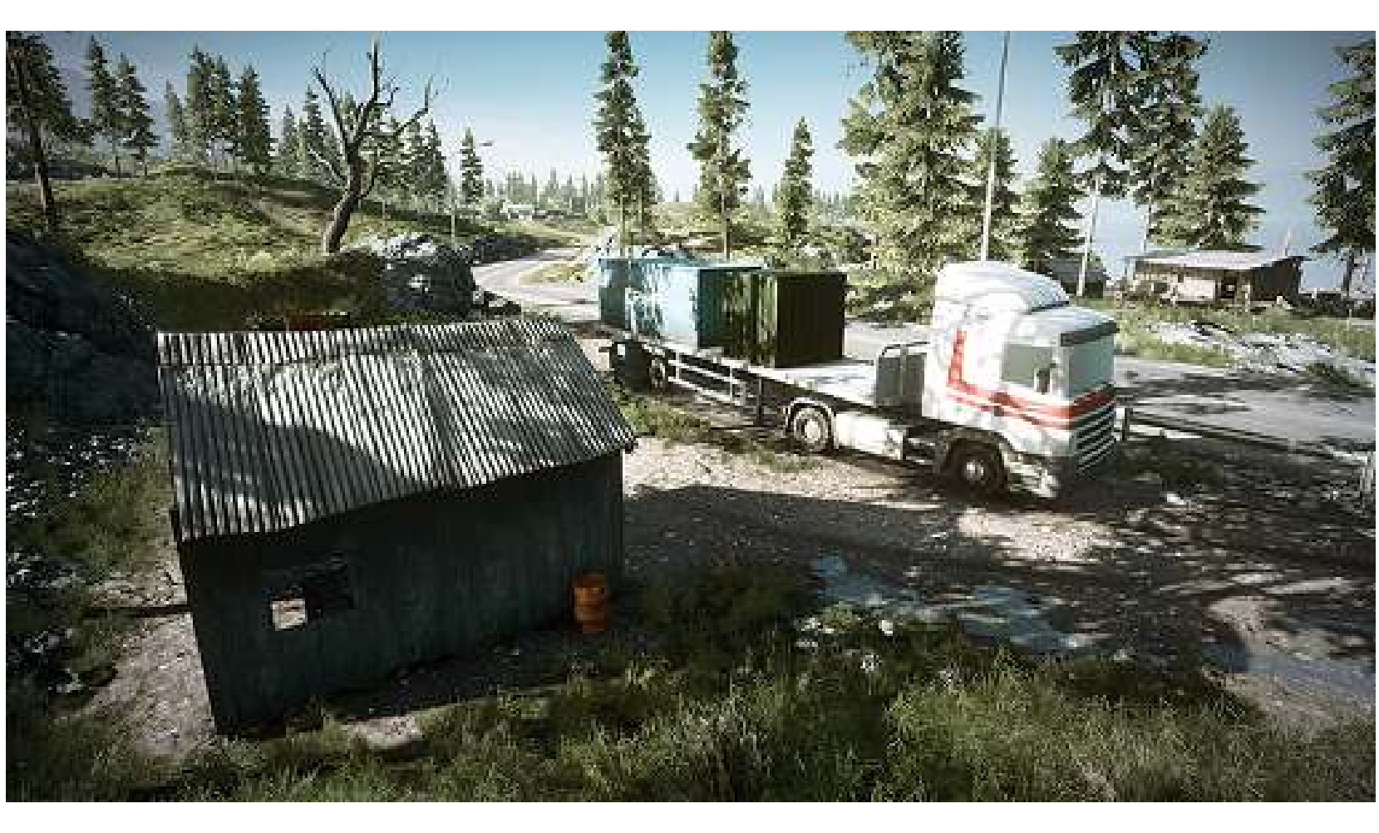
US Deployment

Deploying from their base to the northwest, the US team has the advantage of using the road to advance the M1 Abrams and ASRAD to the objectives quickly. This is overshadowed, however, by the 9M133 Kornet Launcher at the Canoe Center, which the defenders will use to push back the armored assault. While these vehicles approach the objective site, the AH-1Z Viper should be in the air above the Canoe Center to clear the area of defenders while infantry units descend upon the area. Attackers on dirtbikes would be wise to follow the lakeshore as they make their approach on the objective, avoiding the defenders that are descending on the area from the southeast. This approach from the north allows dirtbikes to drop off their passengers to plant a charge on the objectives and continue their path east, drawing enemy fire away from the objective area.

RU Deployment

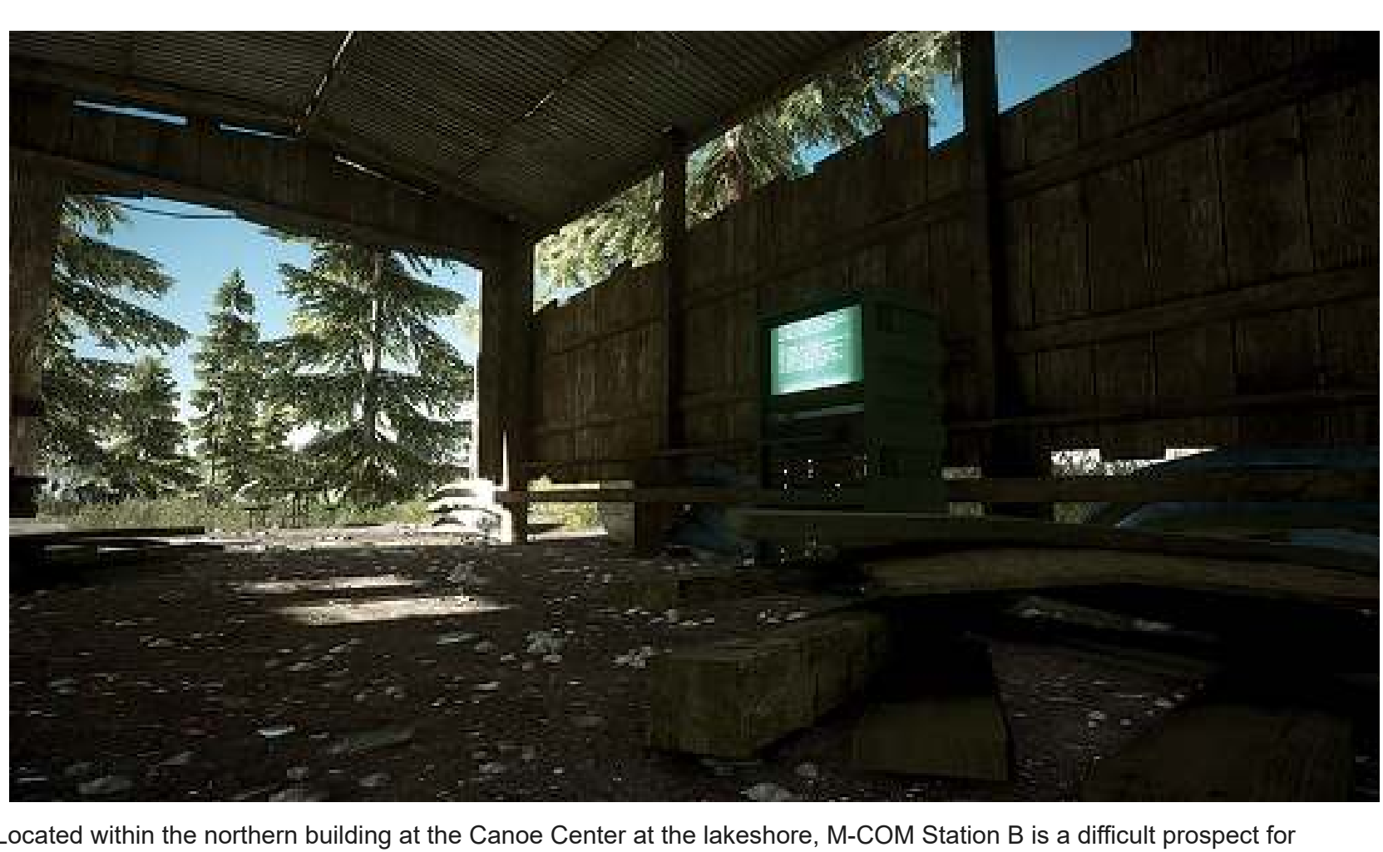
Deploying from the hills southeast of the Canoe Center, the defending team can quickly fortify the hill south of the road with a squad while other team members move north to entrench themselves at the Canoe Center. Because the T-90A deploys south of the objective, it can be placed on the hill overlooking the objective and fire upon attackers' vehicles as they move into the area from the northwest. Once in the air, the MI-28 Havoc should focus on patrolling the road leading northwest from the Canoe Center. As attackers approach from this direction, the MI-28 Havoc is more than capable of pushing back armored resistance moving from the US team's deployment area. Through coordinated efforts of the MI-28 Havoc and the T-90A to keep the attackers' vehicles at bay, defenders can force the attackers into a stalemate early on.

M-COM Station A



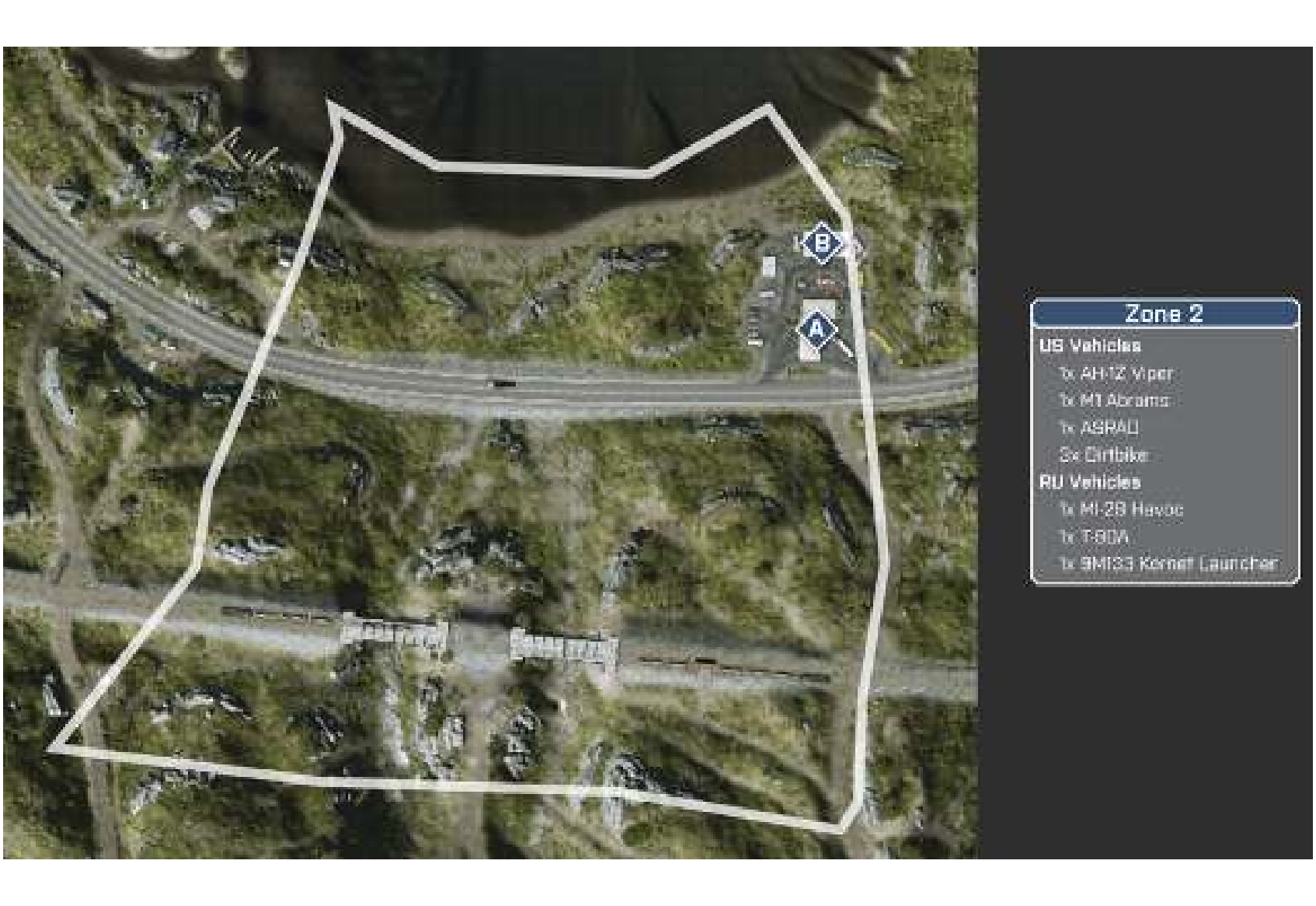
Positioned south of the Canoe Center, M-COM Station A is exposed on the south side of the parked semi-trailer here. For attackers, the difficulty in approaching the objective comes from the tendency for defenders to camp within the wooden shack nearby. Defenders making use of this tactic to defend the objective should be ready to retreat if the attackers' helicopter discovers them, as the wooden shack does not provide much cover against explosive weapons. Not only should attackers be wary of the shack when approaching the objective, but also the hill to the south, which serves as a sniper perch. Sight lines on this objective are limited, though, so defending this objective will require vigilance by helicopter and infantry set atop the nearby rocky ledge. Defenders and attackers would both benefit by deploying a MAV to survey this area before infantry approach the objective.

M-COM Station B



Located within the northern building at the Canoe Center at the lakeshore, M-COM Station B is a difficult prospect for attackers attempting to enter the area by the road to the south. Attackers on dirtbikes should make their move on this site by following the lakeshore southeast from their deployment. While the other attackers advance on the site by way of the road, stealthy attackers can approach the objective unseen while defenders are spread thin protecting M-COM Station A to the south from their armored vehicles. Defenders looking to protect the objective should place claymores inside of the building that houses it, and lie in wait near the shack west of the objective for attackers to cross their path. While it is possible to survey the area by helicopter, the nearby trees conceal the movements of infantry as they move around the objective and the buildings here.

Zone 2: Gas Station


B
A
Zone 2
US Vehicles
1x AH-1Z Viper
1x M1 Abrams
1x ASRAD
3x Dirtbike
RU Vehicles
1x MI-28 Havoc
1x T-90A
1x 9M133 Kornet Launcher

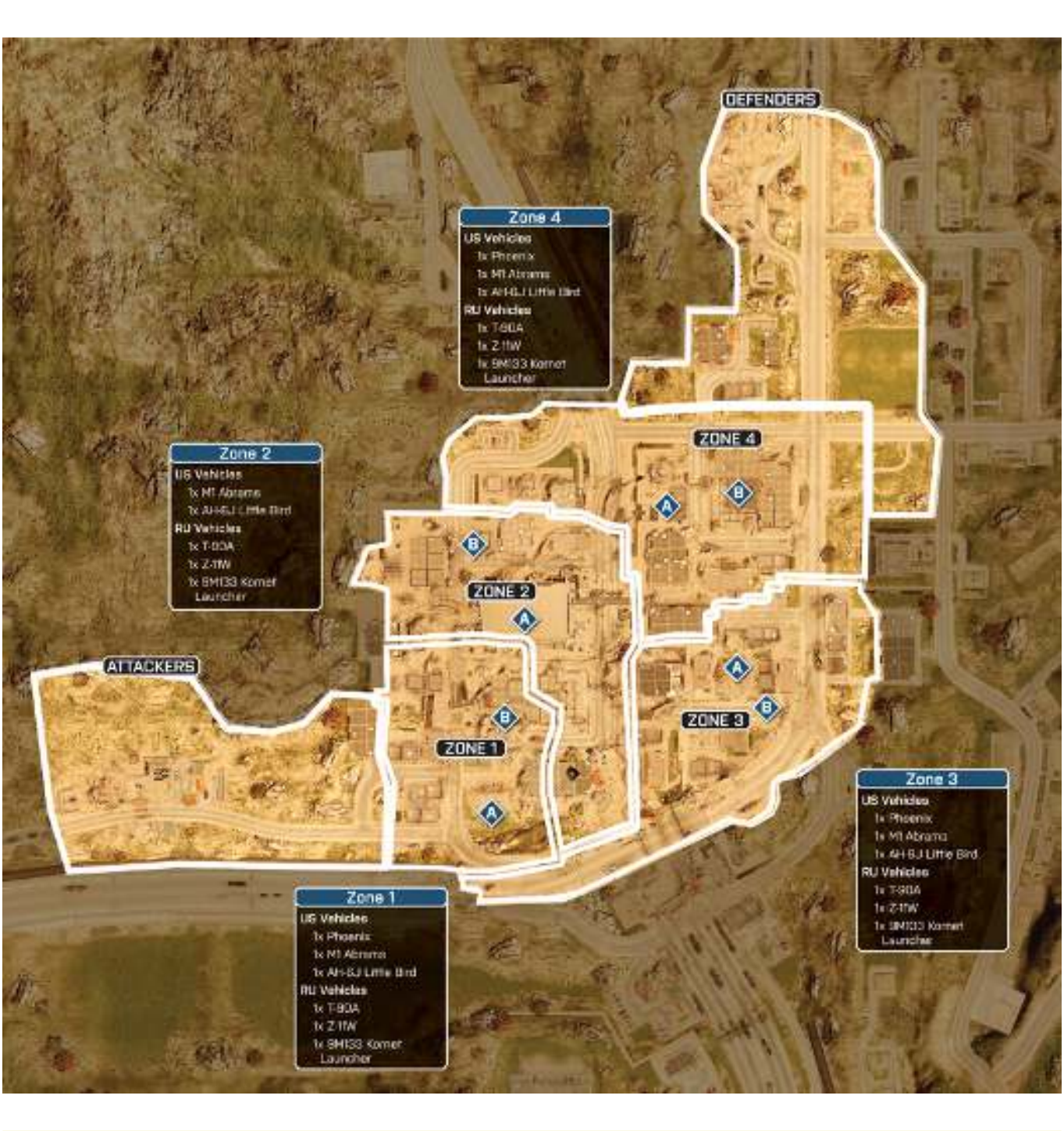
US Deployment

Deploying from the Canoe Center, the US team will have to proceed east to reach the objectives. As in Zone 1, this stage of the battle sees attackers using the road to advance to the Gas Station. While this is the most direct way to approach the area, it is possible for the M1 Abrams and ASRAD to traverse the lakeshore to the north of the road. By traveling along the lakeshore, it is possible to flank the objective area by moving through the Gas Station's north side. Dividing up the heavy vehicles is a good tactic to take the defenders by surprise, with the M1 Abrams moving to the objective by way of the road and the ASRAD cutting through the rear of the Gas Station and using its cannons' secondary fire to bombard the objective area during approach. Throughout the course of the battle, the AH-1Z Viper should take to the skies and patrol the area surrounding the Gas Station for defenders moving in from the east of the station and attempting to cut off attacking troops moving between the two objectives found there..

RU Deployment

Rush

Markaz Monolith



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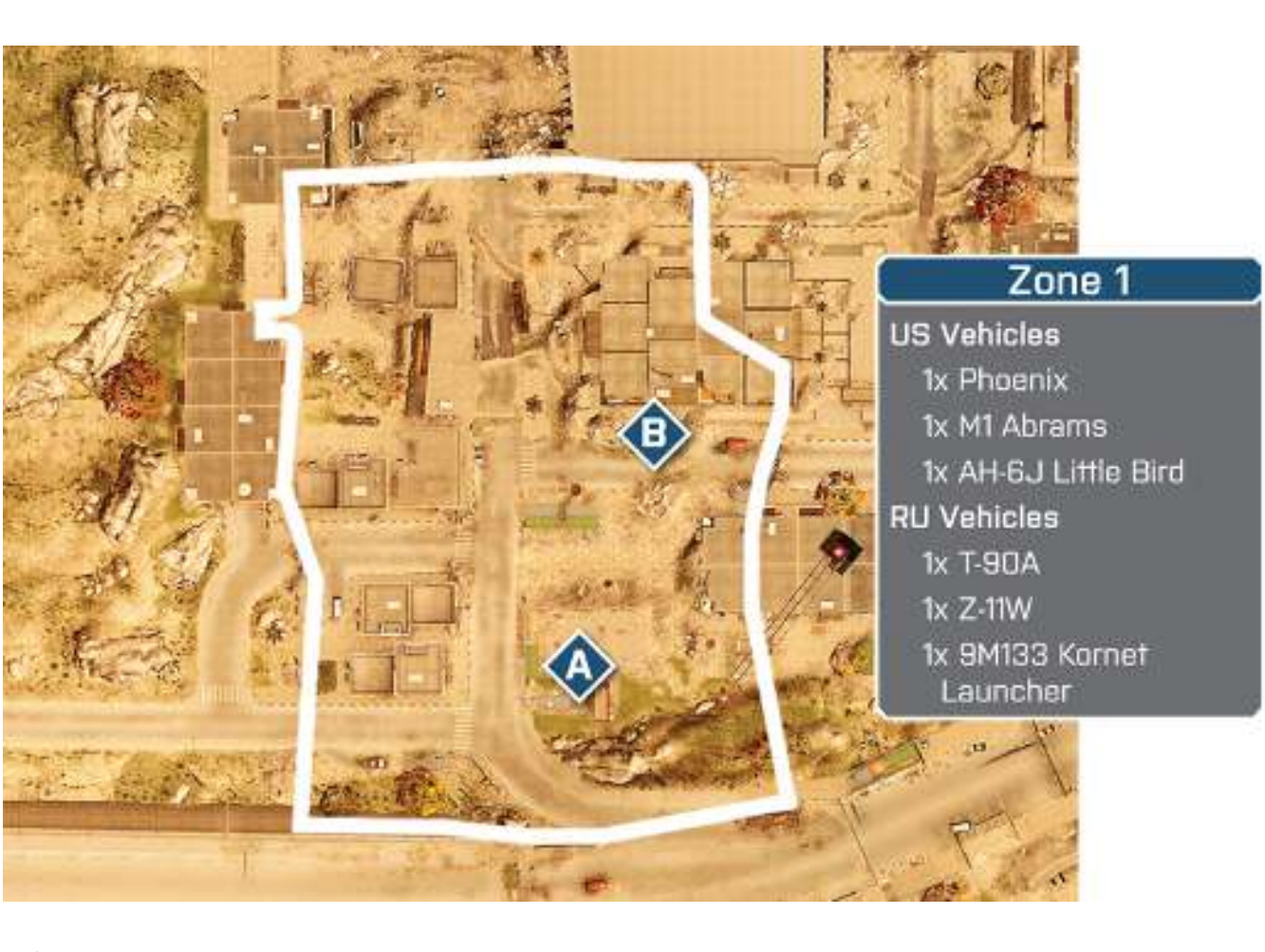
During this Rush battle, both teams have access to tanks and scout helicopters, providing an added sense of urgency and danger to each phase. The battle is spread across four zones, starting out at the Construction Site and then moving on to the Mall, Power Station, and Bank. While infantry combat dominates the fight over each objective, both sides should be prepared to counter the threats posed by the tanks and helicopters. In close matches, these vehicles often cancel each other out. But neither team can rely on their own vehicles to win each tank vs. tank or helicopter vs. helicopter duel. That's where engineers come in. In addition to repairing these critical vehicles, engineers can also dish out some serious damage through the deployment of mines and the firing of anti-tank and anti-aircraft missiles. The team that manages to field engineers in the most effective manner stands a good chance of walking away with a win. But don't forget to get keep your vehicles in the fight as well. Once destroyed, vehicles often spawn far from the action. Still, they can all be accessed directly from the spawn screen, which makes it easy to get them back in the fight.

Zone 1: Construction Site



US Deployment

Deployment Area Assets

Name	Quantity	Respawn Time
Phoenix	1	30 sec.
M1 Abrams	1	30 sec.
AH-6J Little Bird	1	60 sec.

At the start of this Rush battle, the US team deploys from the west side of the map. There are two initial deployment areas for the team. Infantry spawn just outside the city while the vehicles spawn in the area to the west, similar to the US Base during Conquest. If you want one of the vehicles, spawn directly into it from the spawn screen instead of hiking back to the west. Since the infantry spawn close to the city, this puts them within early-round striking distance of both objectives. So if you spawn here, sprint to the east in an effort to reach the objectives before the RU team can secure them. Alternately, use the Phoenix and Little Bird to rush troops to the front lines. However, be mindful of the RU team's T-90A and Z-11W scout helicopter—the M1 Abrams and Little Bird are best suited for dealing with these threats. But in the event that friendly vehicles aren't available, make sure your team has plenty of engineers armed with rocket launchers and Stingers to knock out the RU team's tank and helicopter.

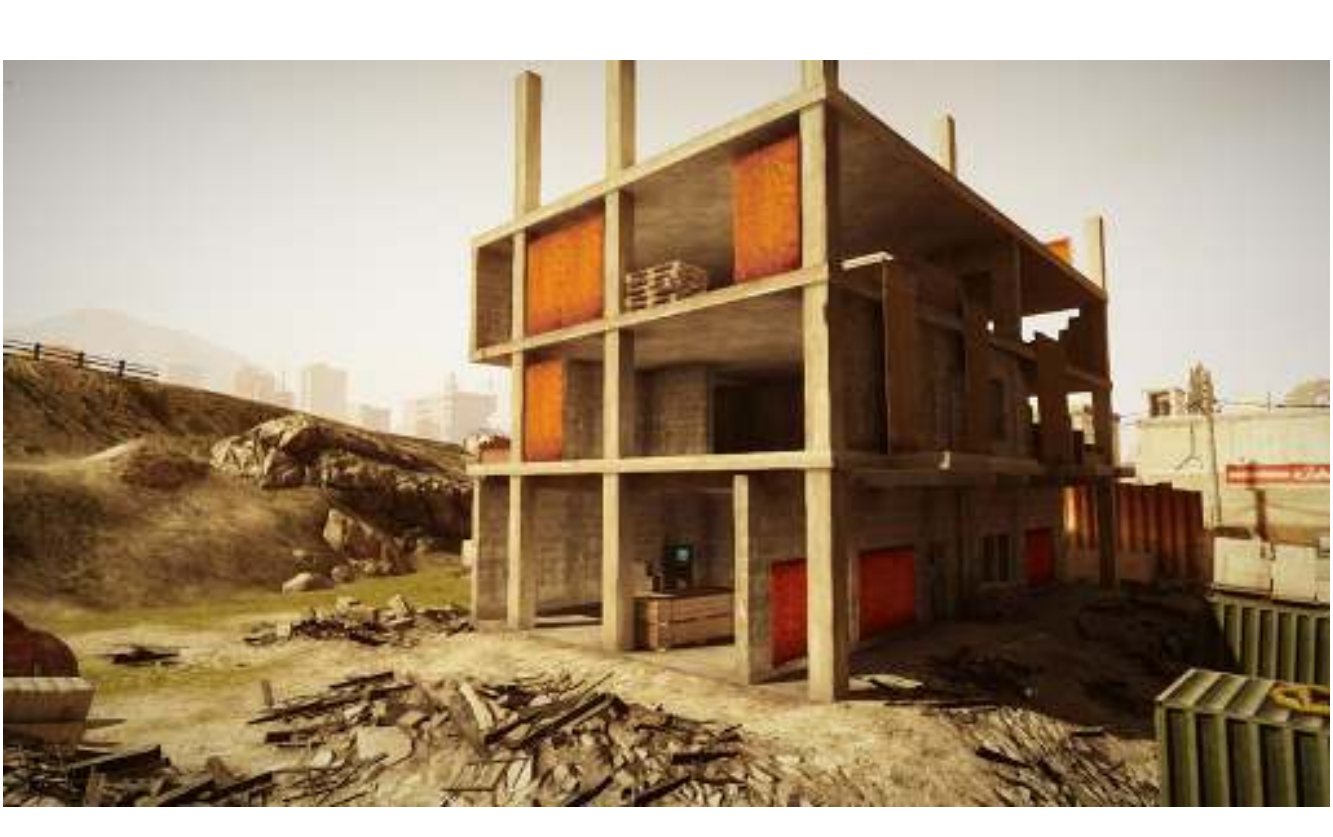
RU Deployment

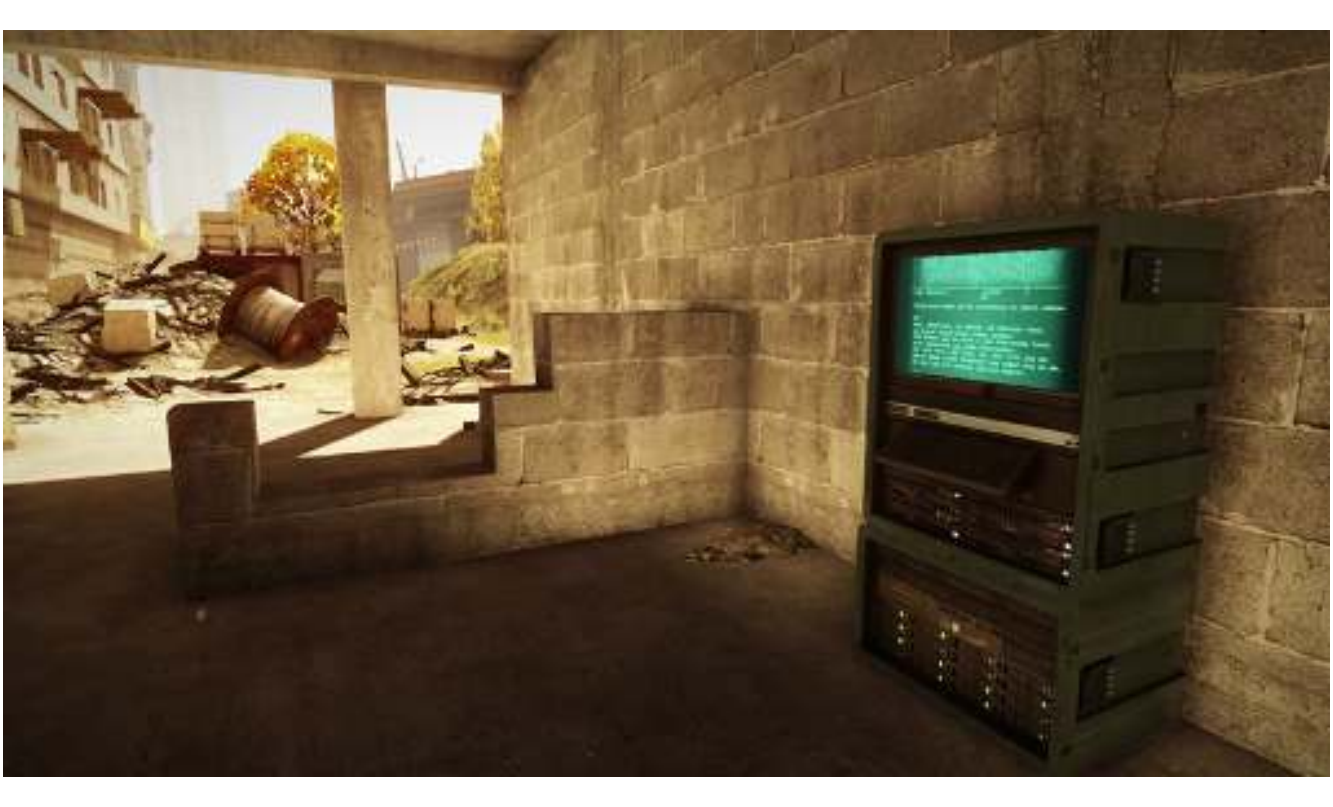
Deployment Area Assets

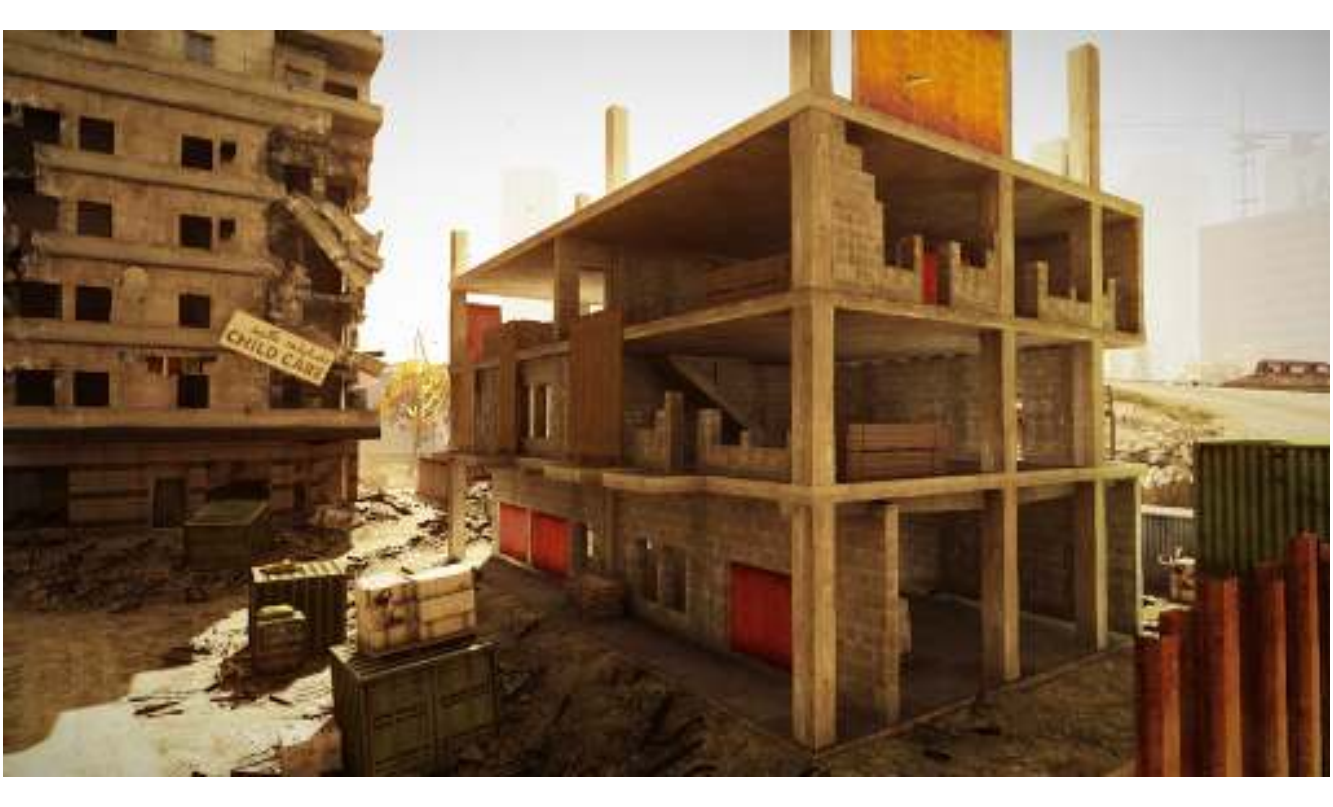
Name	Quantity	Respawn Time
T-90A	1	50 sec.
Z-11W	1	60 sec.
9M133 Kornet Launcher	1	10 sec.

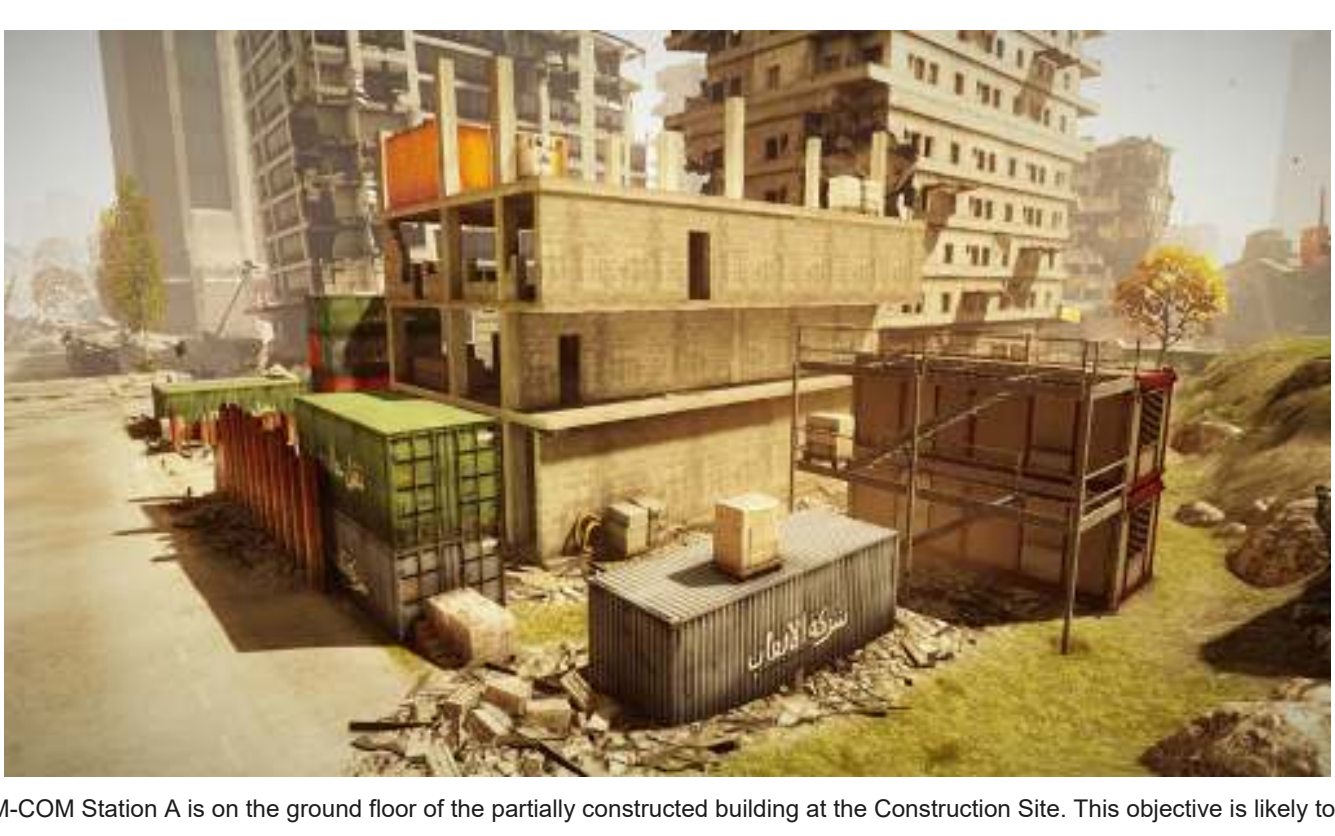
The race is on at the start of this battle, and the RU team has little time to waste. Most of the RU team deploys on the east side of the hotel, putting them close to M-COM Station B. However, reaching M-COM Station A at the Construction Site before the US attackers arrive can be tough. Infantry spawning near the hotel should make a beeline for the Construction Site. Meanwhile, get the T-90A to the front lines, too, and deploy it along the street between the two objectives—try to position the tank so it can ambush the incoming traffic from the west. Instead of relying on the Z-11W scout helicopter to transport troops, use it to attack the US team's Little Bird, preferably with Heat Seekers. When the US air threat is eliminated, use this helicopter to support defensive efforts on the ground by strafing the M1 Abrams and Phoenix. If the RU team can survive the initial assault, the Z-11W is perfect for strafing the US team near their deployment area on the west side of the map. A good helicopter pilot can make all the difference in this fight.

M-COM Station A



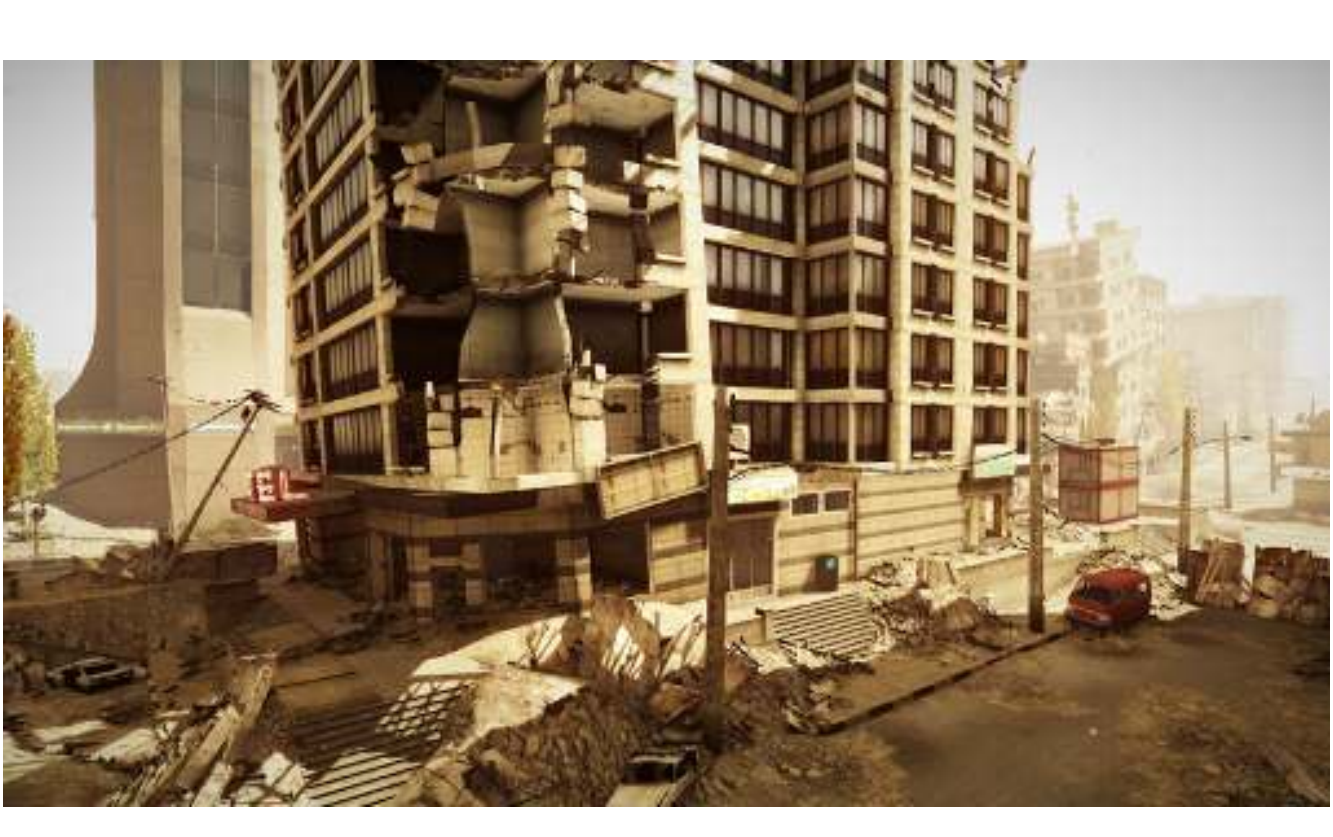


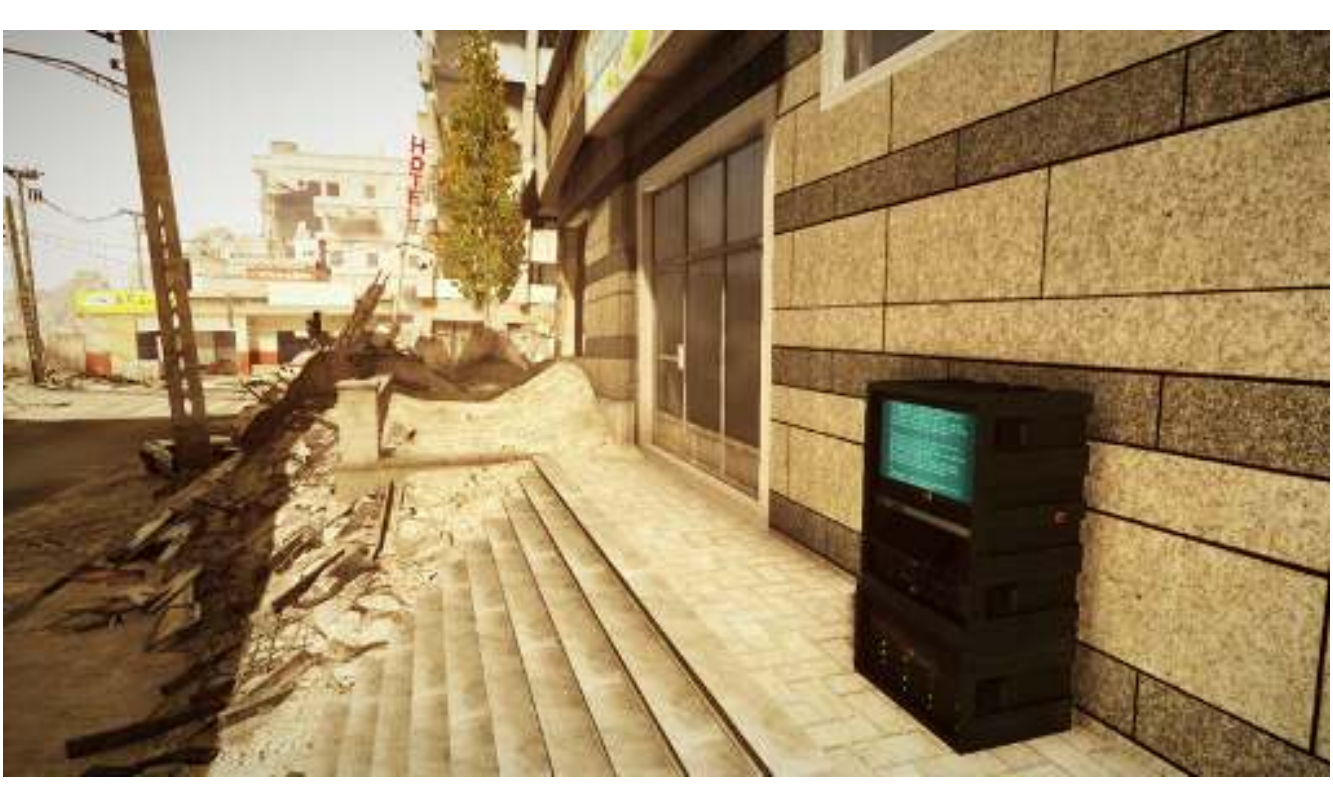


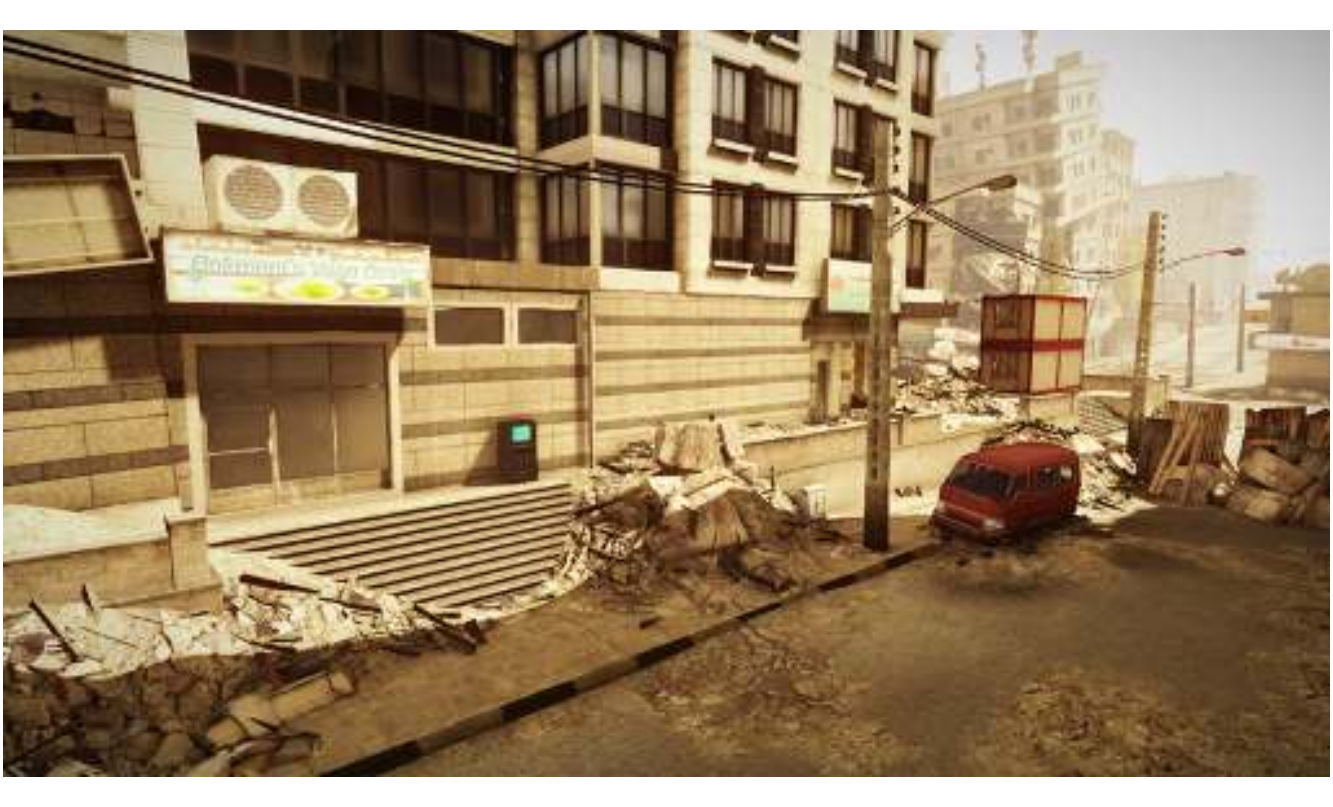


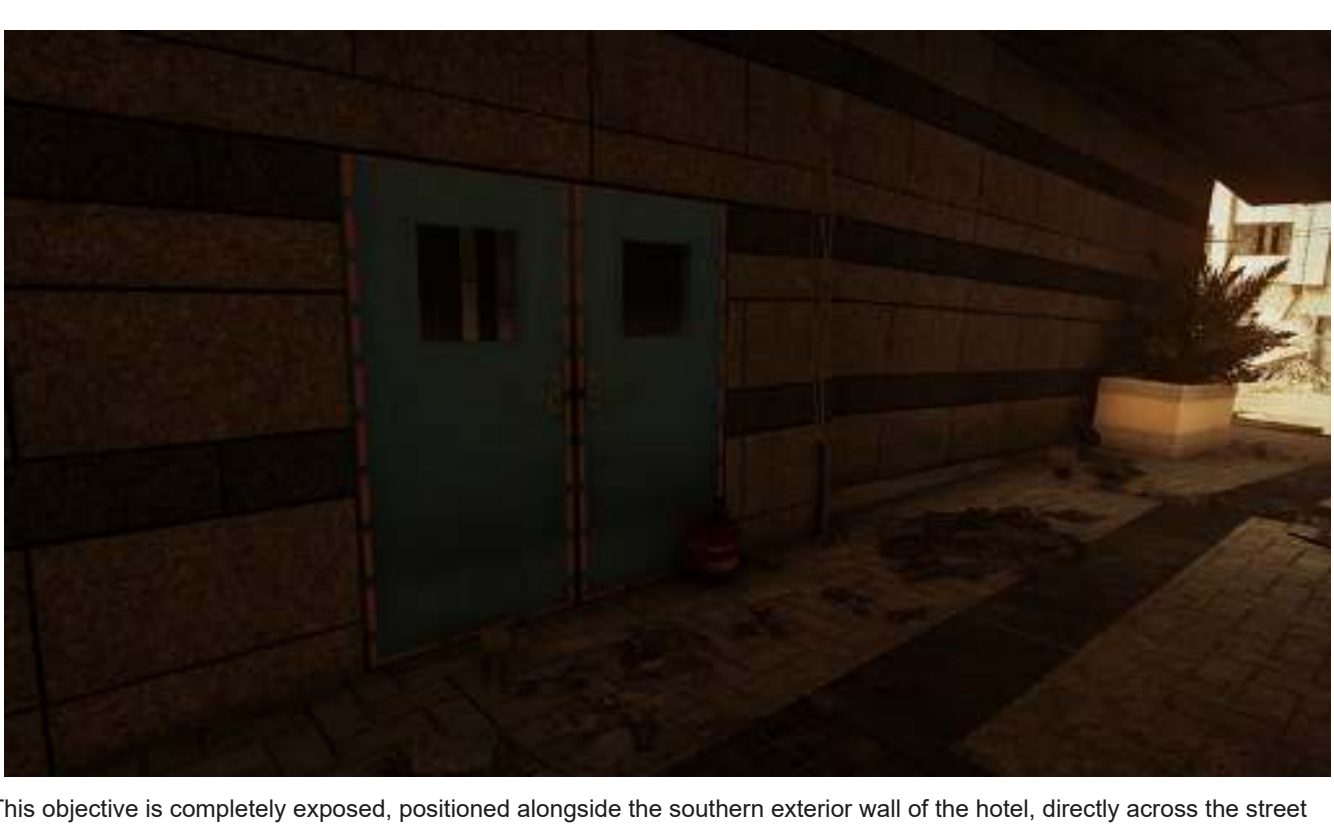
M-COM Station A is on the ground floor of the partially constructed building at the Construction Site. This objective is likely to come under attack first given its close proximity to the US team's deployment area to the west. Therefore, the RU defenders must sprint here if they wish to prevent an early-round attack. The objective is completely exposed on the east side of the building. Infantry hiding among the rubble to the east have a clear line of sight on the objective. As a result, the attackers should consider securing this side of the building before attempting to plant a charge—if necessary, park the M1 Abrams here to serve as a makeshift wall. Both sides stand the best chance of securing this objective if they can maintain a presence nearby. Therefore recon troops should consider placing Radio Beacons in the upper floors of this building to serve as forward spawn points. Whether attacking or defending, spawning on the upper floors of this building is a great way to stay near the action.

M-COM Station B



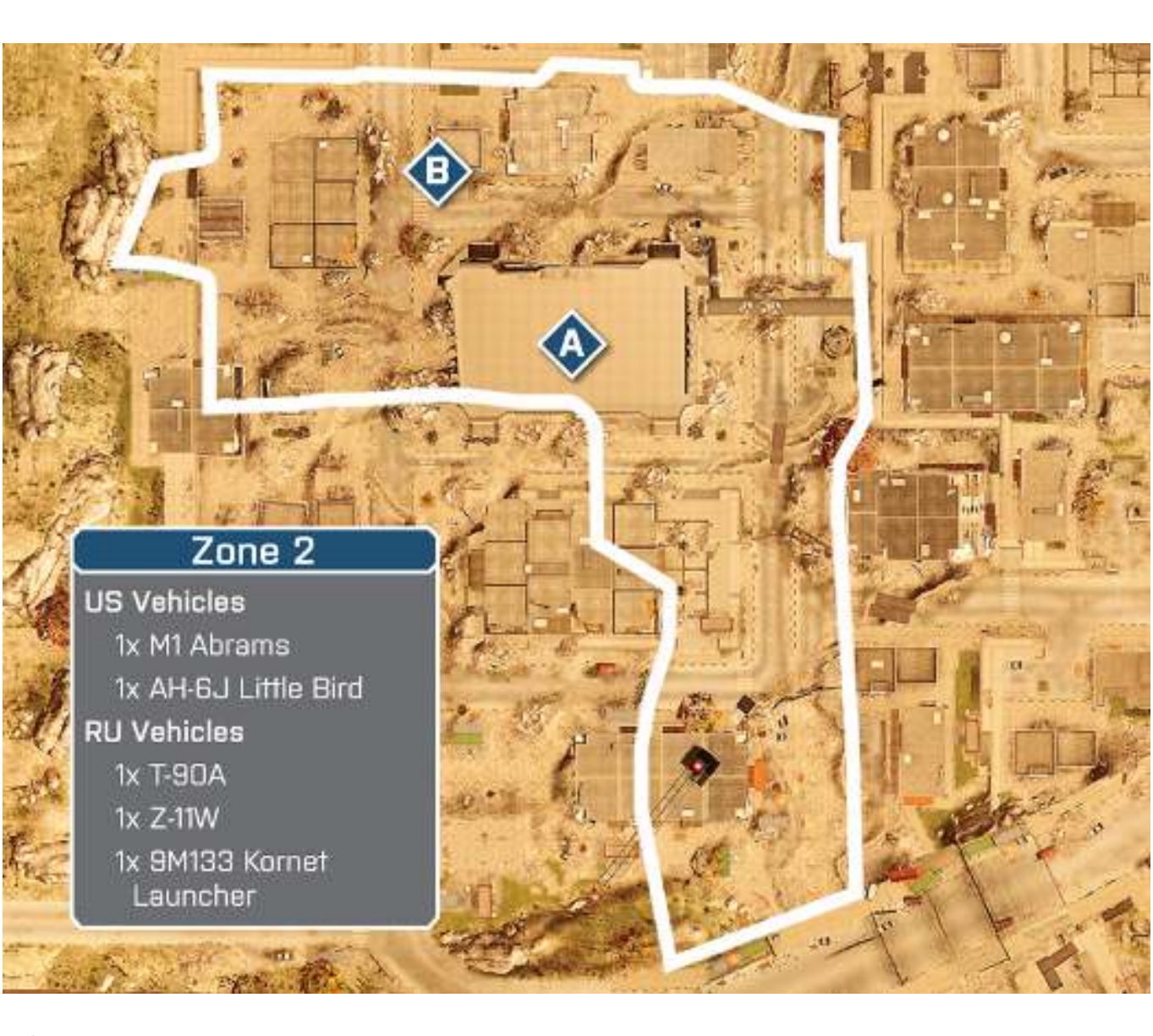






This objective is completely exposed, positioned alongside the southern exterior wall of the hotel, directly across the street from the Construction Site. The objective is visible from multiple angles, as well as from the upper floors above M-COM Station A. This makes the objective extremely dangerous for the attackers to approach without the aid of vehicles. In an effort to deter early-round attacks, the defenders should move their T-90A into the street adjacent to the objective. Instead of attacking along the street, attacking infantry can sneak up on the objective by accessing a hidden shortcut in the hotel. Locate the blue double doors within the hotel entryway and shoot red gas tank nearby to clear a path. Beyond the doors is a passage leading to the restaurant adjacent to the objective—place a Radio Beacon inside this building. From here infantry can rush out of the restaurant and plant a charge on the objective, minimizing their exposure in the street. Still, it's a good idea to obscure the objective in smoke before attempting to plant a charge. At the very least, park the M1 Abrams nearby to offer some protection and covering fire.

Zone 2: Mall



US Deployment

Deployment Area Assets

Name	Quantity	Respawn Time
M1 Abrams	1	30 sec.
AH-6J Little Bird	1	60 sec.

Following the destruction of the M-COM stations at the Construction Site, the US team's deployment area shifts into the city. US infantry now deploy at the intersection by the Construction Site and hotel. The team's M1 Abrams spawns in the street, a block west of the Construction Site, and the AH-6J Little Bird still spawns back at the original deployment area to the far west—both vehicles can be accessed directly through the spawn screen. As in the previous phase, the vehicles provided to the US team are essential for countering the RU team's T-90A and Z-11W. In addition to hunting down the enemy vehicles, the Little Bird is effective for scattering troops around the map—this is a great way to stage early-round sneak attacks on the distant M-COM Station B. Expect the heaviest fighting inside the Mall while attempting to set a charge on M-COM Station A. Consider driving the M1 Abrams into the Mall to provide cover and fire support while teammates attack the objective.

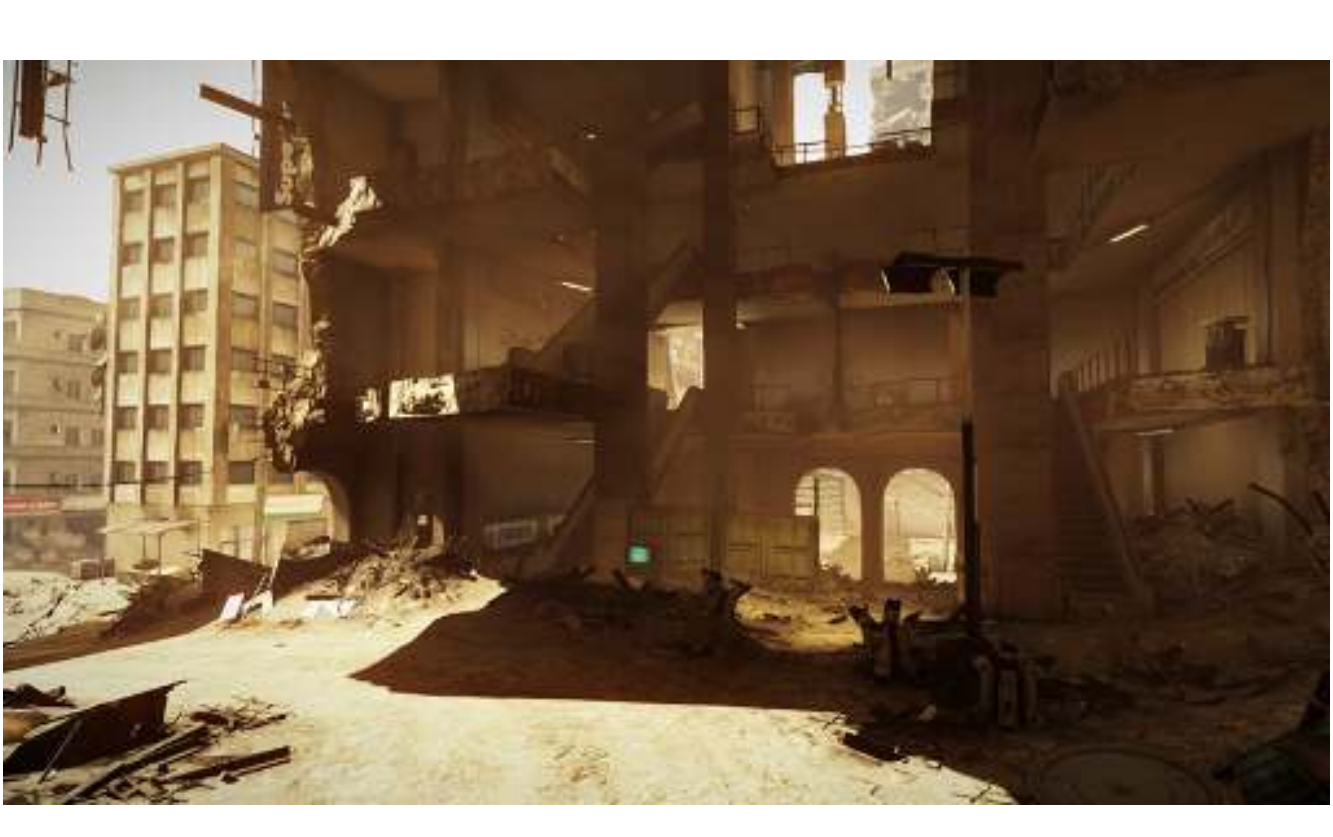
RU Deployment

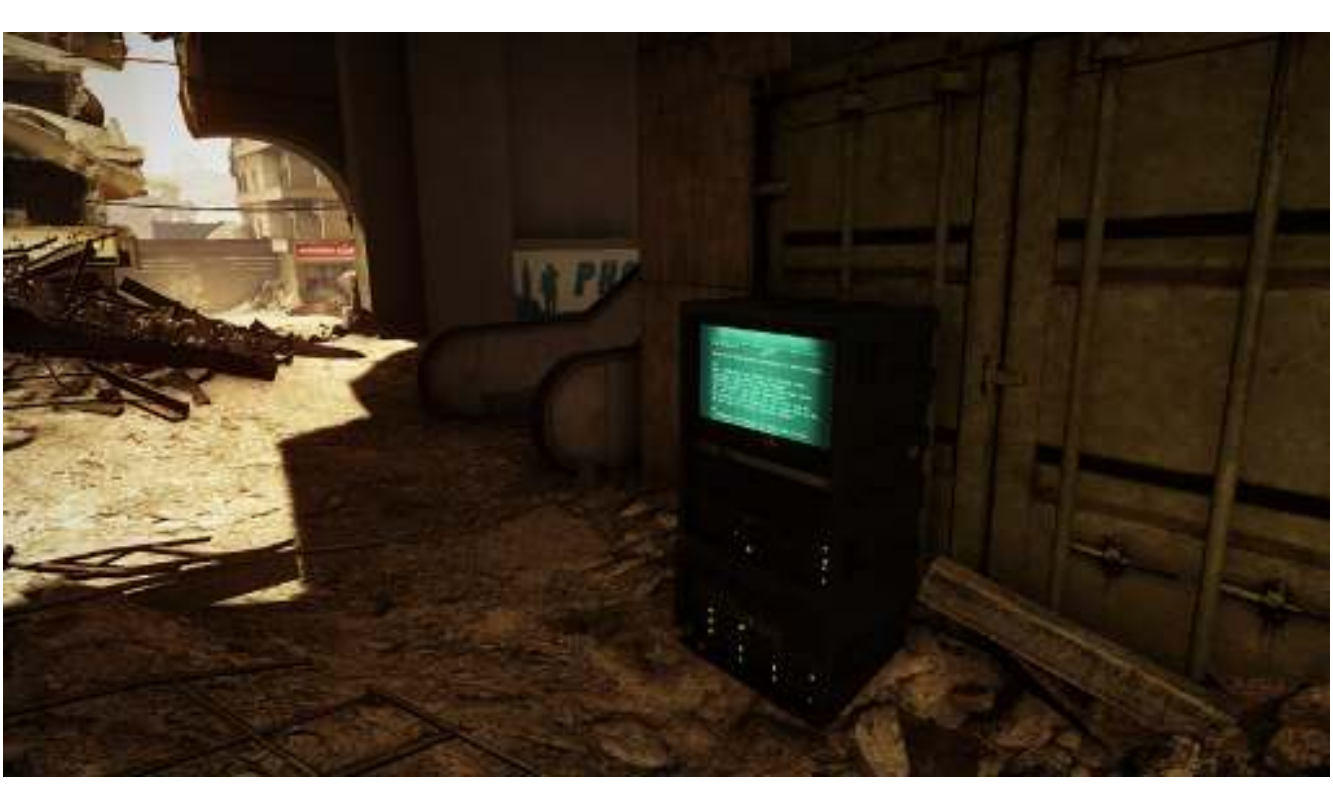
Deployment Area Assets

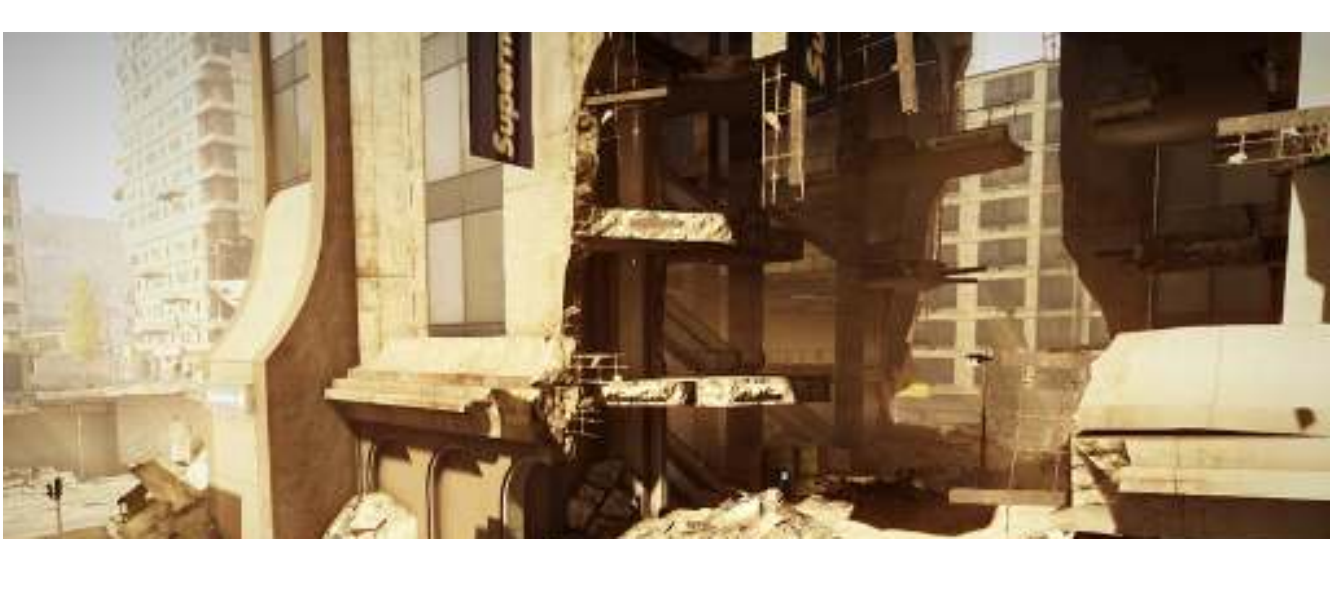
Name	Quantity	Respawn Time
T-90A	1	50 sec.
Z-11W	1	60 sec.
9M133 Kornet Launcher	1	10 sec.

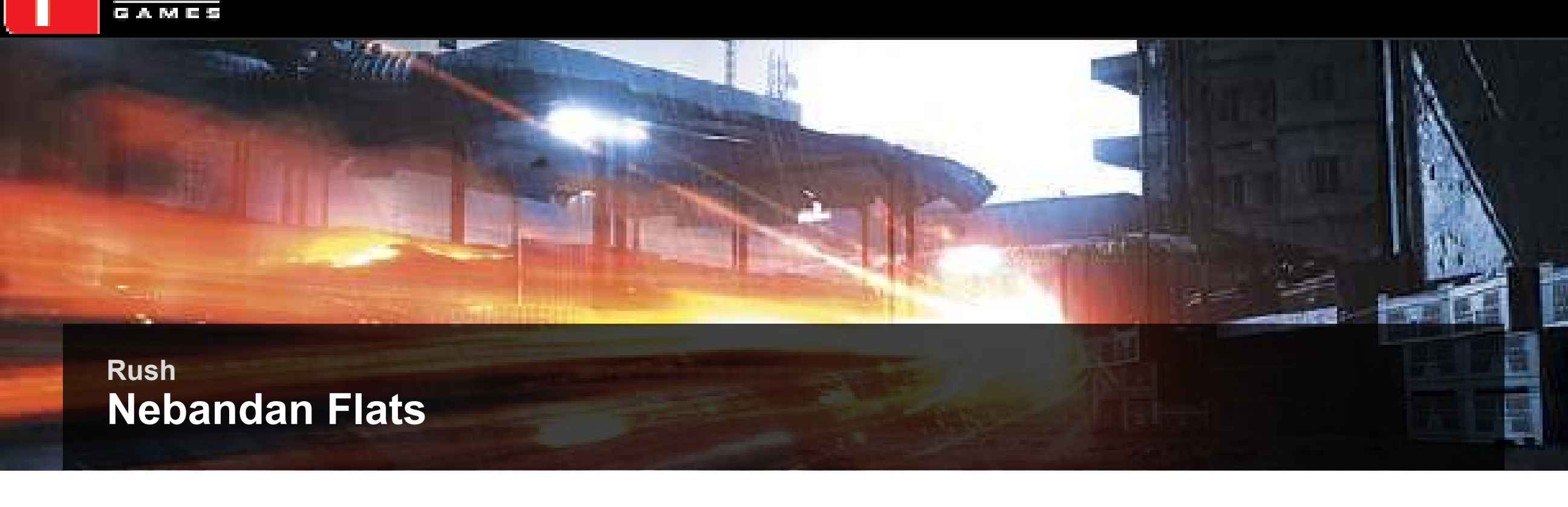
After losing ground at the Construction Site, the RU team is pushed back deeper into the city, and deploy in the street northeast of the Mall. Unlike the previous phase, this time the RU team has a few extra seconds to prepare their defenses around the two objectives. First, get troops into the Mall and establish a perimeter around M-COM Station A, utilizing the upper floors as overwatch positions. Simultaneously move troops to M-COM Station B and watch for enemy traffic along the street to the south—use the nearby Kornet launcher to target the US team's M1 Abrams. Park the T-90A at the southwest corner of the Mall and hammer US troops near their deployment area to the south. If necessary, retreat to conduct repairs or whenever you need to respond to flanking attacks. Finally, attack aggressively with the Z-11W, engaging both the Little Bird and M1 Abrams—use Heat Seekers and cannon fire to shoot down the Little Bird, then perform strafing runs on the US team's tank.

M-COM Station A



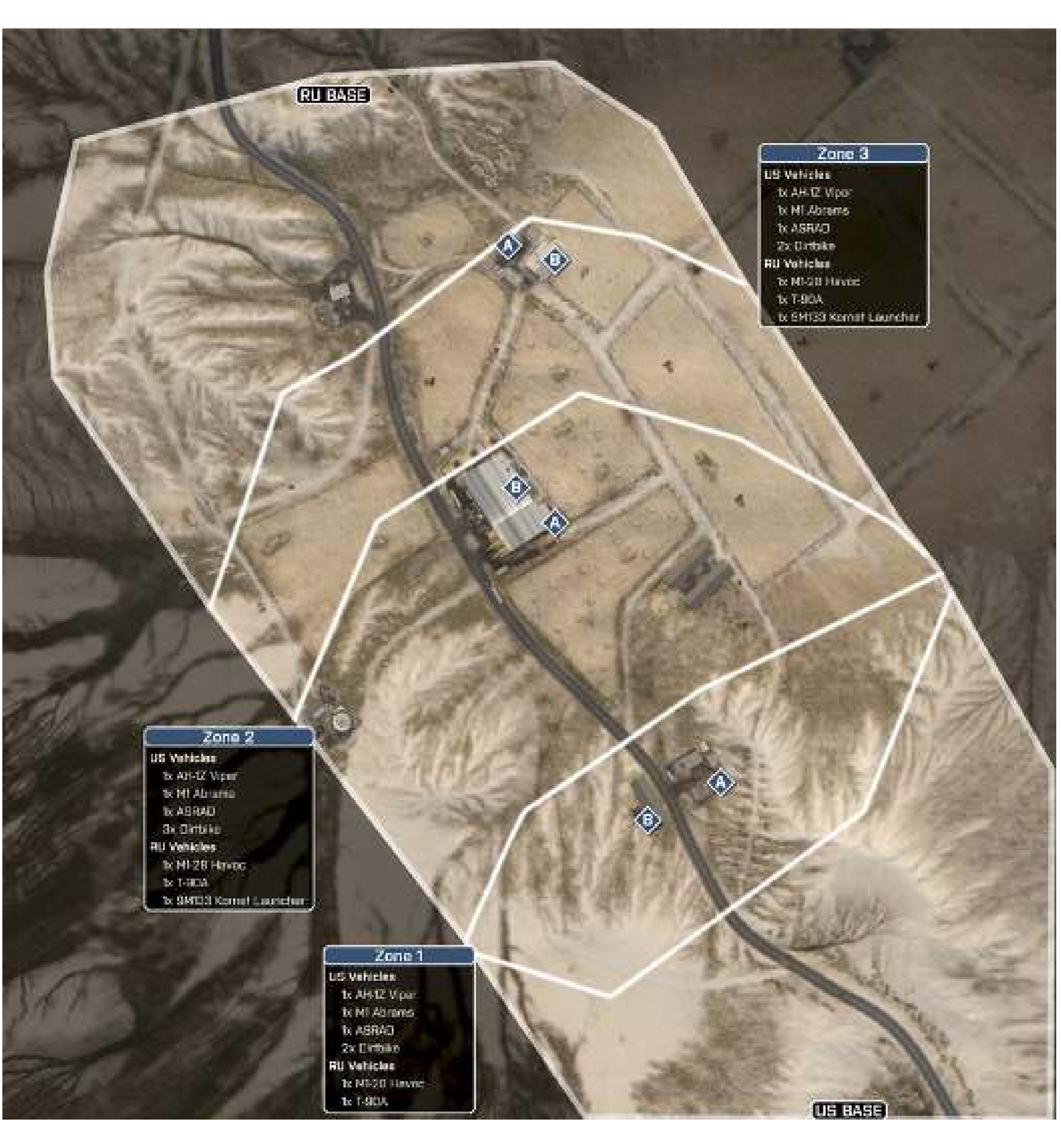






Rush

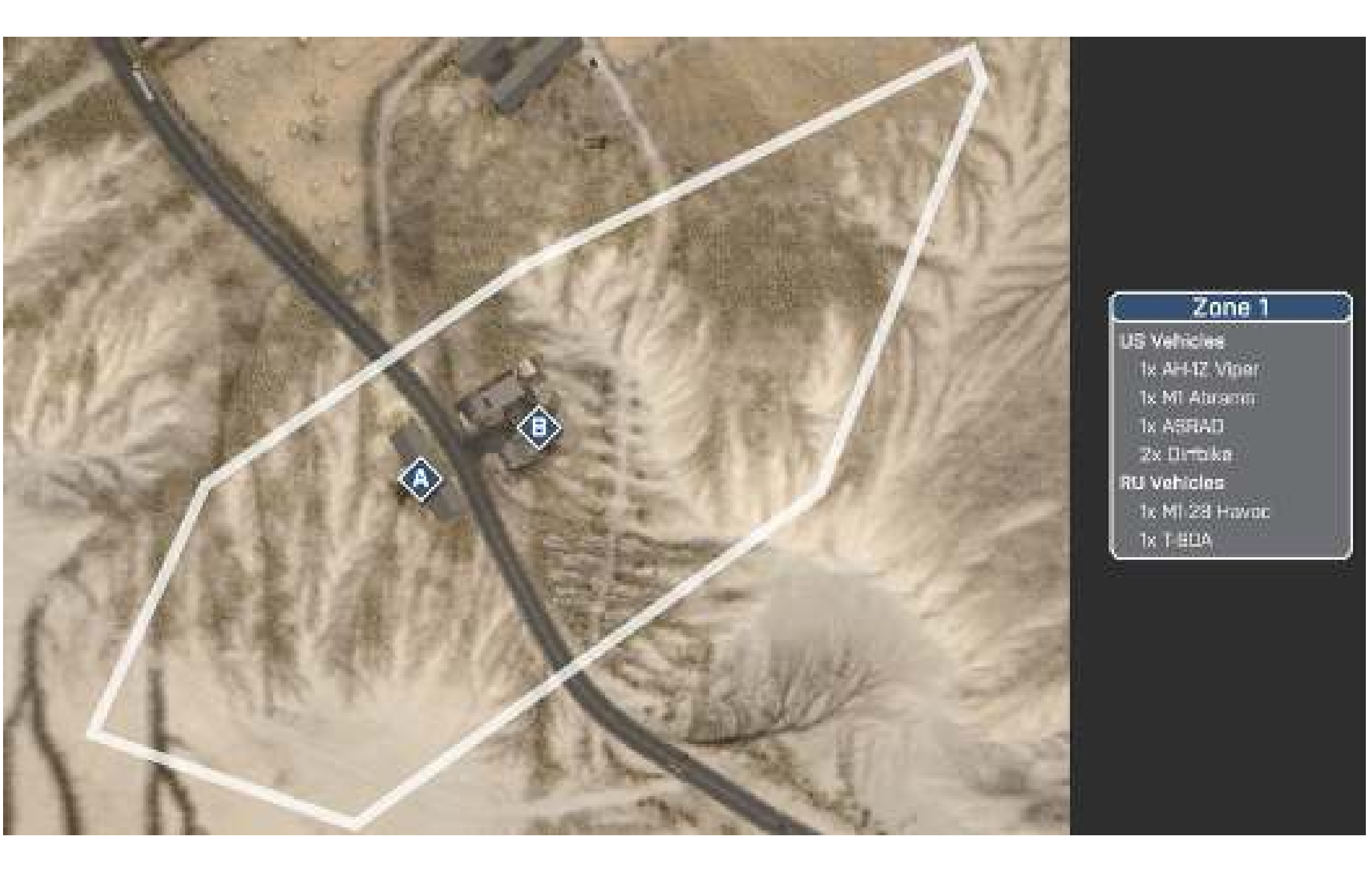
Nebandan Flats


RU BASE
Zone 3
US Vehicles
1x AH-1Z Viper
1x M1 Abrams
1x ASRAD
2x Dirtbike
RU Vehicles
1x MI-28 Havoc
1x T-90A
1x 9M133 Kornet Launcher
Zone 2
US Vehicles
1x AH-1Z Viper
1x M1 Abrams
1x ASRAD
3x Dirtbike
RU Vehicles
1x MI-28 Havoc
1x T-90A
1x 9M133 Kornet Launcher
Zone 1
US Vehicles
1x AH-1Z Viper
1x M1 Abrams
1x ASRAD
2x Dirtbike
RU Vehicles
1x MI-28 Havoc
1x T-90A
US BASE
A
B

Click here for interactive maps

The Rush battle for Nebandan Flats is a fast-paced and fierce one. Beginning at the Residential area and pushing back through the Warehouse until eventually concluding at the Farm, the battle ranges over a sprawling landscape. This arid land offers little cover for attackers as they approach the M-COM Stations, which makes the combat a battle for inches every step of the way. Throughout the course of the battle, each team will have access to one attack helicopter, and for the team with an experienced pilot, this can be used to turn the tide of battle. The attackers will have the advantage in this battle, due to each zone offering an ASRAD, which can be used to eliminate the defender's attack helicopter. The defenders are not without some heavy firepower of their own, however, as each zone affords them the deployment of a T-90A. In the hands of a skilled tank operator, it can make quick work of the attackers' helicopter presence. Due to the long sight lines offered by this map, defenders that have skilled recon soldiers will find them essential in pushing back attackers as they approach.

Zone 1: Residential


Zone 1
US Vehicles
1x AH-1Z Viper
1x M1 Abrams
1x ASRAD
2x Dirtbike
RU Vehicles
1x MI-28 Havoc
1x T-90A
A
B

US Deployment

Deploying from the south, the US team has a significant advantage due to the vehicles afforded them. Attackers should keep in mind that the map's long sight lines result in a not-so-stealthy approach to the objectives. With this in mind, sending the AH-1Z Viper ahead to scout ahead and clear the objectives of camping defenders is an efficient tactic to use during the approach. Another essential vehicle is the ASRAD, which can keep the sky clear and provide safety for the AH-1Z Viper as it focuses its firepower on land enemies. The M1 Abrams should be used to primarily counter the defenders' T-90A throughout the battle, as well as eliminate the fence line surrounding M-COM Station A, thus allowing dirtbikes to attack from multiple angles.

RU Deployment

Deploying north of the Residential area, the defenders will find themselves at a disadvantage. Due to a small number of vehicles they get, making use of mines around the Residential area will be useful in pushing back attackers that quickly flood the area surrounding the objectives. Making use of engineers will help even the playing field by keeping the attackers' heavy vehicles at bay. The T-90A should focus on patrolling the Residential area and attempt to destroy the attackers' ASRAD and AH-1Z Viper, two vehicles that pose the greatest threat in defense of the objectives. Although the T-90A deploys from the Unloading Sheds area, the vehicle should proceed south, past the Residential area to flank the attackers' tank and ASRAD as that team approaches the Residential area, keeping its distance to avoid the attention of the attackers' helicopter that is circling the objective overhead.

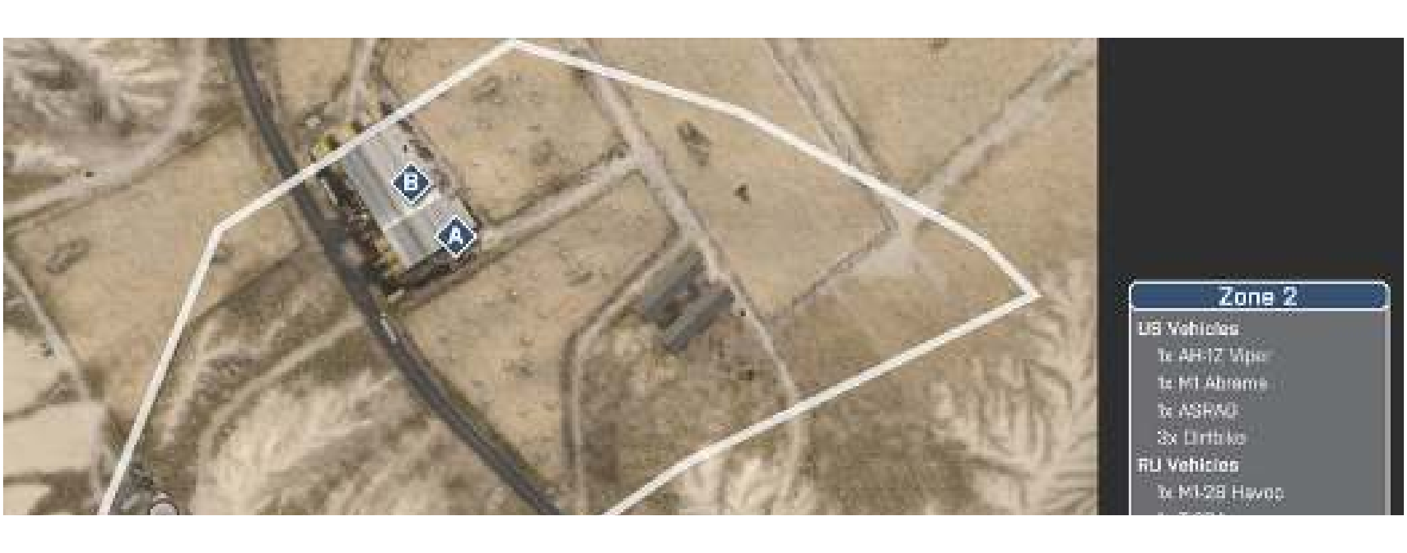
M-COM Station A

Located within the south building of the Residential area, this M-COM Station is less vulnerable to attack than its M-COM Station B counterpart. Defenders should not take the inside placement of this objective lightly, though, as the room that houses the objective is accessible by four separate doorways. The most dangerous of these is the doorway on the south side of the building, as this can be accessed once the fence line is breached and can allow for streams of attackers to flood in and overwhelm defenders. Attackers should have the AH-1Z Viper circling the objective to monitor defender positions and engage the enemy as they approach the objective, as well as eliminate campers in the garage on the north side of the Residential area.

M-COM Station B

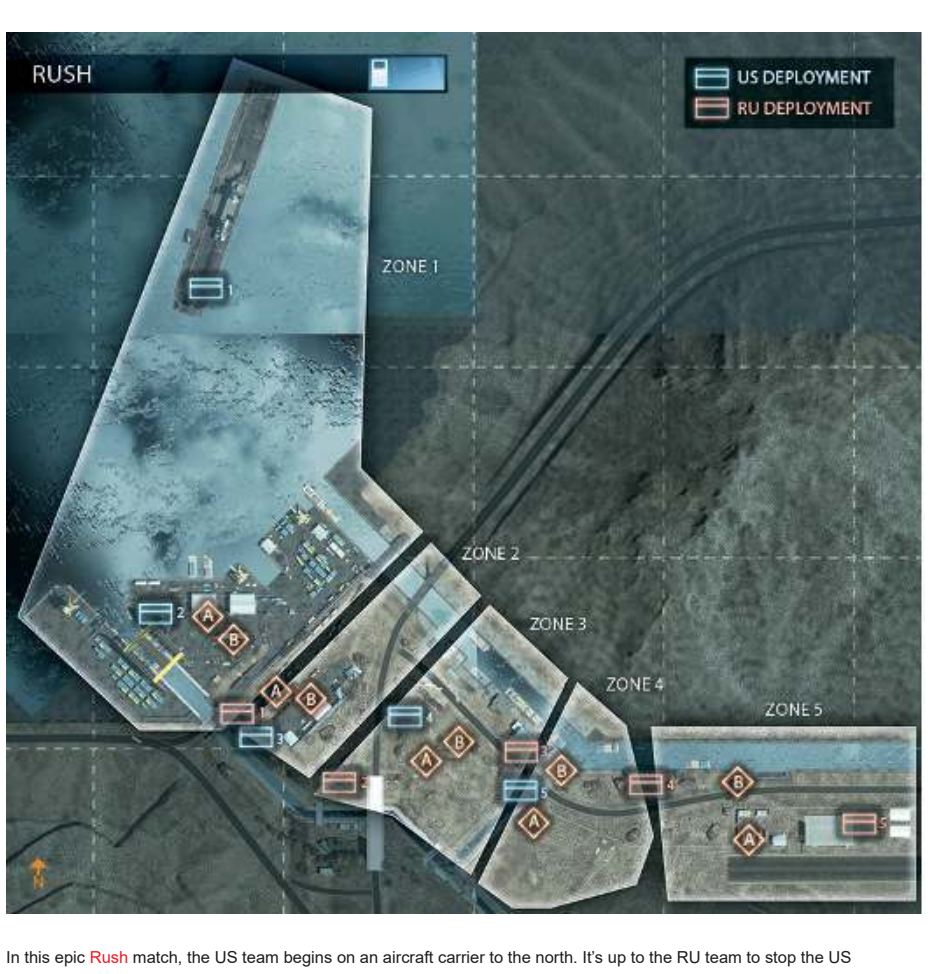
M-COM Station B is between shipping containers that are housed within a covered storage area west of the Residential. Although more exposed than M-COM Station A, attackers will still face heavy resistance from defenders that have taken root among the shipping containers, which results in close-quarters combat when attackers attempt to plant a charge. Defenders will benefit from maintaining their distance west of M-COM Station B, as attackers can be fired upon while they attempt to plant the charge. Attackers that attempt to approach the area on anything other than a dirtbike will find that doing so leaves their vehicles open to attack by the MI-28 Havoc that is patrolling the skies above. Teams should make use of a T-UGS motion sensor when around the shipping containers to prevent the likelihood of being the victim of a surprise assault while attempting to maintain control of the objective area.

Zone 2: Warehouse


Zone 2
US Vehicles
1x AH-1Z Viper
1x M1 Abrams
1x ASRAD
3x Dirtbike
RU Vehicles
1x MI-28 Havoc
A
B

Rush

Noshahr Canals



In this epic Rush match, the US team begins on an aircraft carrier to the north. It's up to the RU team to stop the US amphibious assault, preventing them from gaining a foothold and pushing their way inland.

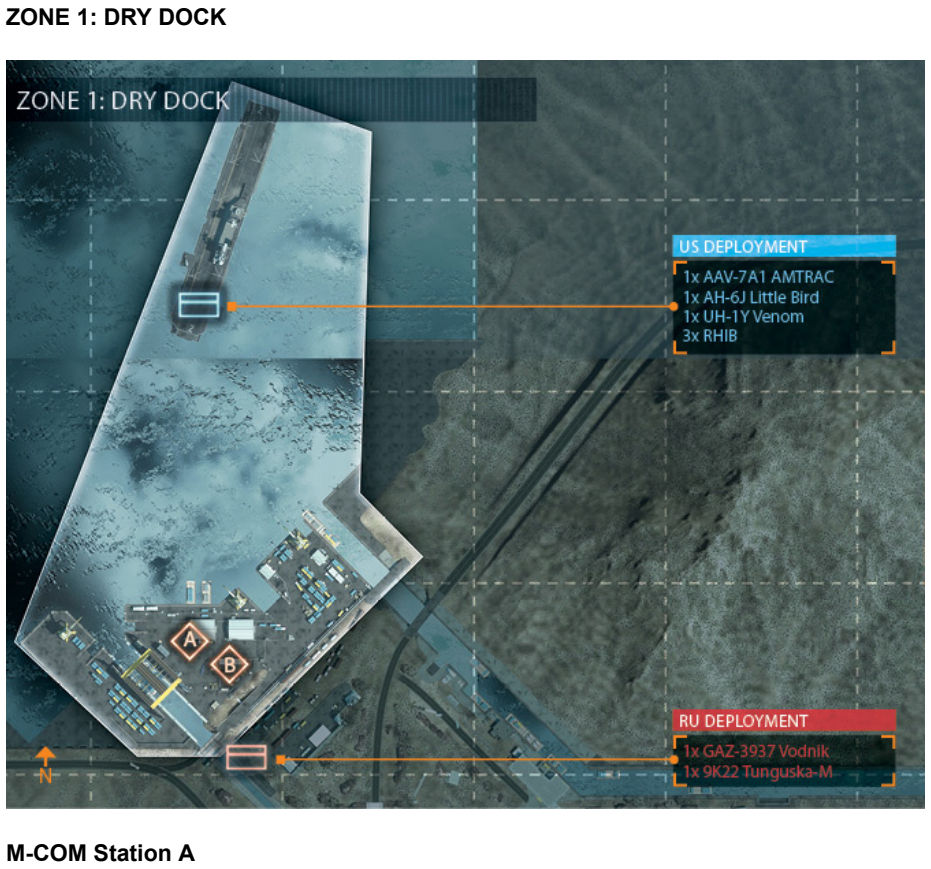
But the US have a serious advantage when it comes to vehicles. So the RU team must improvise and make the most of the vehicles they have, especially when it comes to countering the US helicopters.

All together, the US must conquer five separate zones, beginning with the Dry Dock. From there the advance stretches from the Train Yard all the way to the airfield on the east side of the map.

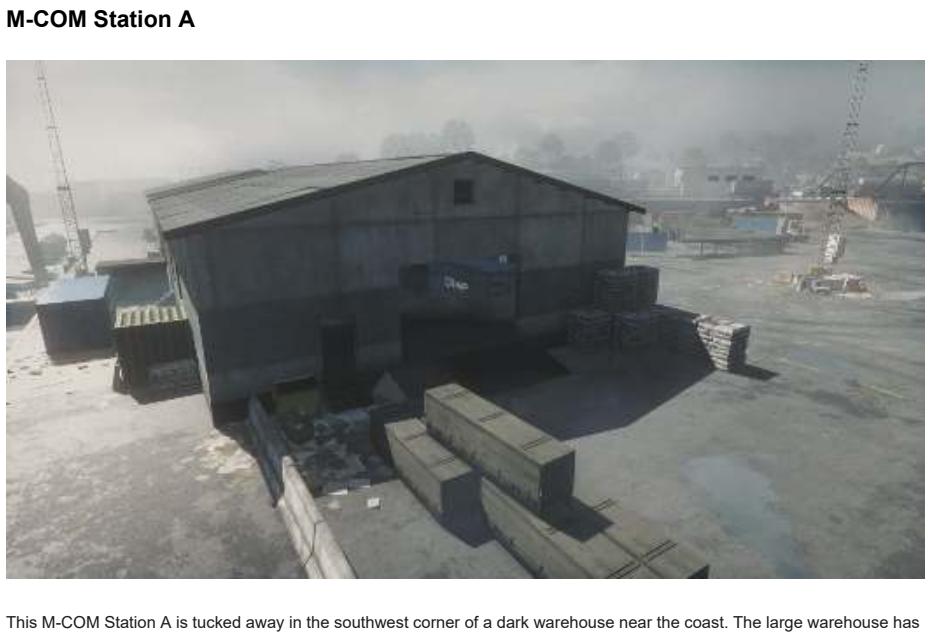
Along the way, the US attackers must destroy ten M-COM stations. If each zone is well defended, the RU team has a good chance of halting the US advance. However, the fight for the first zone is critical.

If the RU team can deny the US access to the Dry Dock objective, they force the US to spawn on their carrier. As a result, locking down the first zone is the RU team's best chance of securing a victory.

ZONE 1: DRY DOCK



M-COM Station A



This M-COM Station A is tucked away in the southwest corner of a dark warehouse near the coast. The large warehouse has multiple entry points, but more can be made by blowing holes in the exterior walls.

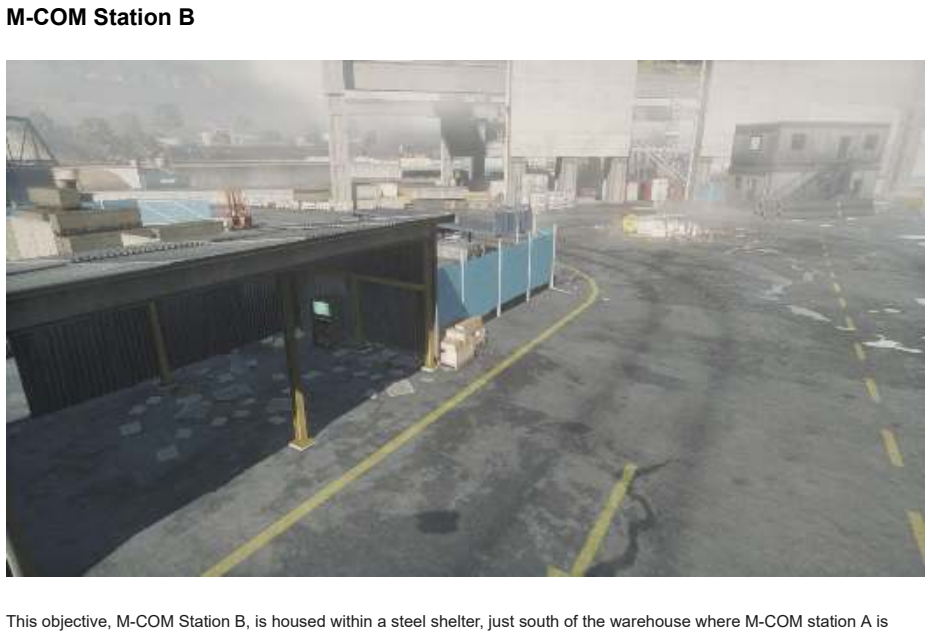
But no matter how much damage is dealt to this structure, it won't collapse. Since there's no way to predict which direction the attackers will enter from, it's best to defend the objective from within the warehouse.

There are plenty of hiding spots inside, so try to find a location that conceals you and offers a view of the M-COM station.

Regardless of whether you're attacking or defending, using Tactical Lights and Laser Sights can be effective for blinding opponents in this dark setting.

But they can also give away your position, so be sure you're the one who pulls the trigger first.

M-COM Station B



This objective, M-COM Station B, is housed within a steel shelter, just south of the warehouse where M-COM station A is located.

The shelter does little more than protect the objective from rain, with a wide opening to the north and a narrow doorway to the south.

This can be a tricky spot for defenders to watch as the only decent cover point is located to the north—the same direction from which the attackers are advancing.

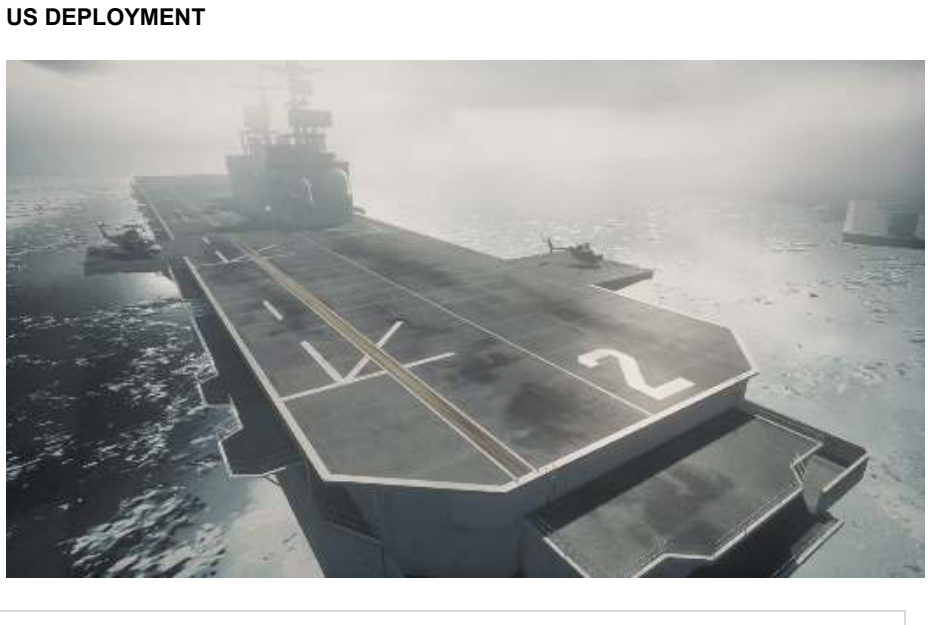
So if you hide in one of the warehouses to the north while watching M-COM Station B, you're likely to get a knife in the back.

Instead, try to watch the steel shelter from the east or west and engage the cross traffic as attackers dart out of the warehouse and make a move for the objective.

Parking the Vodnik to the east or west works well; you can gun down attackers with the machine gun turret. To prevent such ambushes, attackers should always deploy smoke when advancing toward the objective and setting the charge.

The AMTRAC can also serve as a mobile shield by protecting infantry as they advance on the objective.

US DEPLOYMENT



Base Assets

Name	Quantity	Respawn Time
GAZ-3937 Vodnik	1	15 sec.
9K22 Tunguska-M	1	30 sec.

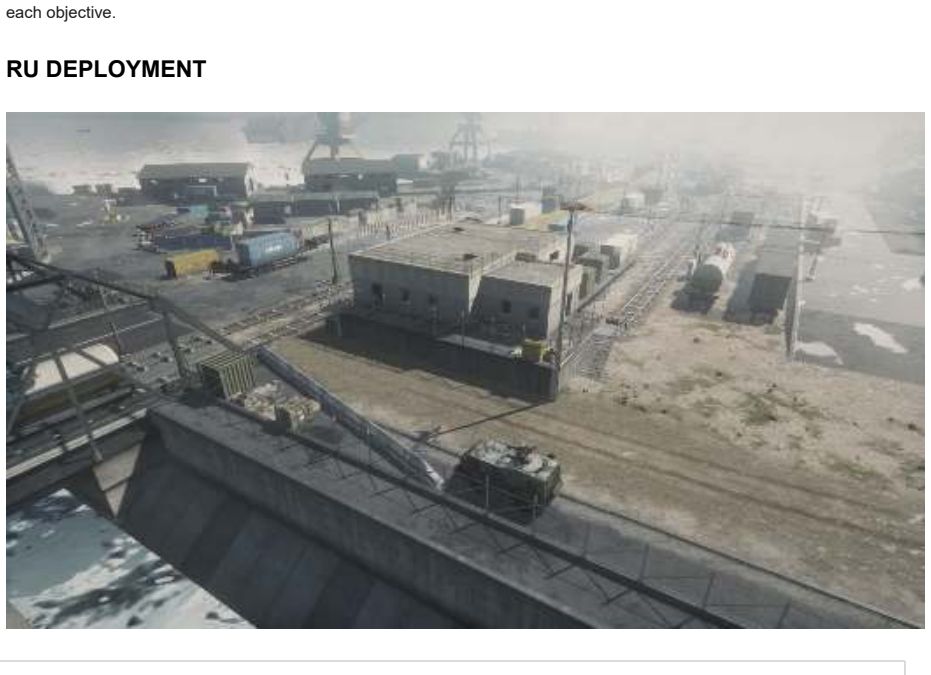
As in the Conquest game modes, the US team begins this Rush match on the aircraft carrier to the north. Utilizing a couple of helicopters, an AMTRAC, and a few RHIBs, the US must race toward the shore and establish a foothold near the objectives.

The Little Bird and Venom offer the quickest way to get troops on the ground, so take off with a full load and have your passengers parachute down to the Dry Dock area.

Once on the ground, recon troops should deploy Radio Beacons so their squad doesn't have to spawn on the carrier. Remember, the AMTRAC is also a spawn point and should be deployed near the Dry Dock, preferably out of view from the RU defenders.

With spawn points at or near the Dry Dock, the US team will have a much easier time applying consistent pressure against each objective.

RU DEPLOYMENT



Base Assets

Name	Quantity	Respawn Time
GAZ-3937 Vodnik	1	15 sec.
9K22 Tunguska-M	1	30 sec.

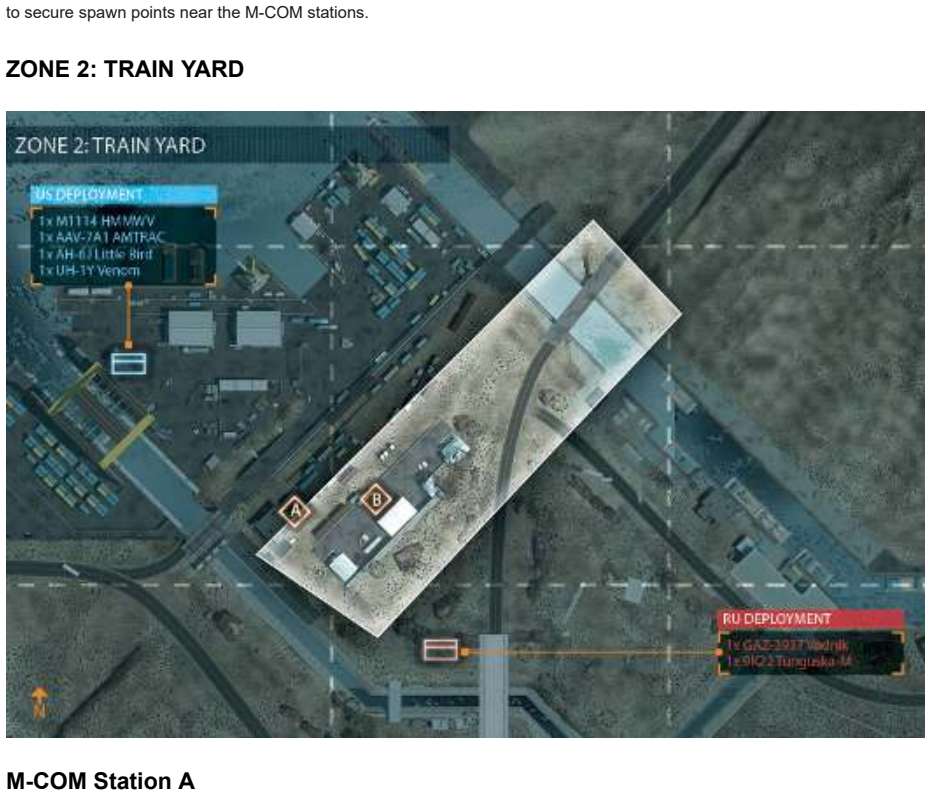
The RU team deploys near the Train Yard, just south of the objectives. Given the US air assets spawned at the carrier, the RU troops need to move out fast if they hope to secure the M-COM stations before the attackers arrive.

The Vodnik is the quickest way to move troops to the Dry Dock area. Consider holding off on spawning into the game until one of your squad members has reached the objectives. This frees up seats in the Vodnik for other teammates.

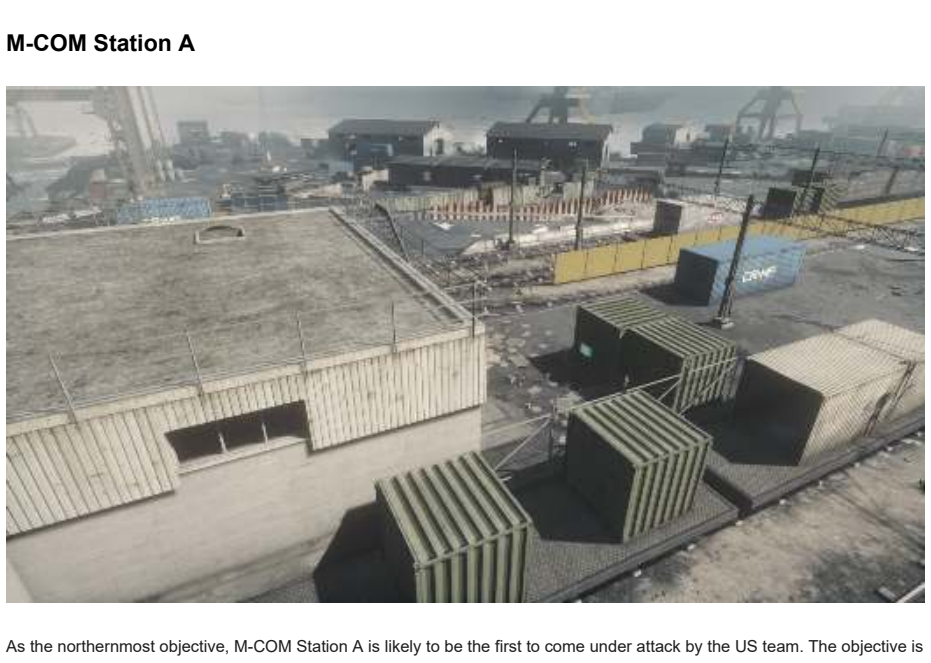
Initially, the US helicopters pose the biggest threat. So move the Tunguska-M forward to deal with these choppers. Engineers armed with SA-18 IGLA surface-to-air missiles can also put a damper on the US team's air assault.

Since the deployment area is so far from the objectives, have recon troops deploy Radio Beacons around the Dry Dock area to secure spawn points near the M-COM stations.

ZONE 2: TRAIN YARD



M-COM Station A



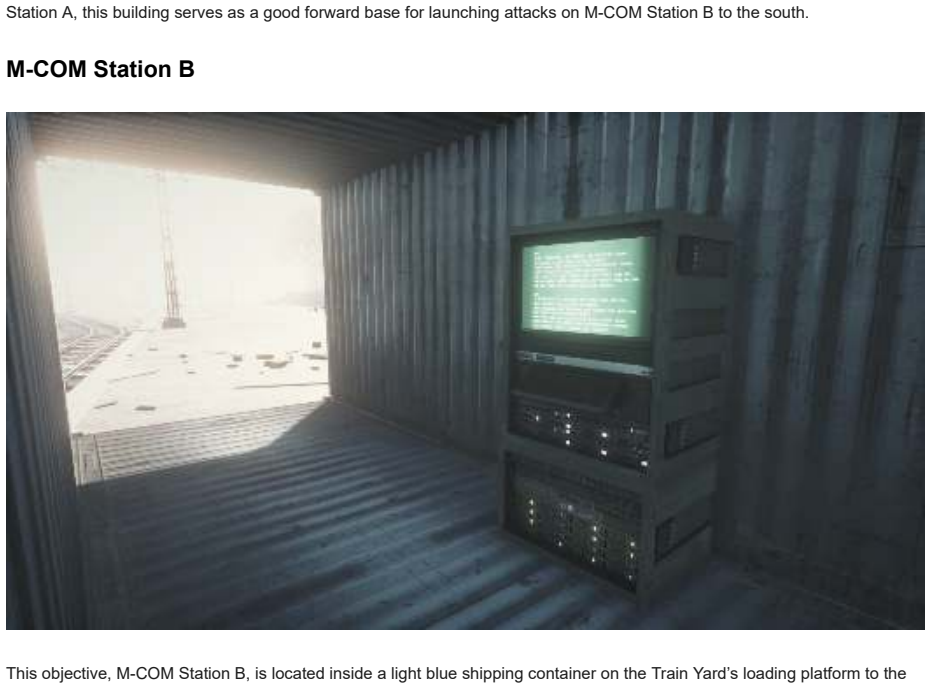
As the northernmost objective, M-COM Station A is likely to be the first to come under attack by the US team. The objective is flanked by a concrete building to the west and a green shipping container to the east.

It's important for both teams to secure the nearby building, as it serves as the best position from which to defend or attack the M-COM station. Once inside, deploy a Radio Beacon so your squad has a spawn point near the objective.

The rooftop of the building is accessible and offers a sweeping view of the Dry Dock and Train Yard. But avoid standing on the rooftop, as it makes you an easy target for snipers and strafing helicopters.

If you must get on the roof, remain prone to avoid silhouetting yourself. For the US team, even after destroying M-COM Station A, this building serves as a good forward base for launching attacks on M-COM Station B to the south.

M-COM Station B



This objective, M-COM Station B, is located inside a light blue shipping container on the Train Yard's loading platform to the south. Both ends of the container are open, allowing entry from the east or west.

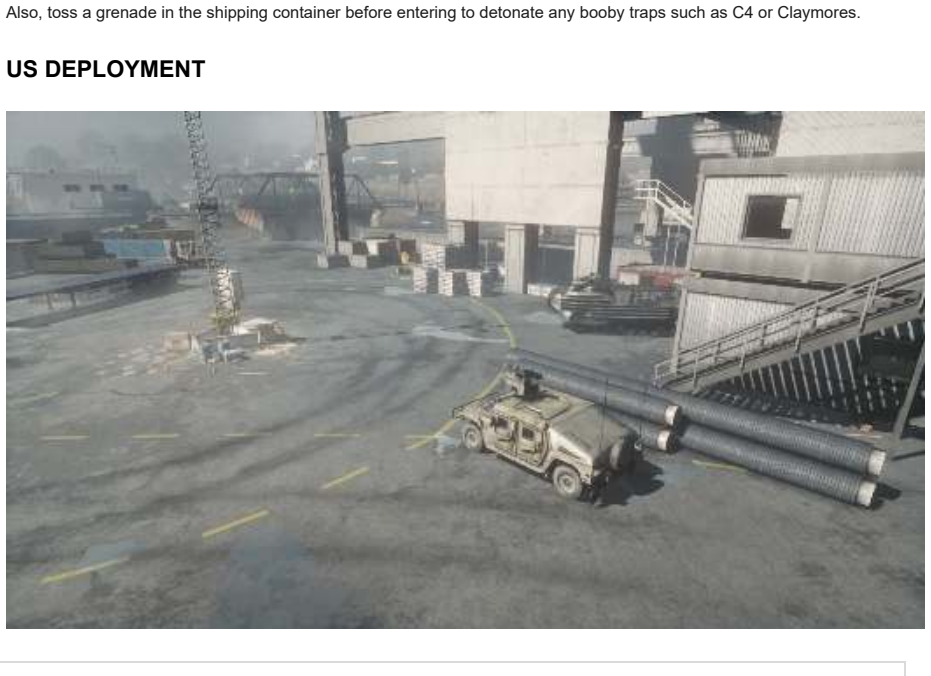
This can be a tricky objective to attack and defend, given the container's cramped space. Instead of hiding inside the shipping container, the RU defenders should focus on covering the two entry points from long range.

There are plenty of hiding spots in the Train Yard to the east and west where you can watch this container—just make sure nobody can sneak up behind you and steal your dog tags.

Parking the Tunguska-M nearby can also be an effective deterrent. The US team really needs the support of their vehicles and the concealment of smoke to safely reach this M-COM station and plant the charge.

Also, toss a grenade in the shipping container before entering to detonate any booby traps such as C4 or Claymores.

US DEPLOYMENT



Base Assets

Name	Quantity	Respawn Time
M1114 HMMWV	1	15 sec.
AAV-7A1 AMTRAC	1	60 sec.
AH-6J Little Bird	1	90 sec.
UH-1Y Venom	1	90 sec.

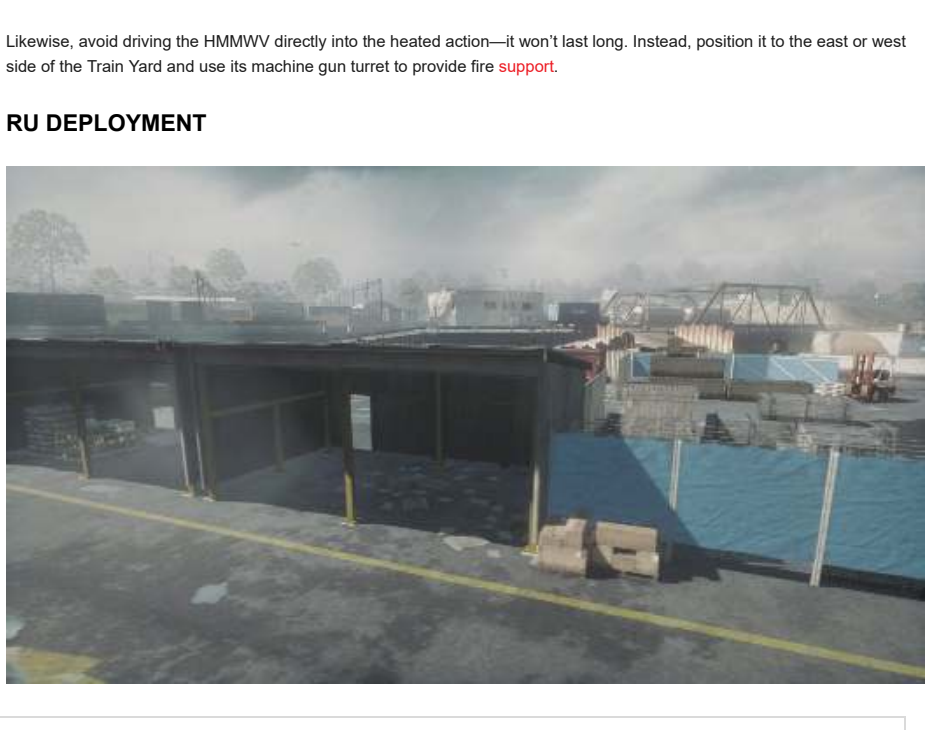
With the first set of M-COM stations destroyed, the US team's deployment area moves up to the Dry Dock. This is where the US team's new ground vehicles spawn, including an HMMWV as well as an AMTRAC.

The US team also retains the same air assets from the previous stage that are still spawned at the aircraft carrier. So if you want to fly, spawn directly into the Little Bird or Venom on the carrier's flight deck. Use the helicopters to harass and distract the RU team while your ground units move in to assault the objectives.

The AMTRAC is very effective here as a mobile spawn point that allows you to deploy freshly spawned players close to the action. However, keep it out of view of defending engineers as well as the RU team's Tunguska-M.

Likewise, avoid driving the HMMWV directly into the heated action—it won't last long. Instead, position it to the east or west side of the Train Yard and use its machine gun turret to provide fire support.

RU DEPLOYMENT



Base Assets

Name	Quantity	Respawn Time
GAZ-3937 Vodnik	1	15 sec.
9K22 Tunguska-M	1	30 sec.

The RU team deploys along a dirt road south of the Train Yard. Following the destruction of the M-COM stations at the Dry Dock, the RU team has a few precious seconds to get into position around the new objectives before the US team can attack.

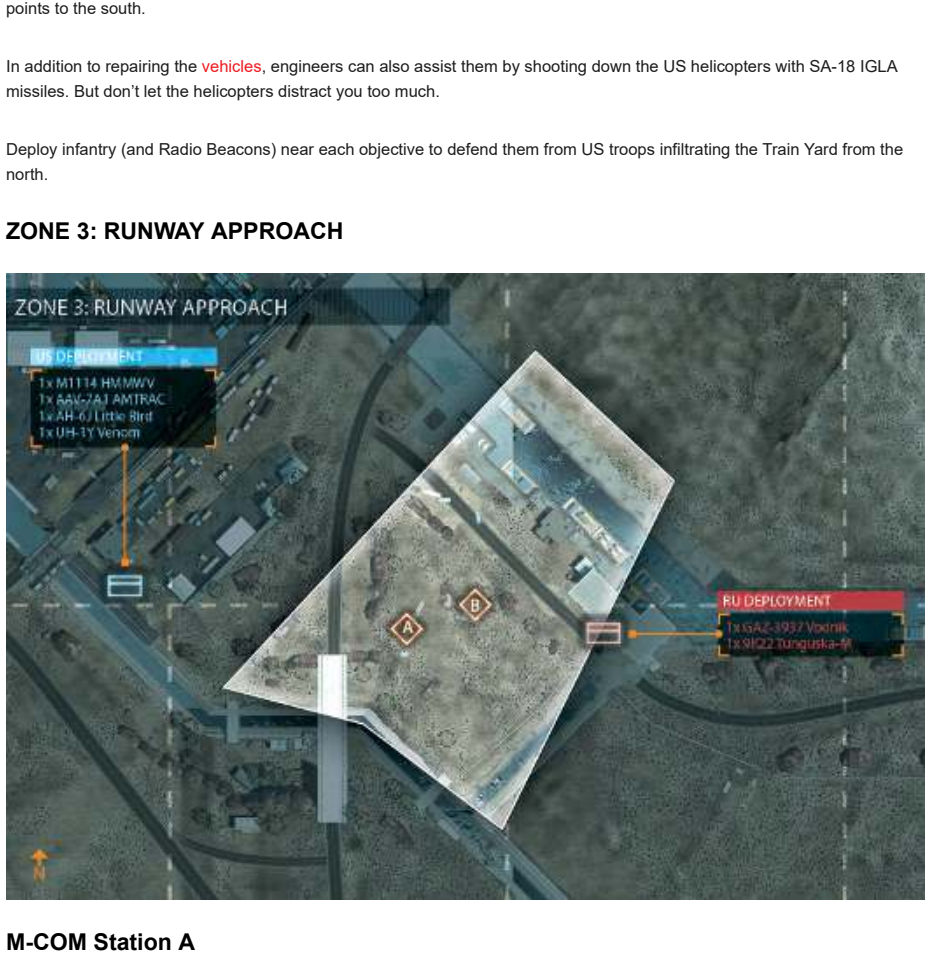
Use this time wisely to establish a perimeter around the Train Yard. Move the newly spawned Vodnik and Tunguska-M forward to defend the new objectives.

Both vehicles have enough firepower to counter attacks by the US helicopters and ground vehicles. But engineers are necessary to keep both vehicles healthy. And if the vehicles are destroyed, don't forget to retrieve new ones from their spawn points to the south.

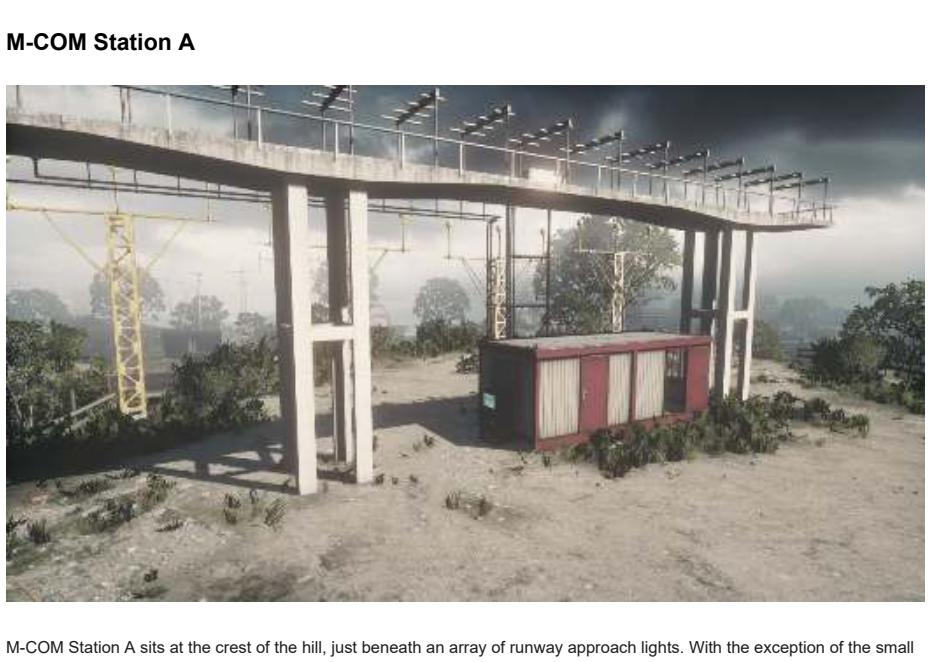
In addition to repairing the vehicles, engineers can also assist them by shooting down the US helicopters with SA-18 IGLA missiles. But don't let the helicopters distract you too much.

Deploy infantry (and Radio Beacons) near each objective to defend them from US troops infiltrating the Train Yard from the north.

ZONE 3: RUNWAY APPROACH



M-COM Station A



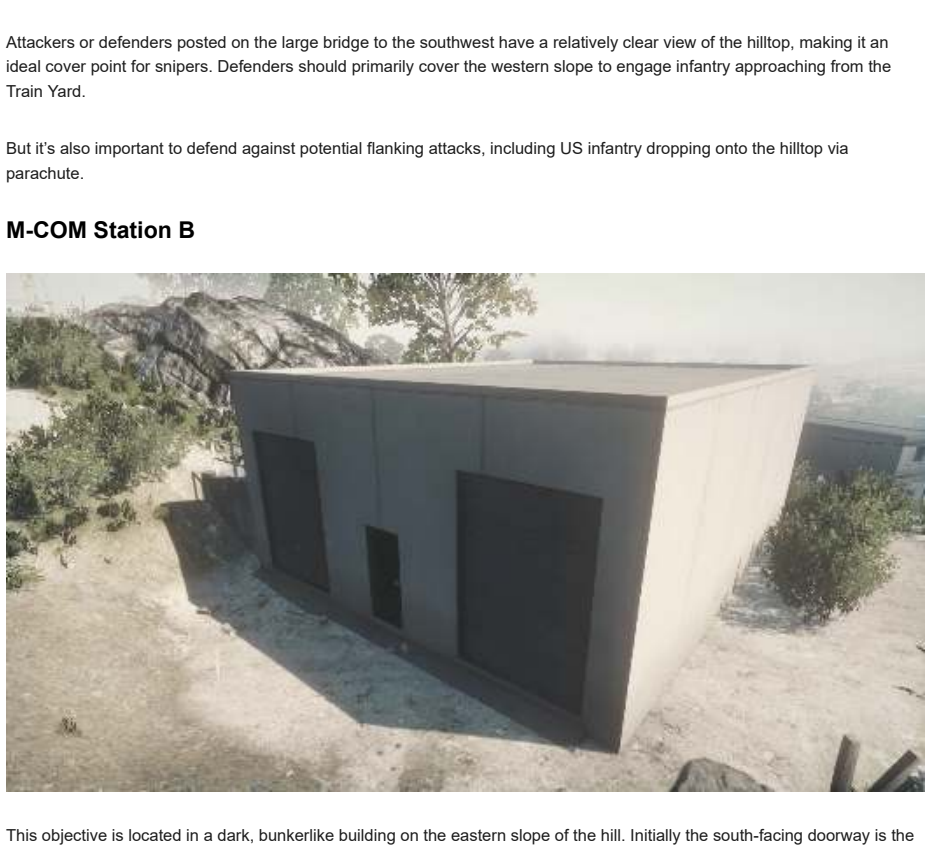
M-COM Station A sits at the crest of the hill, just beneath an array of runway approach lights. With the exception of the small trailer and light towers, there's very little cover here.

This means it is a particularly challenging objective to approach when the hilltop is well defended. The slopes of the hill are covered in trees and shrubs that provide plenty of concealment for defenders camped around the objective.

Attackers or defenders posted on the large bridge to the southwest have a relatively clear view of the hilltop, making it an ideal cover point for snipers. Defenders should primarily cover the western slope to engage infantry approaching from the Train Yard.

But it's also important to defend against potential flanking attacks, including US infantry dropping onto the hilltop via parachute.

M-COM Station B



This objective is located in a dark, bunkerlike building on the eastern slope of the hill. Initially the south-facing doorway is the only entrance into this concrete building.

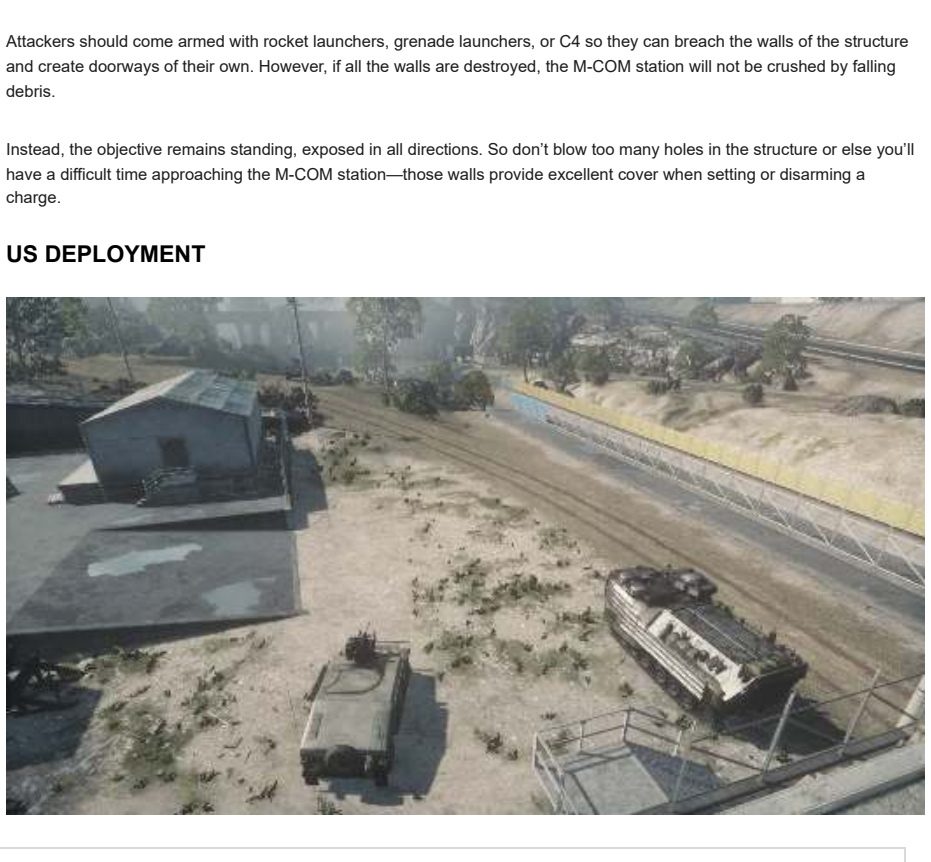
However, each wall of the building can be completely destroyed, allowing attackers to approach the M-COM station from any direction.

So instead of covering the doorway or interior, defenders are better off surrounding the building and locking down the nearby hilltop.

Attackers should come armed with rocket launchers, grenade launchers, or C4 so they can breach the walls of the structure and create doorways of their own. However, if all the walls are destroyed, the M-COM station will not be crushed by falling debris.

Instead, the objective remains standing, exposed in all directions. So don't blow too many holes in the structure or else you'll have a difficult time approaching the M-COM station—those walls provide excellent cover when setting or disarming a charge.

US DEPLOYMENT



Base Assets

Name	Quantity	Respawn Time
M1114 HMMWV	1	15 sec.
AAV-7A1 AMTRAC	1	60 sec.
AH-6J Little Bird	1	90 sec.
UH-1Y Venom	1	90 sec.

As the battle continues, the US team moves up to the Train Yard in preparation for their assault on the hill to the southeast.

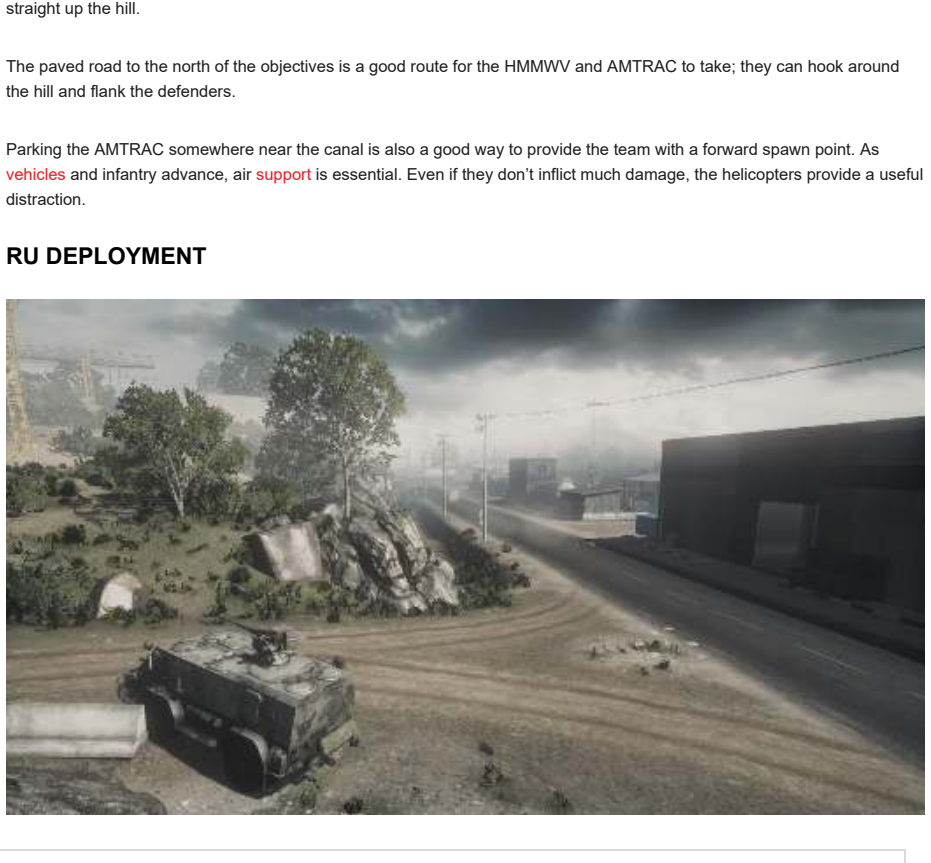
The Train Yard deployment area spawns a HMMWV and an AMTRAC while the aircraft carrier continues to produce the same Little Bird and Venom helicopters.

In this stage, the RU defenders hold the high ground, so look for opportunities to stage flanking attacks instead of charging straight up the hill.

The paved road to the north of the objectives is a good route for the HMMWV and AMTRAC to take; they can hook around the hill and flank the defenders.

Parking the AMTRAC somewhere near the canal is also a good way to provide the team with a forward spawn point. As vehicles and infantry advance, air support is essential. Even if they don't inflict much damage, the helicopters provide a useful distraction.

RU DEPLOYMENT



Base Assets

Name	Quantity	Respawn Time
GAZ-3937 Vodnik	1	15 sec.
9K22 Tunguska-M	1	30 sec.

The RU team deploys along the paved road on the north side of the hill, next to the large warehouse. Following the loss of the objectives at the Train Yard, immediately rush toward the new objectives and establish a perimeter.

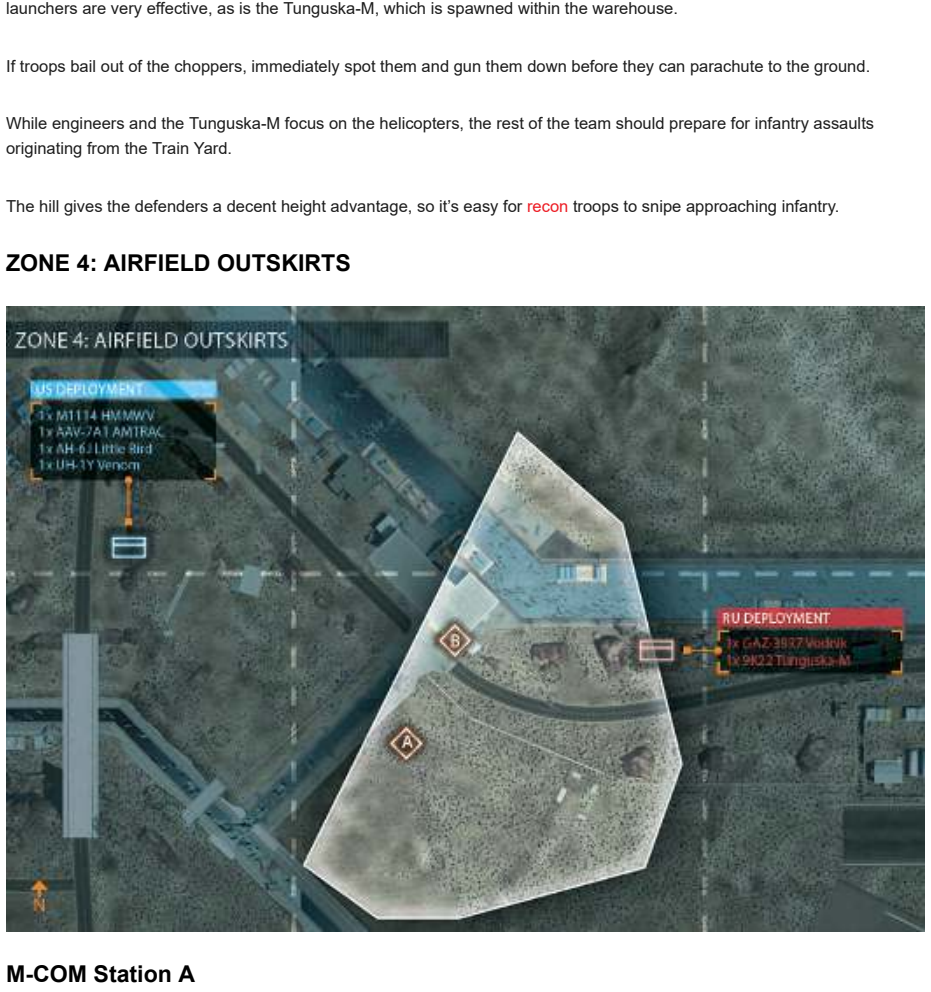
Rush attacks by the US helicopters are likely, so be prepared to shoot them down. Engineers armed with SA-18 IGLA missile launchers are very effective, as is the Tunguska-M, which is spawned within the warehouse.

If troops bail out of the choppers, immediately spot them and gun them down before they can parachute to the ground.

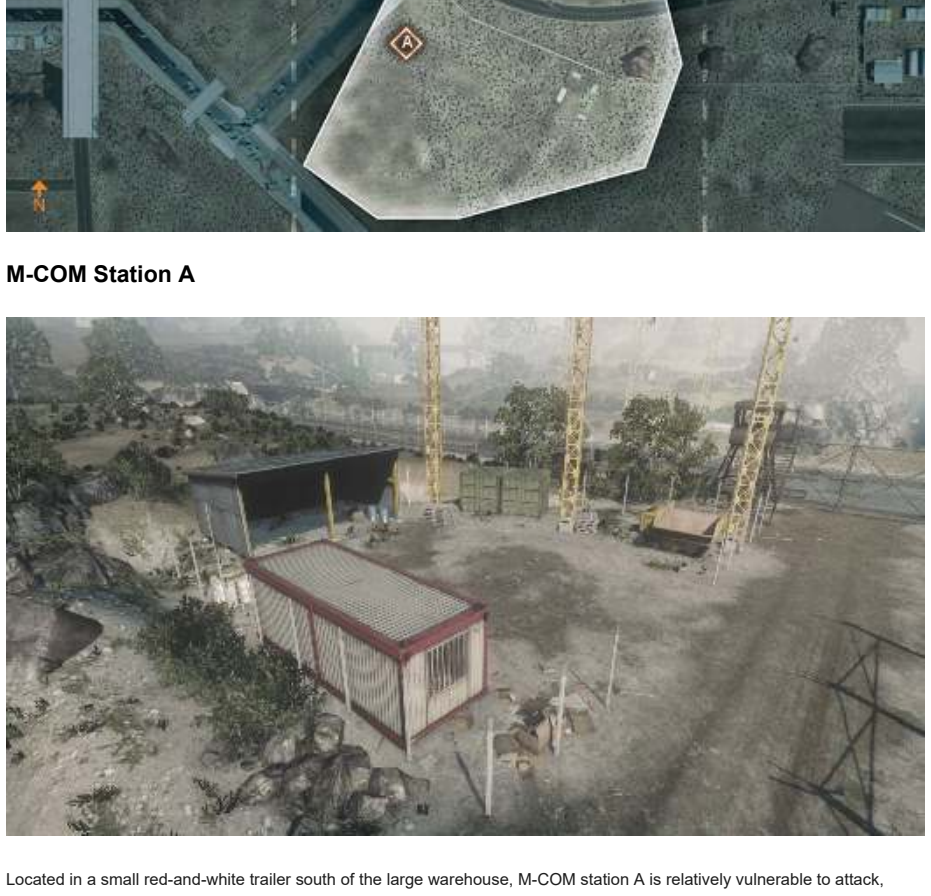
While engineers and the Tunguska-M focus on the helicopters, the rest of the team should prepare for infantry assaults originating from the Train Yard.

The hill gives the defenders a decent height advantage, so it's easy for recon troops to snipe approaching infantry.

ZONE 4: AIRFIELD OUTSKIRTS



M-COM Station A



Located in a small red-and-white trailer south of the large warehouse, M-COM station A is relatively vulnerable to attack, despite the fences surrounding it.

Attackers can easily slice through the chain-link fences with their knives or simply knock them over with vehicles like the HMMWV or AMTRAC.

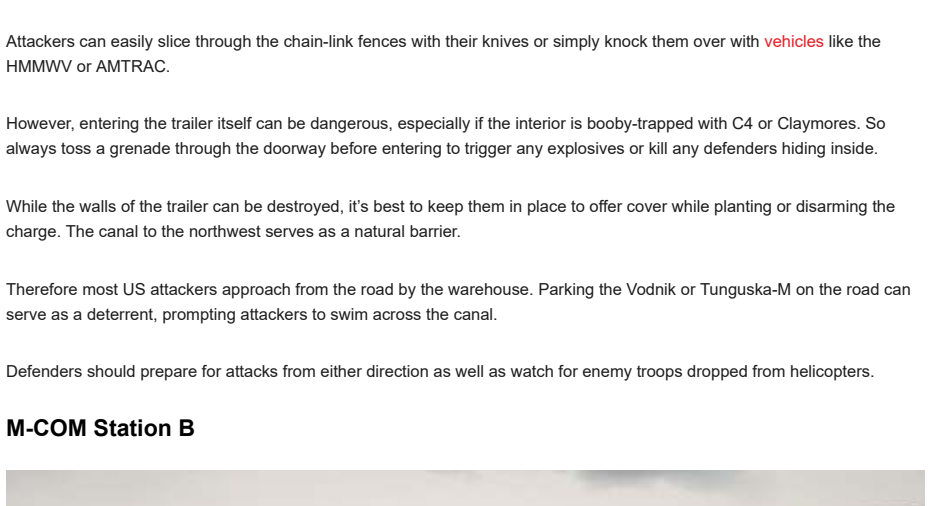
However, entering the trailer itself can be dangerous, especially if the interior is booby-trapped with C4 or Claymores. So always toss a grenade through the doorway before entering to trigger any explosives or kill any defenders hiding inside.

While the walls of the trailer can be destroyed, it's best to keep them in place to offer cover while planting or disarming the charge. The canal to the northwest serves as a natural barrier.

Therefore most US attackers approach from the road by the warehouse. Parking the Vodnik or Tunguska-M on the road can serve as a deterrent, prompting attackers to swim across the canal.

Defenders should prepare for attacks from either direction as well as watch for enemy troops dropped from helicopters.

M-COM Station B



M-COM Station B is located on the ground floor of the large warehouse, situated in an office on the southern corner by the road.

By blasting holes in the warehouses exterior walls, US attackers can easily access the M-COM station without worrying about infiltrating the warehouse.

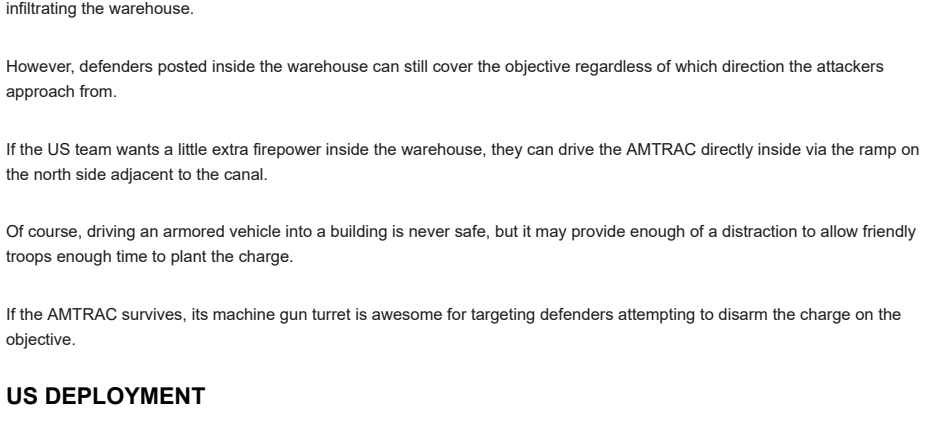
However, defenders posted inside the warehouse can still cover the objective regardless of which direction the attackers approach from.

If the US team wants a little extra firepower inside the warehouse, they can drive the AMTRAC directly inside via the ramp on the north side adjacent to the canal.

Of course, driving an armored vehicle into a building is never safe, but it may provide enough of a distraction to allow friendly troops enough time to plant the charge.

If the AMTRAC survives, its machine gun turret is awesome for targeting defenders attempting to disarm the charge on the objective.

US DEPLOYMENT



Base Assets

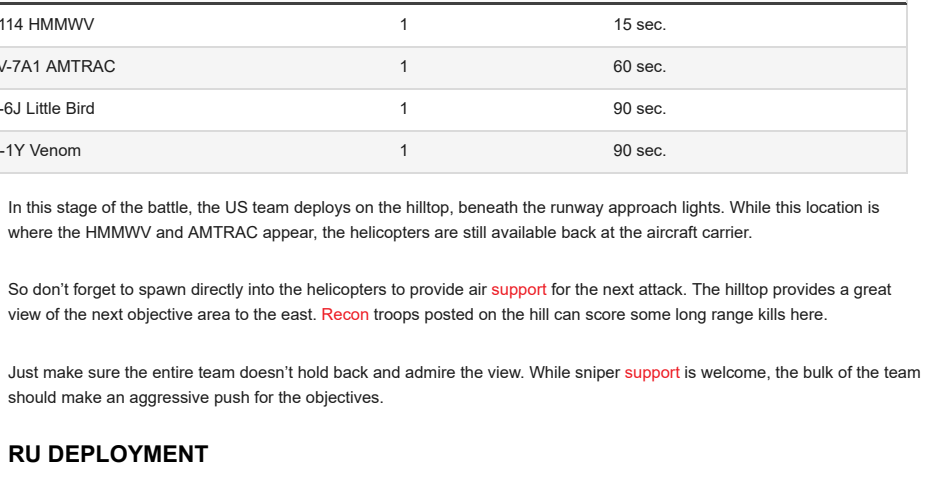
Name	Quantity	Respawn Time
M1114 HMMWV	1	15 sec.
AAV-7A1 AMTRAC	1	60 sec.
AH-6J Little Bird	1	90 sec.
UH-1Y Venom	1	90 sec.

In this stage of the battle, the US team deploys on the hilltop, beneath the runway approach lights. While this location is where the HMMWV and AMTRAC appear, the helicopters are still available back at the aircraft carrier.

So don't forget to spawn directly into the helicopters to provide air support for the next attack. The hilltop provides a great view of the next objective area to the east. Recon troops posted on the hill can score some long range kills here.

Just make sure the entire team doesn't hold back and admire the view. While sniper support is welcome, the bulk of the team should make an aggressive push for the objectives.

RU DEPLOYMENT



Base Assets

Name	Quantity	Respawn Time
GAZ-3937 Vodnik	1	15 sec.
9K22 Tunguska-M	1	30 sec.

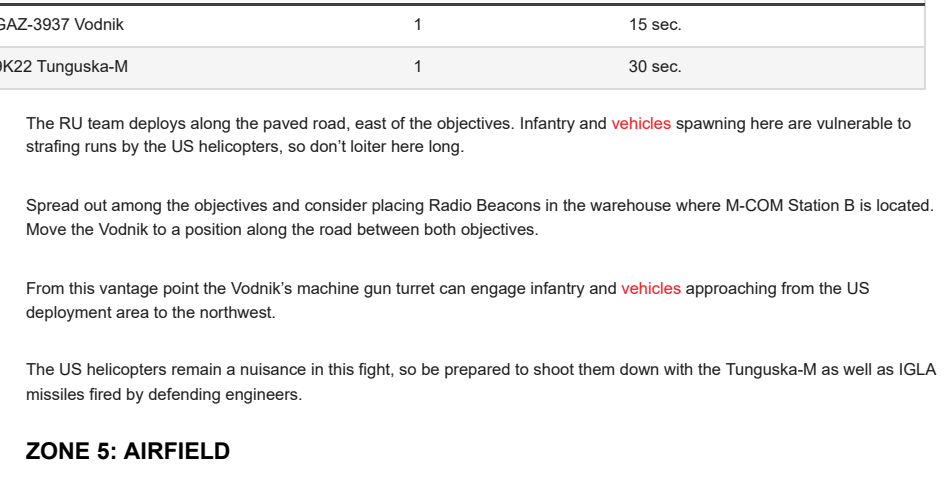
The RU team deploys along the paved road, east of the objectives. Infantry and vehicles spawning here are vulnerable to strafing runs by the US helicopters, so don't loiter here long.

Spread out among the objectives and consider placing Radio Beacons in the warehouse where M-COM Station B is located. Move the Vodnik to a position along the road between both objectives.

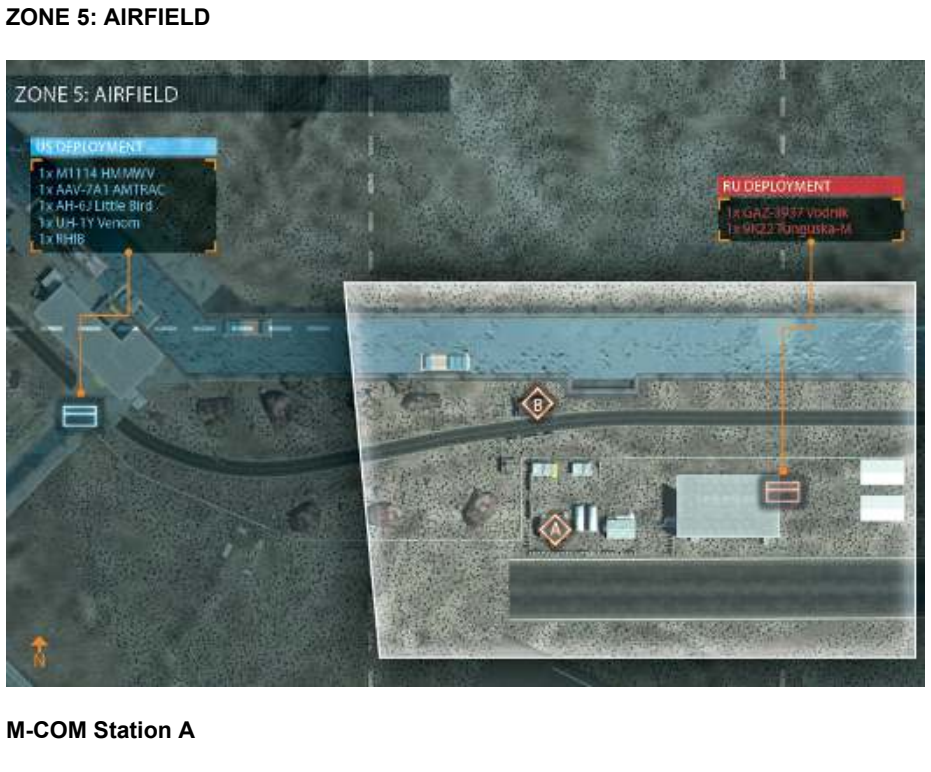
From this vantage point the Vodnik's machine gun turret can engage infantry and vehicles approaching from the US deployment area to the northwest.

The US helicopters remain a nuisance in this fight, so be prepared to shoot them down with the Tunguska-M as well as IGLA missiles fired by defending engineers.

ZONE 5: AIRFIELD



M-COM Station A



This objective is located in a small concrete structure within the airfield's perimeter wall. Of the two objectives at the airfield, M-COM Station A is the easiest for the RU team to defend.

Located only a few meters from their deployment area, the RU team has no problem reaching this location throughout this phase of the battle.

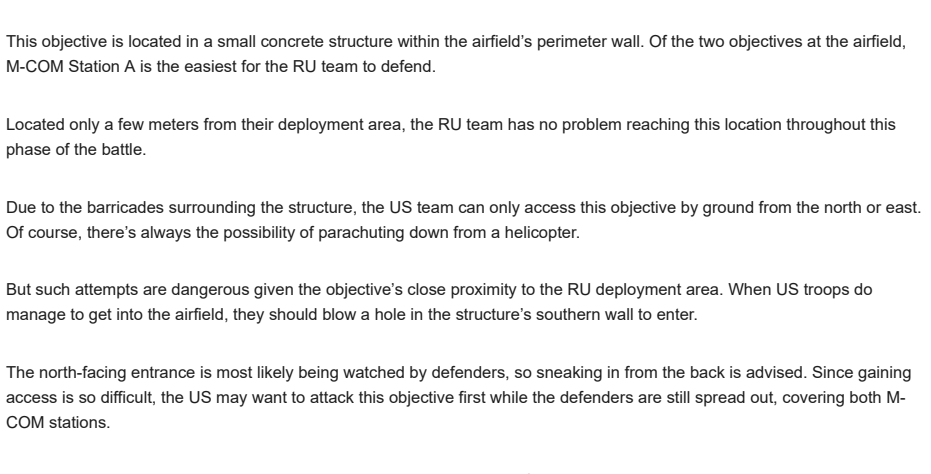
Due to the barricades surrounding the structure, the US team can only access this objective by ground from the north or east. Of course, there's always the possibility of parachuting down from a helicopter.

But such attempts are dangerous given the objective's close proximity to the RU deployment area. When US troops do manage to get into the airfield, they should blow a hole in the structure's southern wall to enter.

The north-facing entrance is most likely being watched by defenders, so sneaking in from the back is advised. Since gaining access is so difficult, the US may want to attack this objective first while the defenders are still spread out, covering both M-COM stations.

It's much tougher to plant a charge here when the entire RU team is defending this location.

M-COM Station B



Flanked by a the road to the south and the canal to the north, the location of this M-COM station favors the US attackers. The objective is located in a gray trailer outside the airfield's perimeter wall.

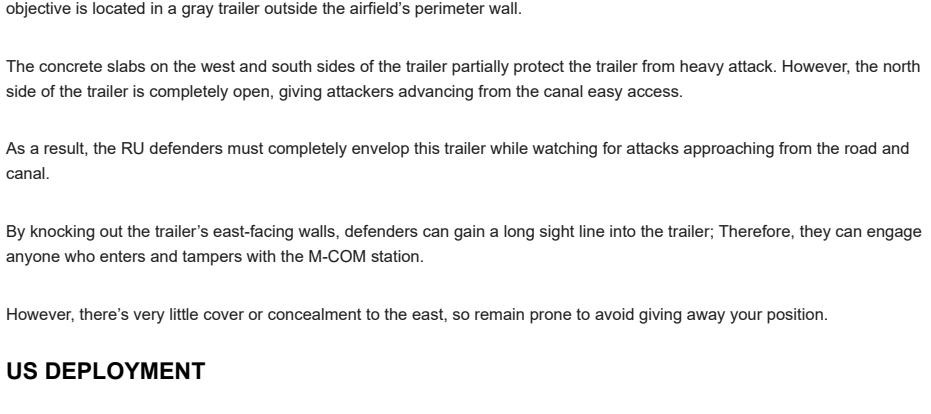
The concrete slabs on the west and south sides of the trailer partially protect the trailer from heavy attack. However, the north side of the trailer is completely open, giving attackers advancing from the canal easy access.

As a result, the RU defenders must completely envelop this trailer while watching for attacks approaching from the road and canal.

By knocking out the trailer's east-facing walls, defenders can gain a long sight line into the trailer; Therefore, they can engage anyone who enters and tampers with the M-COM station.

However, there's very little cover or concealment to the east, so remain prone to avoid giving away your position.

US DEPLOYMENT



Base Assets

Name	Quantity	Respawn Time
M1114 HMMWV	1	15 sec.
AAV-7A1 AMTRAC	1	60 sec.
AH-6J Little Bird	1	90 sec.
UH-1Y Venom	1	90 sec.
RHIB	1	15 sec.

For the final phase of this battle, the US team deploys near the warehouse with nearly the same vehicle assets they've had since securing the Dry Dock.

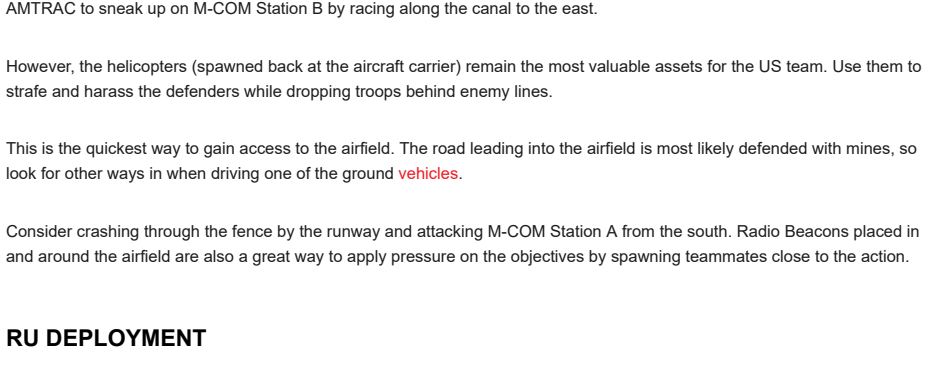
In addition to the HMMWV, AMTRAC, and helicopters, the US team also has access to an RHIB. Use this boat or the AMTRAC to sneak up on M-COM Station B by racing along the canal to the east.

However, the helicopters (spawned back at the aircraft carrier) remain the most valuable assets for the US team. Use them to strafe and harass the defenders while dropping troops behind enemy lines.

This is the quickest way to gain access to the airfield. The road leading into the airfield is most likely defended with mines, so look for other ways in when driving one of the ground vehicles.

Consider crashing through the fence by the runway and attacking M-COM Station A from the south. Radio Beacons placed in and around the airfield are also a great way to apply pressure on the objectives by spawning teammates close to the action.

RU DEPLOYMENT



Base Assets

Name	Quantity	Respawn Time
GAZ-3937 Vodnik	1	15 sec.
9K22 Tunguska-M	1	30 sec.

Despite deploying from an airfield, the RU team still has no helicopters or jets to help fend off the US attack. While the Vodnik and Tunguska-M are decent for dealing damage to the US helicopters, it's largely up to the RU engineers to lock down the objectives.

Engineers deploying here should carry a mix of mines, anti-tank rockets, and surface-to-air missiles in an effort to immobilize and destroy the incoming US vehicles.

While the road is the airfield's most popular access point, prepare for flanking attacks to originate from the canal to the north and runway to the south.

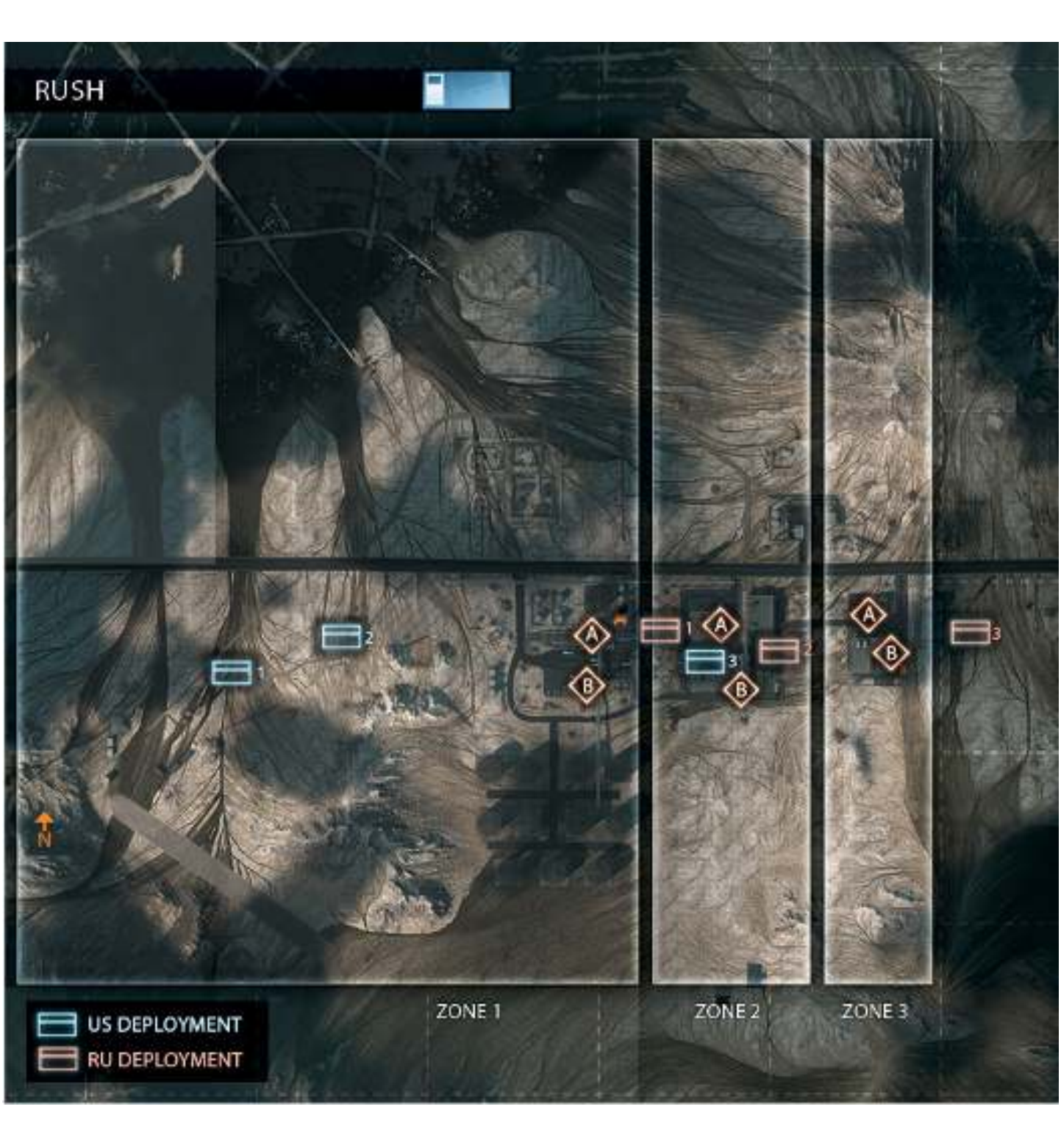
Also, make periodic sweeps around the airfield's perimeter to search for US Radio Beacons. Denying the US team spawn points near the objectives is critical if the RU team hopes to hold out here for a victory.

Rush

Operation Firestorm

The Operation Firestorm Rush map offers a variety of action, including heated tank duels, tense dogfights, and frantic close-quarters infantry engagements. With only three zones to defend, the RU team has their work cut out for them.

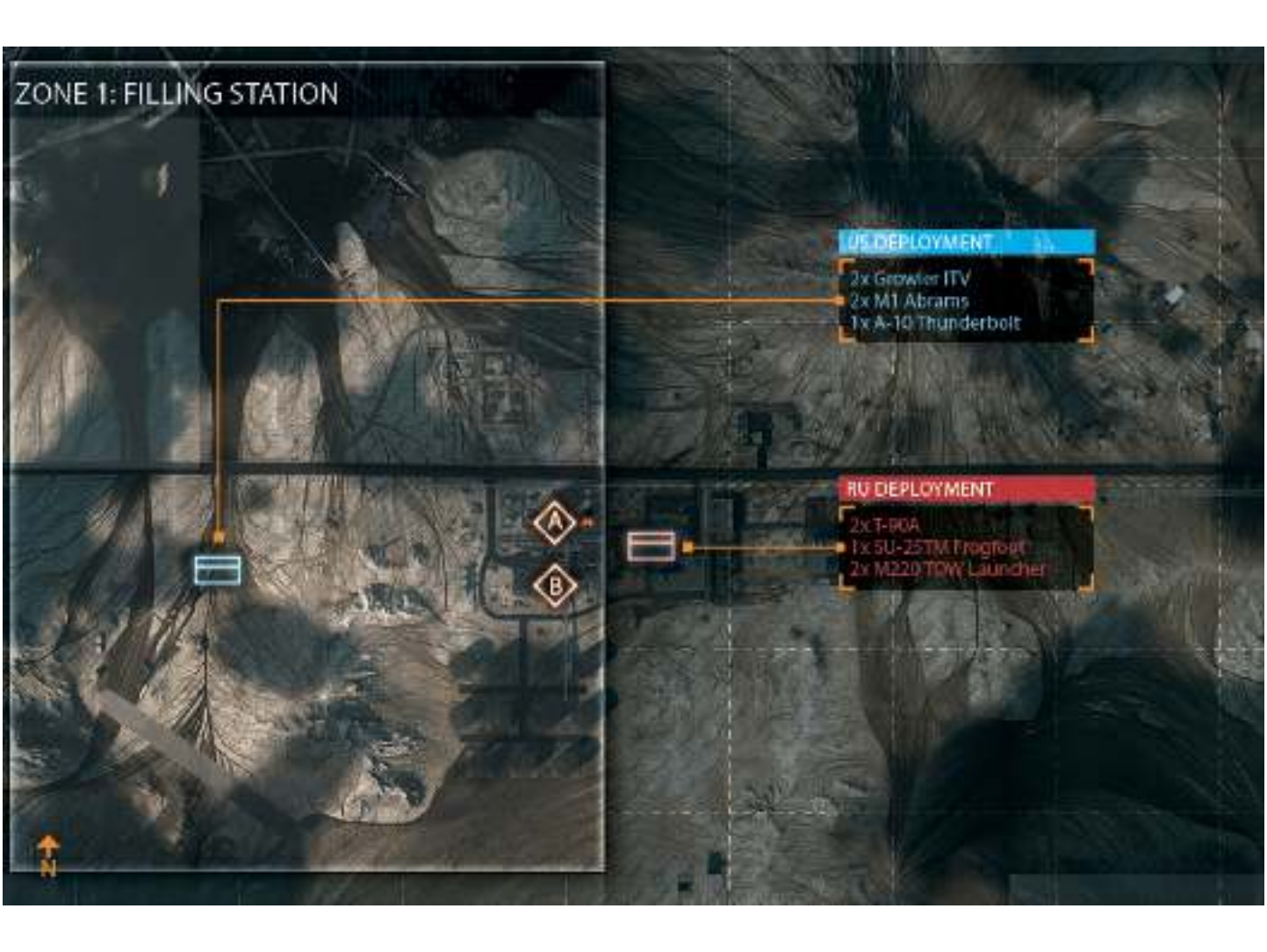
Their best chance is to deny the US team entry into the refinery facility by blocking them at the Filling Station.



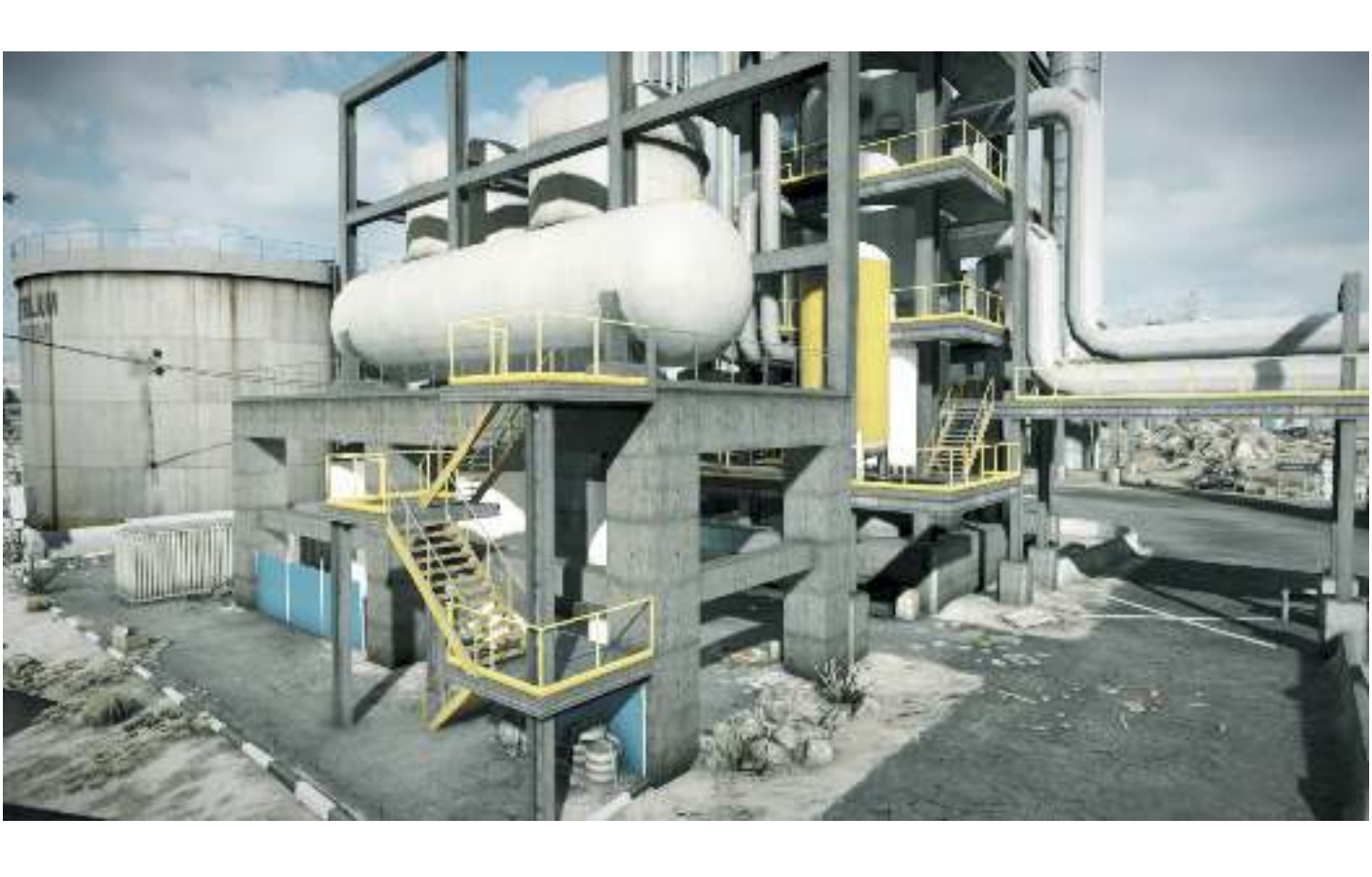
The desert to the west is the perfect kill zone for tanks and jets loaded with air-to-ground ordnance. Therefore the US must rely on speed and flanking maneuvers to establish a presence near the first two objectives.

As the action moves to the Warehouses and Construction Site, both teams must adapt their tactics, relying more on infantry than vehicles to attack and defend the remaining M-COM stations.

ZONE 1: FILLING STATION



M-COM Station A



M-COM Station A is located beneath the large refinery structure and can only be accessed by infantry. The tight quarters and multiple entry points make this a tough objective to attack and defend.

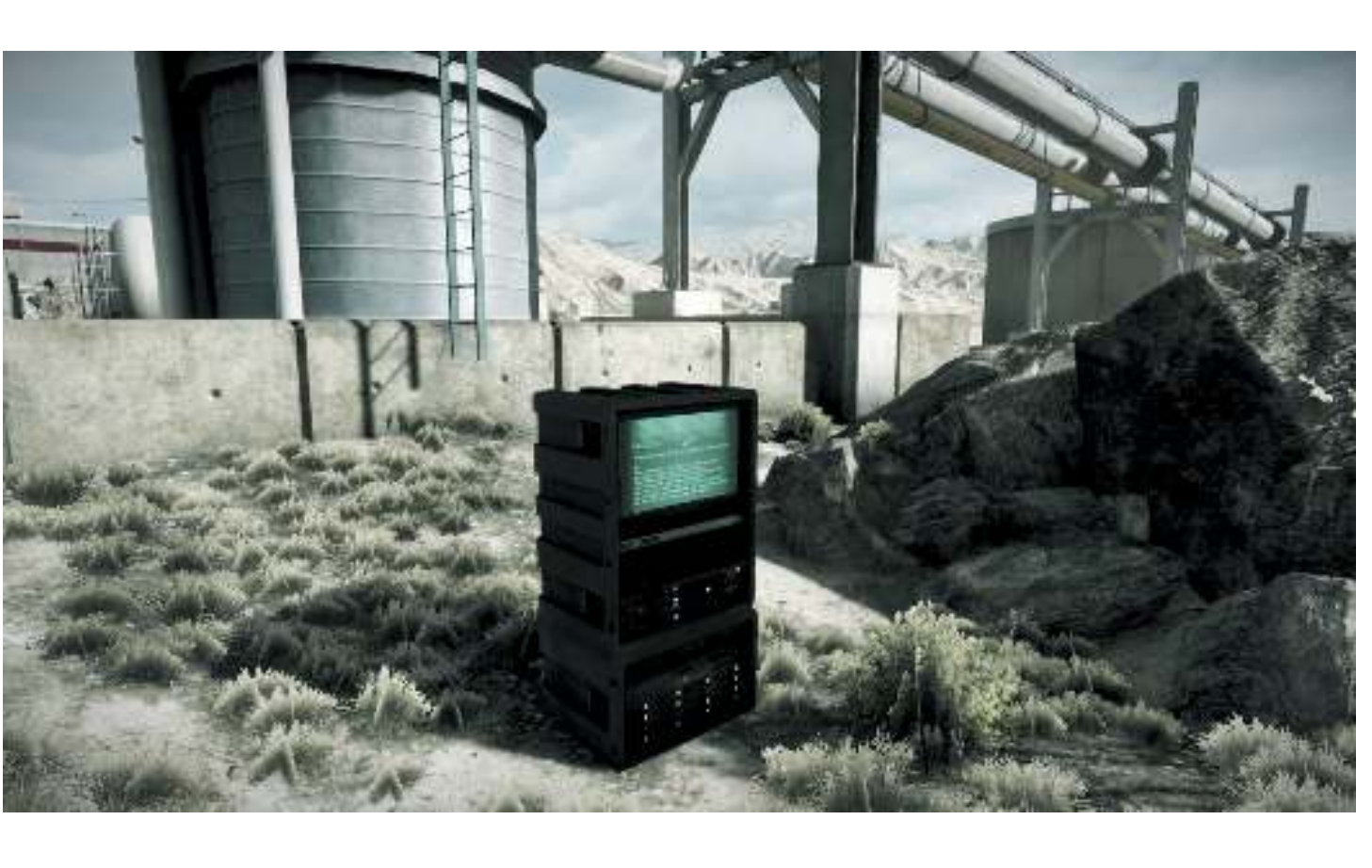
In addition to defending the perimeter of the structure, the RU team must constantly post troops down here to fend off sneaky attacks. Unless defenders keep eyes on the objective, the US has a relatively easy time sneaking in here and planting a charge.

But a dedicated squad of defenders scattered around the objective has an easy time ambushing attackers—consider placing a Radio Beacon here to maintain a constant presence. Regardless of which team you're on, prepare for close-quarters combat.

Shotguns, submachine guns, grenades, Claymores, and C4 are very effective here. The attacking team may also want to deploy smoke around the objective before attempting to the plant the charge.

The nearby staircase is a popular overwatch position, so be sure to sweep it for enemies before approaching the objective.

M-COM Station B



This objective sits out in the open on the south side of the Filling Station and it is surrounded by catwalks and other elevated vantage points that defenders can utilize to spot and engage attackers.

Of the two objectives, the RU team has the easiest time locking down M-COM Station B. If well defended, the RU team can hold out here indefinitely.

In addition to posting infantry around the Filling Station's upper levels, defenders should also rely on their tanks to lend their devastating firepower to this defensive effort.

As a result, the US attackers should prepare for an absolute war. Vehicle support is essential here, so get the M1 Abrams tanks near the objective in an effort suppress the RU tanks and infantry.

Meanwhile, move troops into the concrete building west of the objective. This structure serves as a great staging area for attacks on the M-COM station.

But the building can be destroyed, so be ready to find a new staging area if the structure collapses. While the tanks suppress and distract enemy units, pop smoke on the objective and plant a charge.

US DEPLOYMENT

Name	Quantity	Respawn Time
Growler ITV	2	20 sec.
M1 Abrams	2	30 sec.
A-10 Thunderbolt	1	40 sec.

Base Assets

The US ground forces start their assault from the desert on the west side of the map. This is where the Growler ITVs and M1 Abrams tanks spawn, along with infantry. The A-10 Thunderbolt spawns on the runway to the south.

So if you want to fly the Thunderbolt, spawn directly into the pilot's seat from the spawn screen instead wasting a vehicle by driving south to the runway.

Given the open terrain, the US deployment area is vulnerable to strafing attacks by the RU team's SU-25TM. So either post engineers armed with Stinger missiles nearby or use the A-10 (armed with heat-seeking missiles) to counter attacks on the team's ground units.

The A-10 is also needed to target the RU team's T-90A tanks at the Filling Station. But the M1 Abrams tanks remain the spearhead of this assault, so keep them healthy by repairing them frequently, even if it means temporarily halting the advance.

The fast-moving Growler ITVs are great for flanking attacks approaching from the north or south of the Filling Station—this is the fastest way to sneak troops inside the facility.

Once at the Filling Station, deploy a Radio Beacon to give your squad a spawn point near the objectives.

RU DEPLOYMENT

Base Assets

Name	Quantity	Respawn Time
T-90A	2	90 sec.
SU-25TM Frogfoot	1	40 sec.
M220 TOW Launcher	2	30 sec.

The RU team deploys on the east side of the Filling Station, near the Warehouses. But there's little time to spare at the start of the round, so move the T-90A tanks toward the objectives.

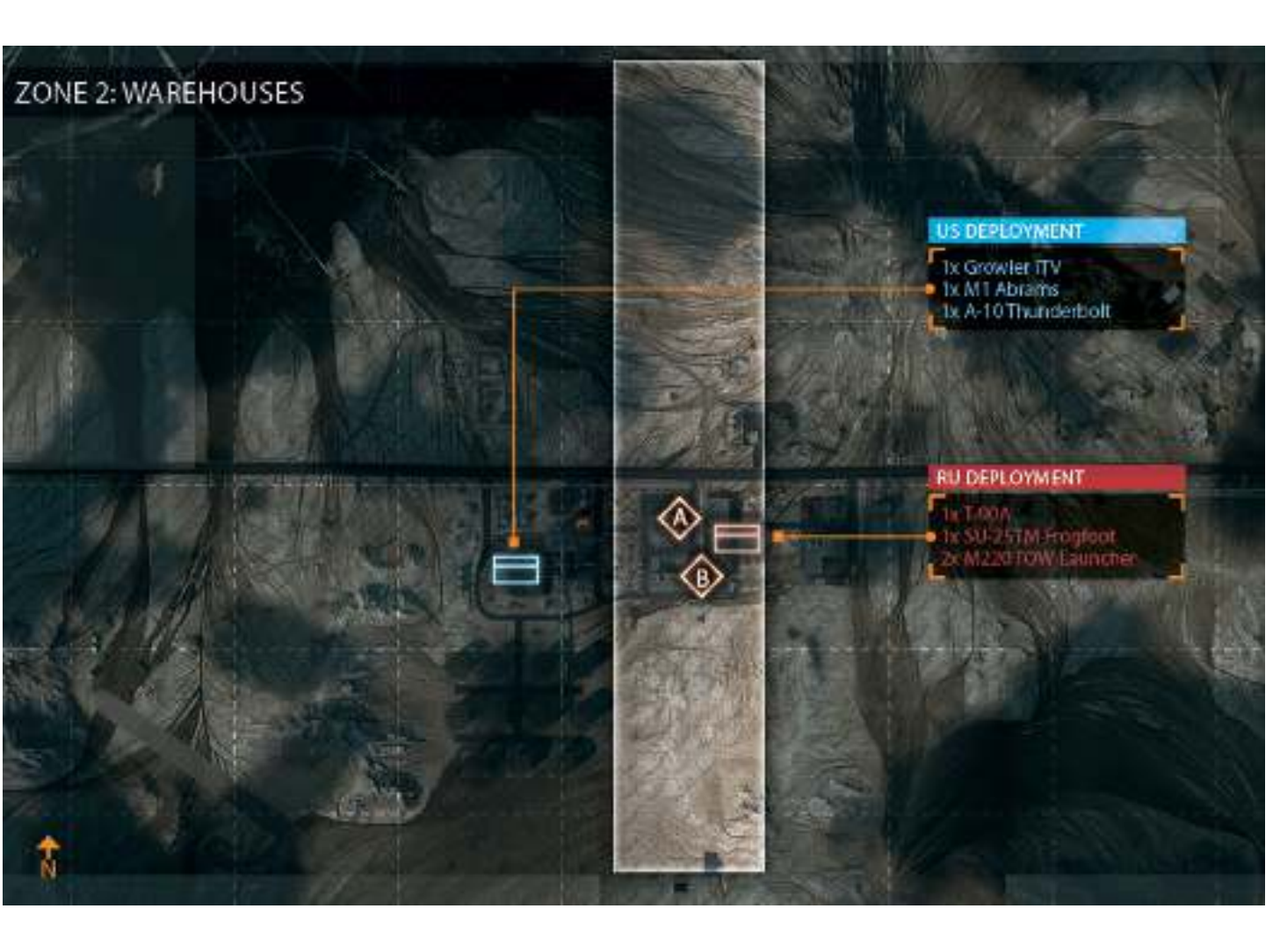
The SU-25TM spawns at the airstrip to the far east, so get it in the air and commence strafing runs on the approaching US tanks. The US usually attacks from the open desert to the west.

This allows for some long-range tank duels. So keep your tanks healthy by surrounding them with engineers. The spawn time on the US tanks is considerably less than the spawn time for RU tanks, so it's extremely important to keep the T-90As fully repaired.

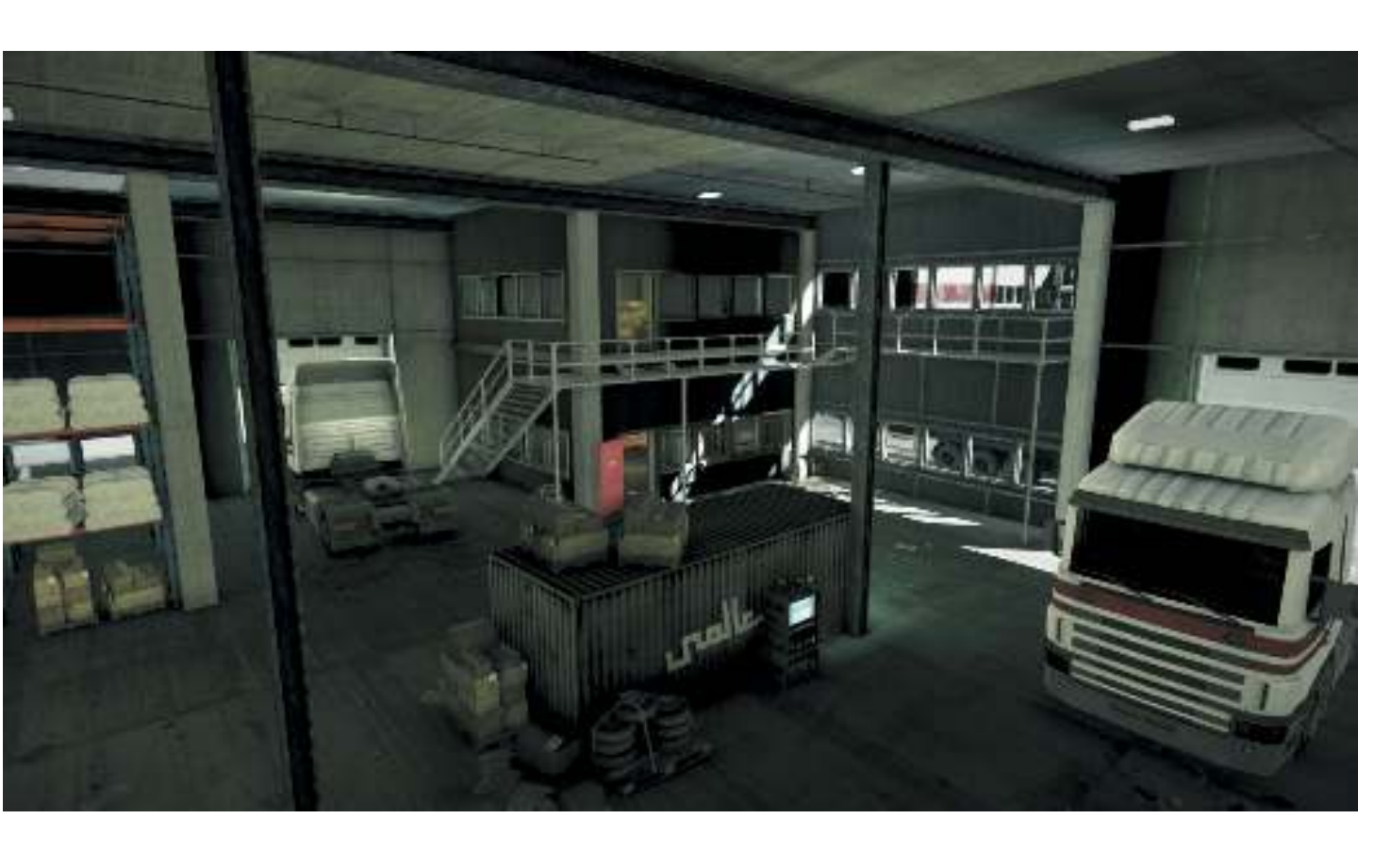
But tanks alone cannot defend the objectives. So scatter troops around the Filling Station, making use of the various catwalks and other elevated positions to gain vantage points on the M-COM stations.

Watch out for US troops performing quick raids on the objectives using their Growler ITVs. Be sure to spot incoming vehicles and do your best to hunt down the occupants before they can establish a presence at the Filling Station

ZONE 2: WAREHOUSES



M-COM Station A



M-COM Station A is located on the floor of the northwestern warehouse. The surrounding offices, stairways, and catwalks offer excellent cover positions for defenders and attackers alike.

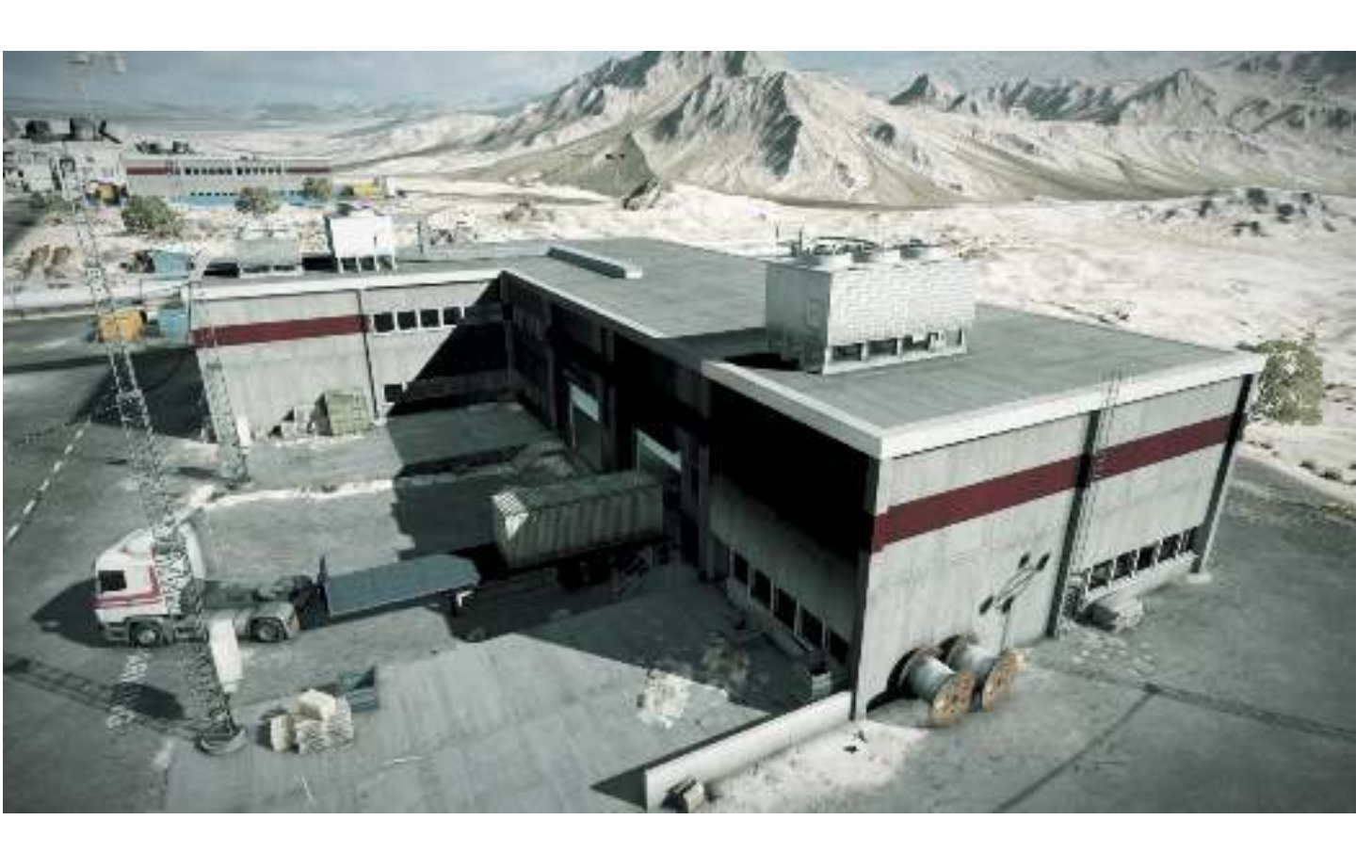
However, it's the RU defenders who stand the best chance of reaching this location first and securing it. Given the large size of this building, it takes at least two full squads to defend the interior.

This is preferable to guarding the exterior, as it allows more cover and concealment while offering a clear view of the objective.

This is a tough nut to crack for the US attackers, who must rely on the element of surprise and brute force to destroy this M-COM station. Blast holes in the warehouse's exterior walls to make your own entrances in an attempt to catch the defenders off guard.

If manpower allows, perform a thorough sweep of the warehouse before planting the charge. In any case, always deploy smoke on the M-COM station to conceal the assault.

M-COM Station B



This objective is located on the ground floor of the southern warehouse and it provides the RU team with a second chance to halt the US attack.

However, due to the M-COM station's position near the southern exterior wall, the US team has a slightly easier time of reaching this objective.

Instead of attacking through the warehouse, the US team should approach from the south and blast holes in exterior walls near the objective.

This allows them to gain quick access to the M-COM station and plant a charge. For this reason, defenders should cover the interior as well as the exterior.

If this is the last objective standing, the RU team should park the T-90A on the south side of the warehouse to deter such flanking attacks.

This also allows the tank to cover the M-COM station directly by firing through the warehouse windows or existing holes in the exterior wall.

US DEPLOYMENT

Base Assets

Name	Quantity	Respawn Time
Growler ITV	1	20 sec.
M1 Abrams	1	30 sec.
A-10 Thunderbolt	1	40 sec.

Having established a foothold on the refinery facility, the US team deploys from the Filling Station in this phase of the battle.

The attack on the objectives at the Warehouses to the west requires a greater reliance on infantry tactics since the M-COM stations are located inside buildings.

However, the vehicles still play a supporting role, particularly during the advance. Use the M1 and A-10 to attack the RU team's T-90A, while infantry rush west to infiltrate the two Warehouses.

When advancing toward the objectives, look for opportunities to flank and enter the Warehouses from the north and south instead of performing a predictable frontal assault from the west.

The Growler ITV is great for launching quick flanking attacks that allow you to evade the RU team's tank and secure a foothold near or inside one of the warehouses.

RU DEPLOYMENT

Base Assets

Name	Quantity	Respawn Time
T-90A	1	60 sec.
SU-25TM Frogfoot	1	40 sec.
9M133 Kornet Launcher	2	30 sec.

The objectives here are located inside the large warehouses, giving the RU team a significant advantage. However, it takes at least two squads to secure the interiors of these massive structures.

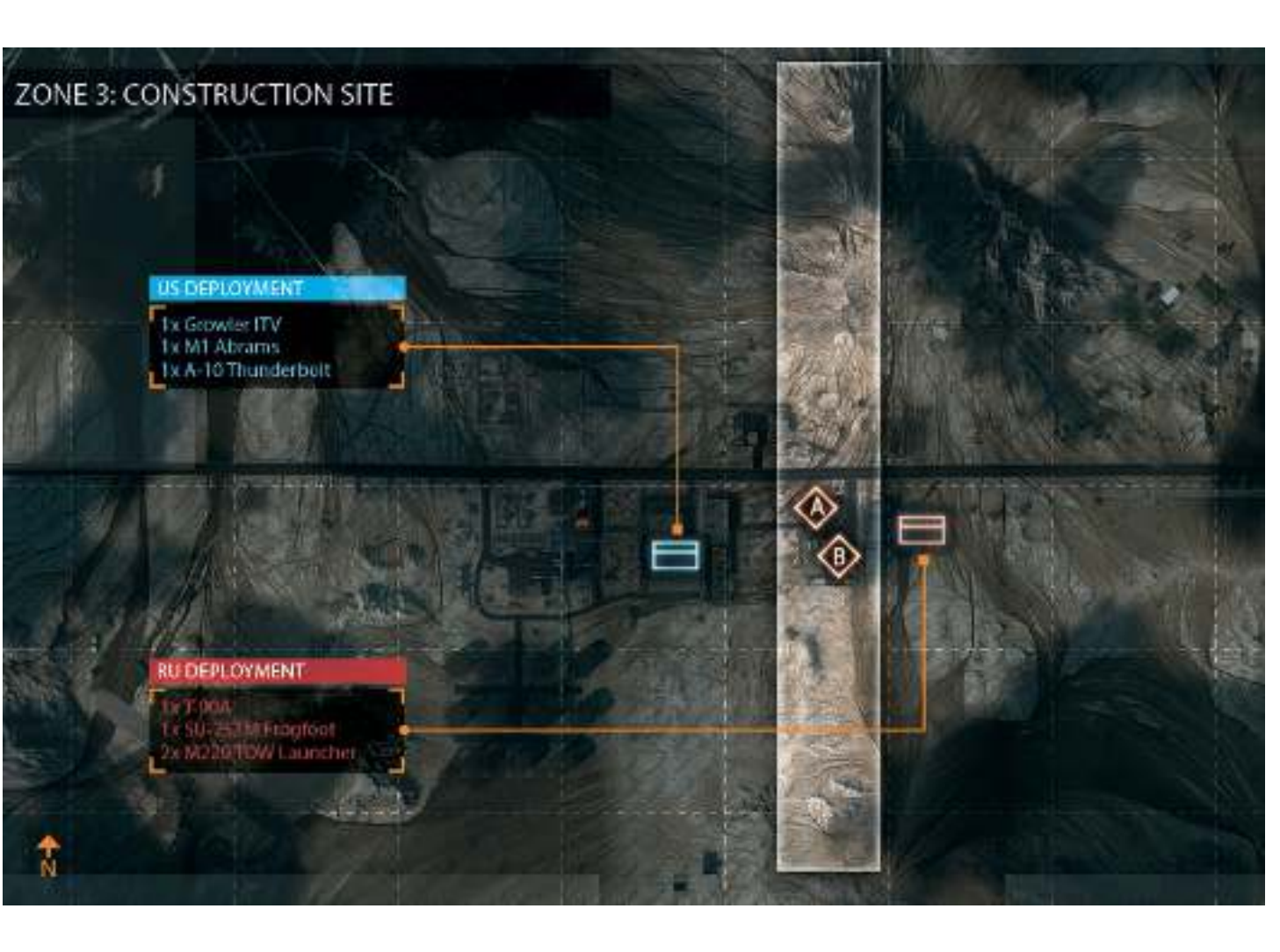
While a majority of the team should focus on defending the Warehouse interiors, the rest of the team should cover the approach from the Filling Station.

Given the large number of buildings and structures, performing ground attacks here is difficult for the SU-25TM. So in this stage, use the jet to primarily counter the US A-10, shooting it down with heat-seeking missiles.

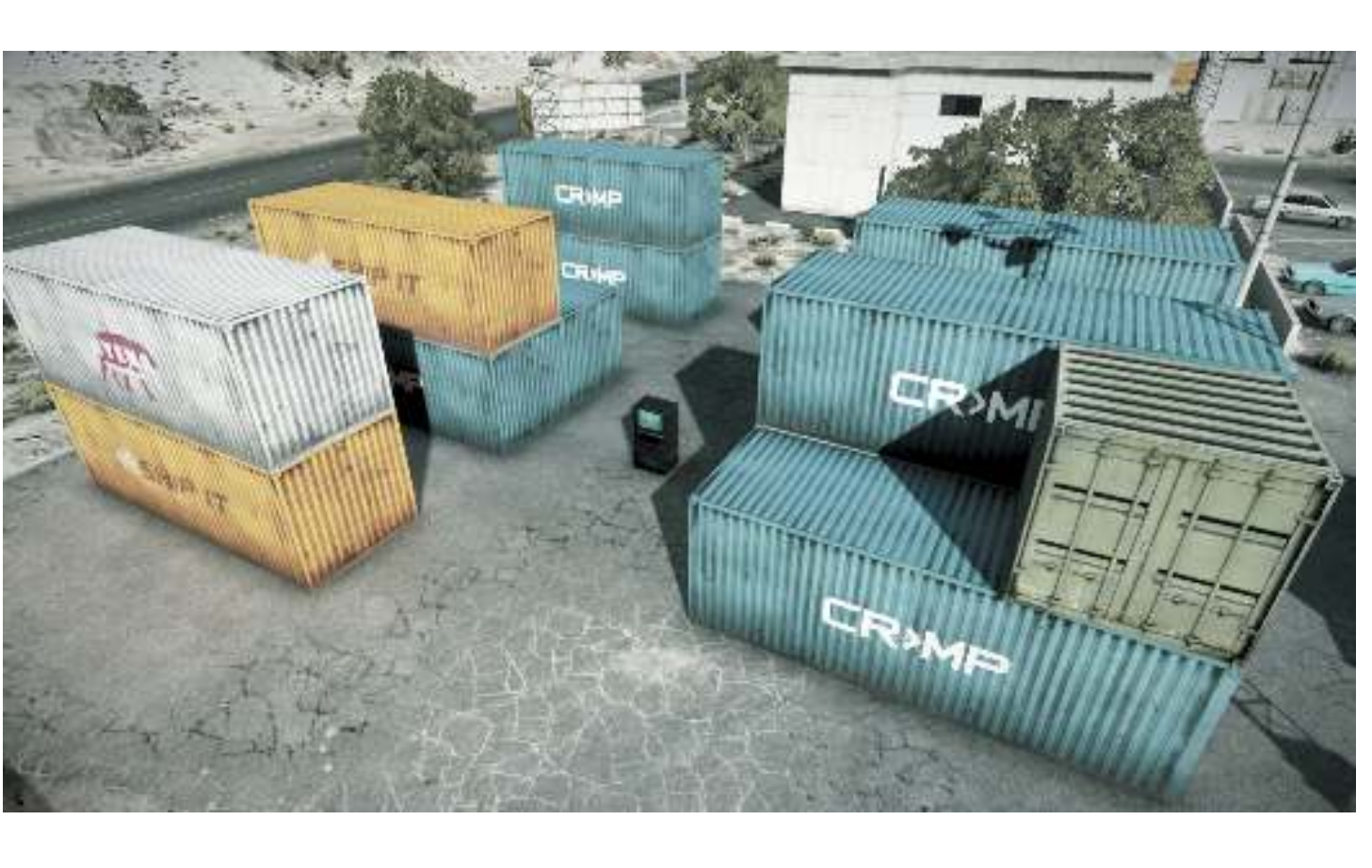
Meanwhile, use the T-90A to halt advances by the M1 and Growler ITV. While the M1 poses the most direct threat, the Growler ITV serves as an effective transport for the US team.

Fortunately it can't sustain much damage, so blast it as soon as you see it racing toward the Warehouses.

ZONE 3: CONSTRUCTION SITE



M-COM Station A



M-COM Station A is likely the first objective to come under attack. However, the US team is better off attacking this objective after M-COM Station B has been destroyed.

Located farthest from the RU deployment area, it's much tougher for the defenders to reinforce this location than it is the warehouse to the south.

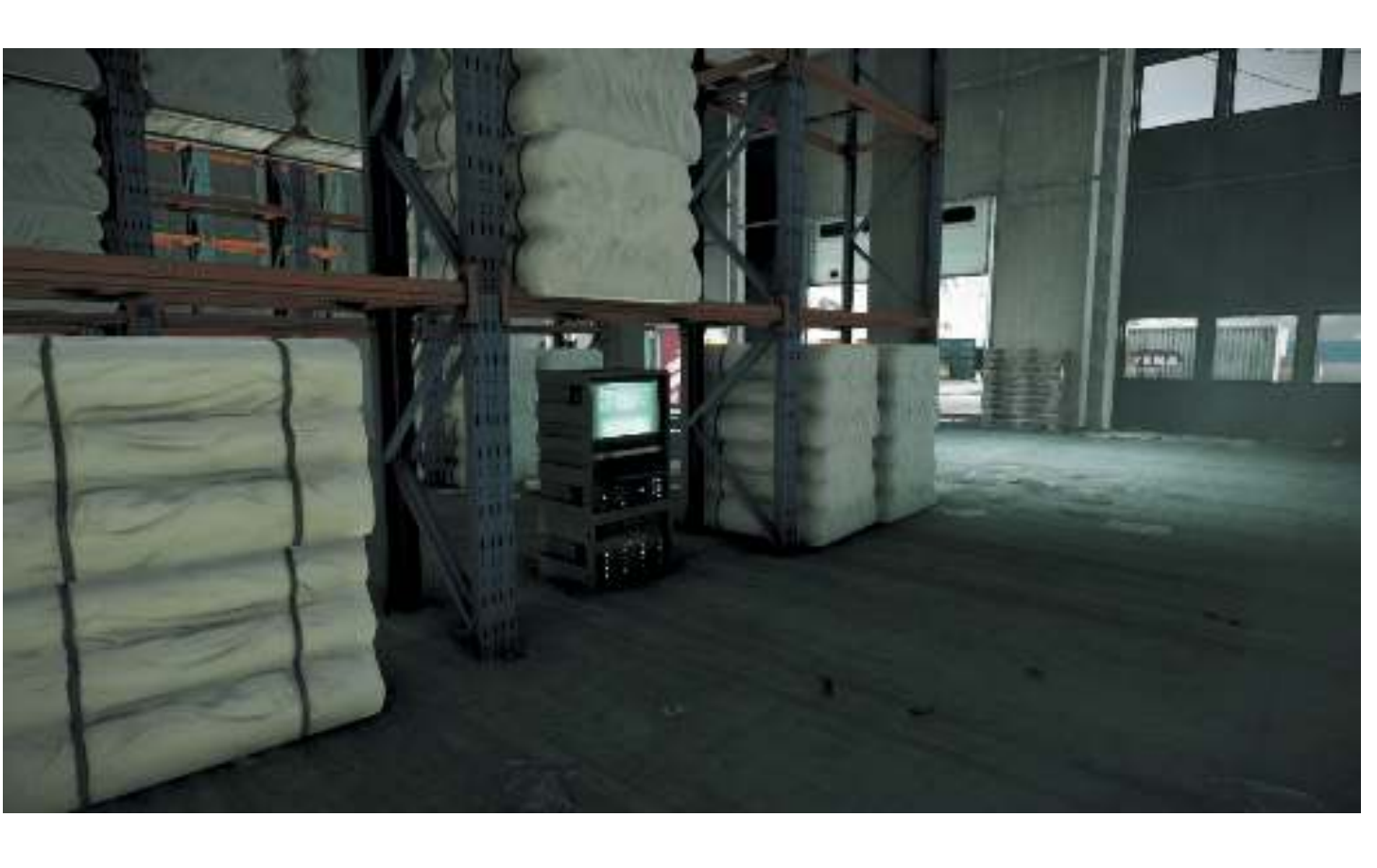
Surrounded by stacks of shipping containers, this objective offers plenty of cover for attackers and defenders. Therefore, the RU team should work hard to prevent the attackers from infiltrating this area.

Establish a perimeter covering the western, northern, and southern approaches, even if it means hiding among the containers. The two-story building to the east offers a great view of the M-COM station; sharpshooters can pick-off attackers from long range.

Since the objective is completely exposed from the east and west, attackers should always deploy smoke before attempting to plant a charge.

Each team's tanks can play a big supporting role in securing this location, so don't forget to move your team's tank forward to assist in this battle.

M-COM Station B



Housed within the large warehouse to the south, M-COM Station B offers the RU team one last chance to improve their close-quarters combat skills.

Spawning only meters away, the RU team should have no problem securing this warehouse for the duration of the match. Two squads posted inside the warehouse should have little problem dealing with attackers.

Fortify the exterior of the warehouse, too. Consider parking the T-90A on the north side of the warehouse so it can adequately cover both objectives.

While the M-COM station is easily accessible through the large doorway on the north side, attackers are better off infiltrating the warehouse from the south, hopefully catching the defenders by surprise.

With infantry pushing from the south and the M1 attacking from the north, the US team has a good chance of locking down the warehouse and planting the charge on the objective.

But reinforcements from the nearby RU deployment area always pose a threat, so move quickly to prevent the RU team from retaking the warehouse.

US DEPLOYMENT

Base Assets

Name	Quantity	Respawn Time
M1 Abrams	1	30 sec.
A-10 Thunderbolt	1	40 sec.

The Warehouses serve as the final deployment area for the US team. With only one tank and an A-10, the US team must advance on the Construction Site and destroy the last two M-COM stations.

As in the previous stage, the vehicles play more of a supporting role in this zone; they help secure the area around each objective so infantry can plant charges.

Unfortunately, no transportation vehicles are provided, so US infantry must cross the sparse no-man's-land between the Warehouses and the Construction Site.

During this advance, the M1 and A-10 serve as excellent distractions that help pin and draw fire from the defenders while the infantry inch their way toward the Construction Site.

Once a secure position near the objectives has been established, immediately deploy Radio Beacons to provide nearby spawn points for squad members.

RU DEPLOYMENT

Base Assets

Name	Quantity	Respawn Time
T-90A	1	60 sec.
SU-25TM Frogfoot	1	40 sec.
9M133 Kornet Launcher	2	30 sec.

This is the end of the line for the RU team. They must defend at least one of these two M-COM stations or face defeat. Immediately following the destruction of the objectives at the Warehouses, move into action to defend the final M-COM stations.

Post at least one squad around each objective while the rest of the team forms a defensive line to the west. The undeveloped area to the west is a great spot to ambush advancing US troops.

Position troops along the northern and southern sides of this strip of land and flank the attackers as they sprint toward the objectives. Thanks to the lack of nearby buildings, a good SU-25TM pilot can score some easy kills here by strafing with the cannon and rockets.

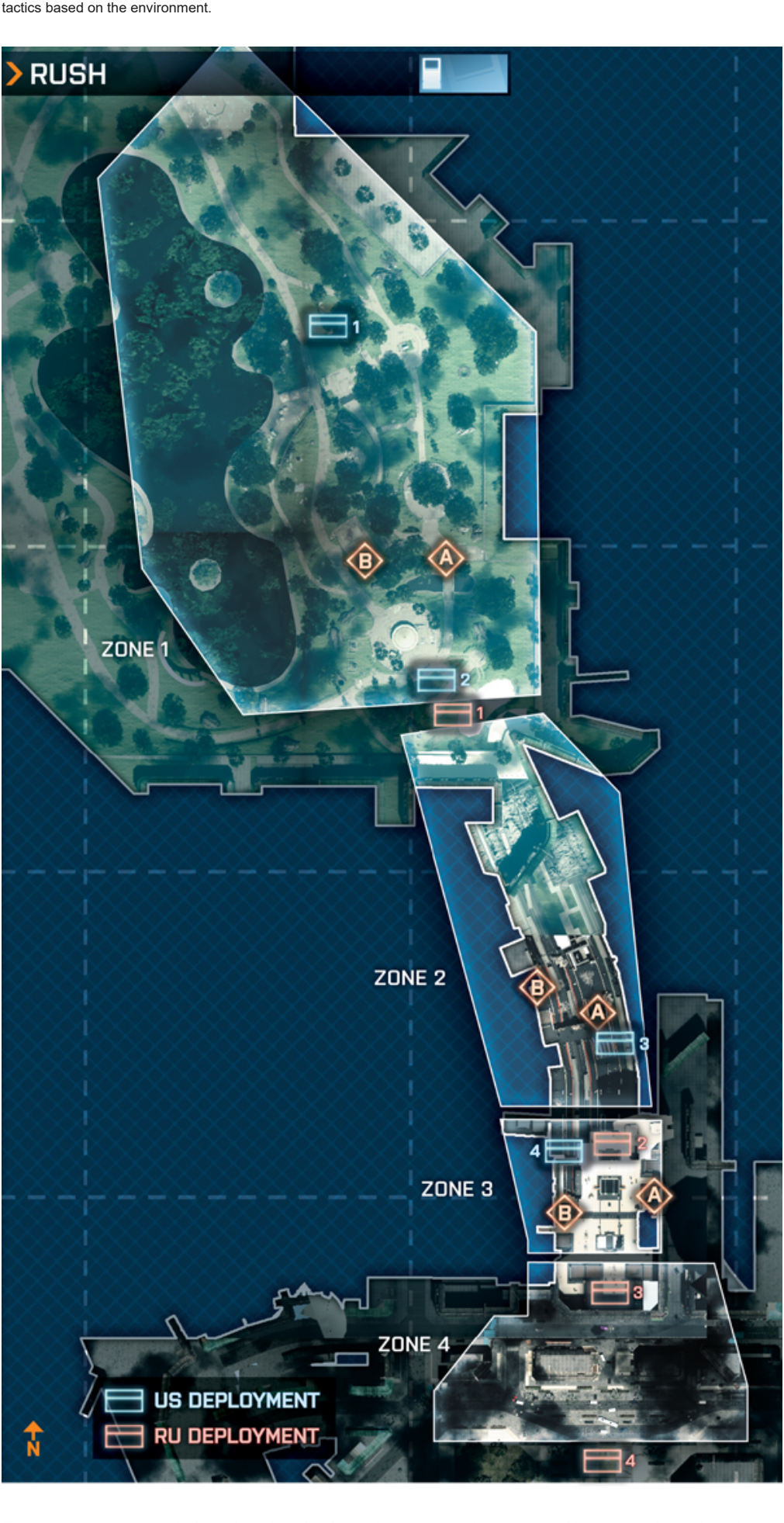
Denying the attackers a foothold at the Construction Site is the best way to wear down their advance and give the RU team a better chance of holding out long enough for a victory.

Rush

Operation Métro

Prepare yourself for a frantic fight through four distinct zones centered around a métro station in the heart of Paris. Like the other game modes for this map, there are no vehicles available in Rush mode, so it's up to infantry to attack and defend the objectives on their own.

Starting in the park to the north, the battle continues through the métro station before the RU defenders make their last stand in the city streets to the south. The combat in each zone differs drastically, so prepare to alter your classes, loadouts, and tactics based on the environment.

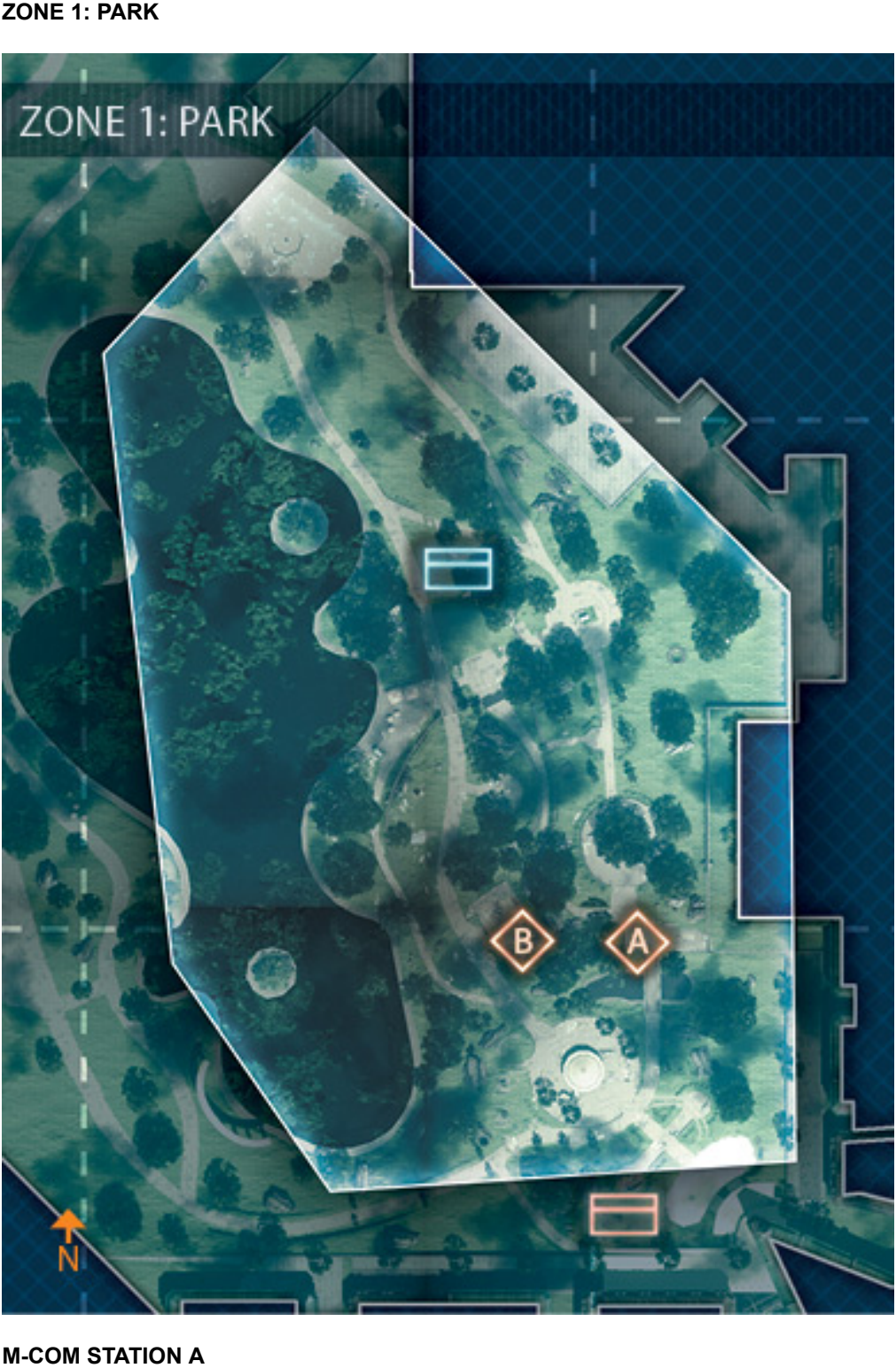


For example, engagements in the park tend to take place at intermediate to long range, making recon and assault soldiers quite effective.

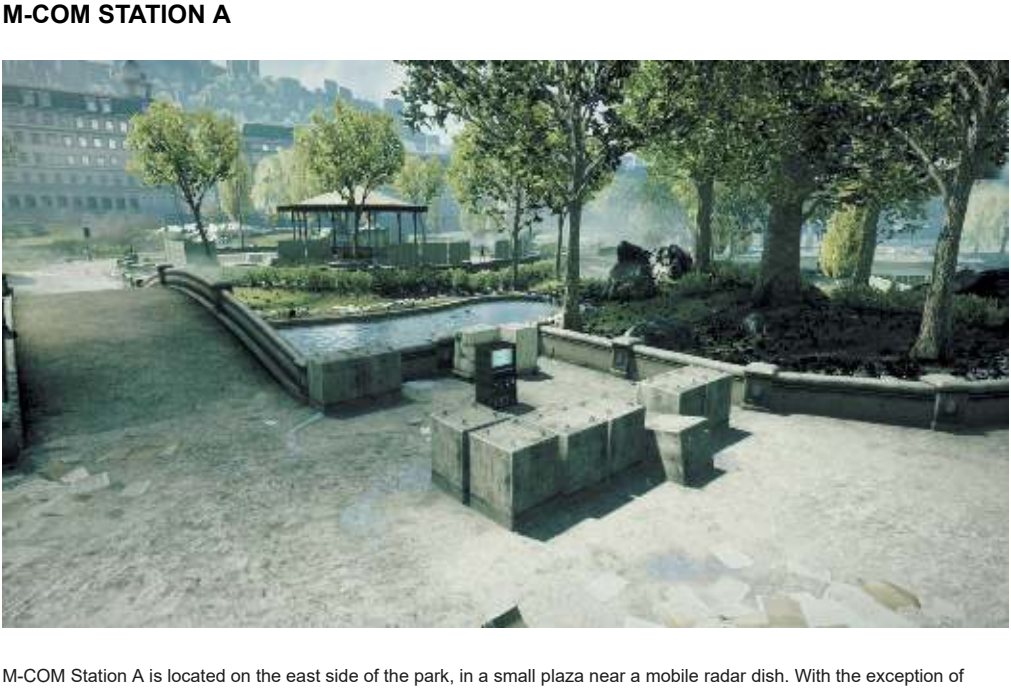
Meanwhile, support and engineer troops armed with light machine guns and carbines are successful during the firefights in the métro station.

The team that manages to adapt to each unique environment stands the best chance of achieving a victory here. So if things aren't going your team's way, perhaps it's time to switch weapons and tactics.

ZONE 1: PARK



M-COM STATION A



M-COM Station A is located on the east side of the park, in a small plaza near a mobile radar dish. With the exception of some small concrete blocks on the north side, there is very little cover around the objective.

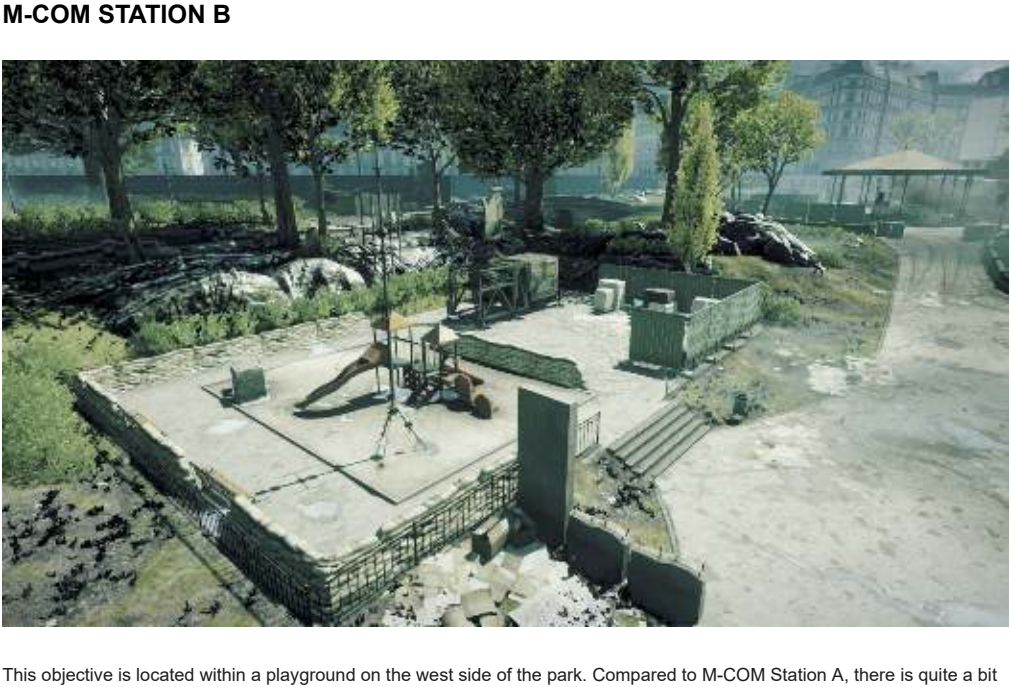
Therefore, both teams must work hard to secure the area around the M-COM station before attempting to arm or disarm a charge. When attacking as the US team, try sneaking around the east side and huddling near the radar dish before moving in on the objective.

The RU team usually reinforces this position from the nearby footbridge to the south. Hiding near the radar dish allows you to flank these reinforcements.

The RU team has the easiest time defending here if they maintain a solid presence on the north side of the objective. If the US team secures the plaza north of the footbridge, always flank from the east to catch them by surprise—avoid crossing the bridge.

Regardless of which side you're playing on, always deploy smoke on this objective and remain prone while attempting to set or disarm a charge. Otherwise you'll be an easy target to pick off.

M-COM STATION B



This objective is located within a playground on the west side of the park. Compared to M-COM Station A, there is quite a bit of cover surrounding this objective, including a high metal wall to the west, a radar dish to the east, and a low sandbag wall to the north.

Once the area surrounding the playground has been secured, US troops have little trouble planting a charge on the objective. The RU defenders should position themselves along the rocks to the south and east to get a good vantage point on the northern approaches to the playground as well as the objective.

The trees and rocks to the north of the playground also provide a good defensive position, allowing the RU team to cover the western footpaths.

For the US team, it's best to avoid a frontal assault here, especially once the defenders have had time to get settled. So look for flanking opportunities from the east, a maneuver that is best accomplished once M-COM Station A has been destroyed.

But if you can rout the defenders around the objective, rush toward the objective and plant a charge while preparing for counterattacks from the south.

US DEPLOYMENT

At the start of the battle, US troops deploy on the north end of the park. There are no vehicles at this deployment area or any other locations in this Rush match.

The RU team doesn't have any vehicles either, so both teams are on an even footing. However, the RU team has the benefit of defending static locations; they can take cover and hide around each objective.

With the exception of some trees and large boulders, the park is relatively open, with long sight lines stretching from north to south. So stay low as you advance from one piece of cover to the next, slowly working your way toward the objectives.

Running flat out toward an objective is suicide here, so calm down and take it one meter at a time. If you come under fire, immediately drop prone and crawl to the nearest piece of cover.

Don't attempt to retaliate—you'll be dead before you locate your attacker. Also, try to avoid the paved footpaths, as they offer little cover.

Given the tough advance in the park, you should deploy Radio Beacons to the south to give your team's squads spawn points closer to the objectives. At the very least, use squad spawning to stay close to the action.

RU DEPLOYMENT

The RU team deploys on the south side of the park within a few meters of the objectives. Despite starting close to the objectives, the RU team must act quickly to establish a defensive perimeter.

It's an absolute footrace at the beginning of the round as both teams rush toward the M-COM stations, so make sure your team spreads out and covers both objectives.

It's important that squads cover the low area on the west side of the park to defend M-COM Station B as well as the high ground to the east to cover M-COM Station A.

Although the objectives are relatively close to one another, the elevation differences in terrain make it difficult to cover both from any one position.

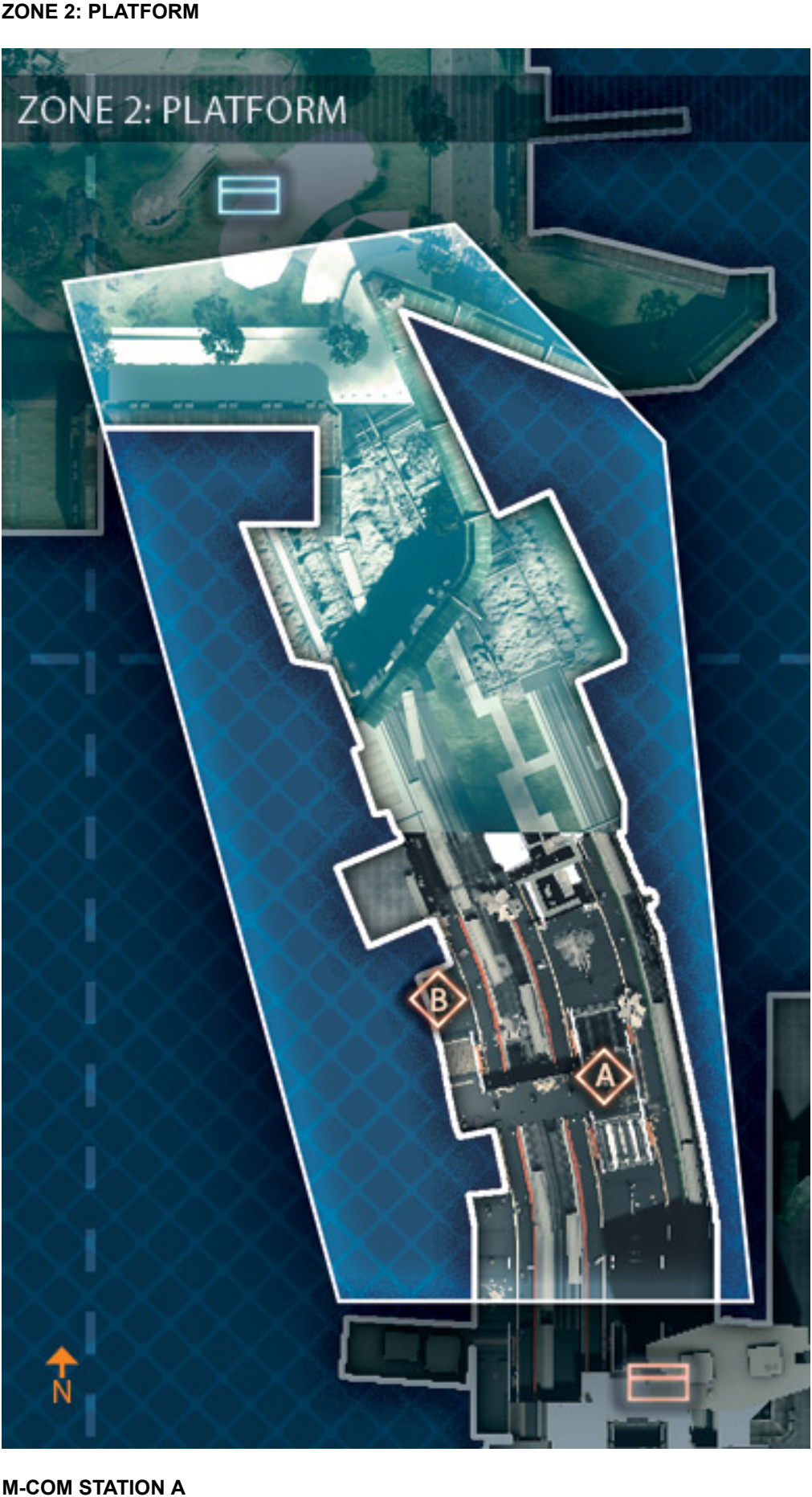
So when playing as squad leader, pick an objective for your team to defend and stick with it. Recon troops are ideal here, as they are capable of scoring long-range kills.

Support troops, armed with light machine guns, are also very effective at suppressing and ultimately slowing the US advance.

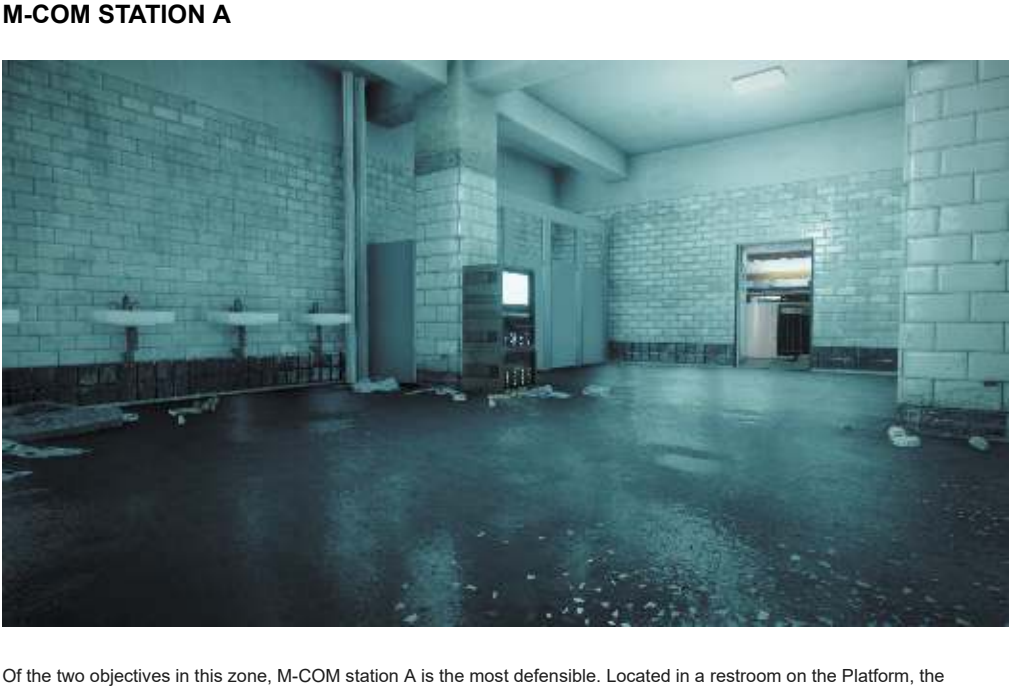
This is crucial at the start of a match, so lay down some heavy fire to send the US troops scrambling for cover while your team moves into defensive positions around each objective.

Remember, when firing sniper rifles or light machine guns, always drop prone and use a bipod for increased stability.

ZONE 2: PLATFORM



M-COM STATION A



Of the two objectives in this zone, M-COM station A is the most defensible. Located in a restroom on the Platform, the objective can only be approached from two narrow doorways on the east and west sides.

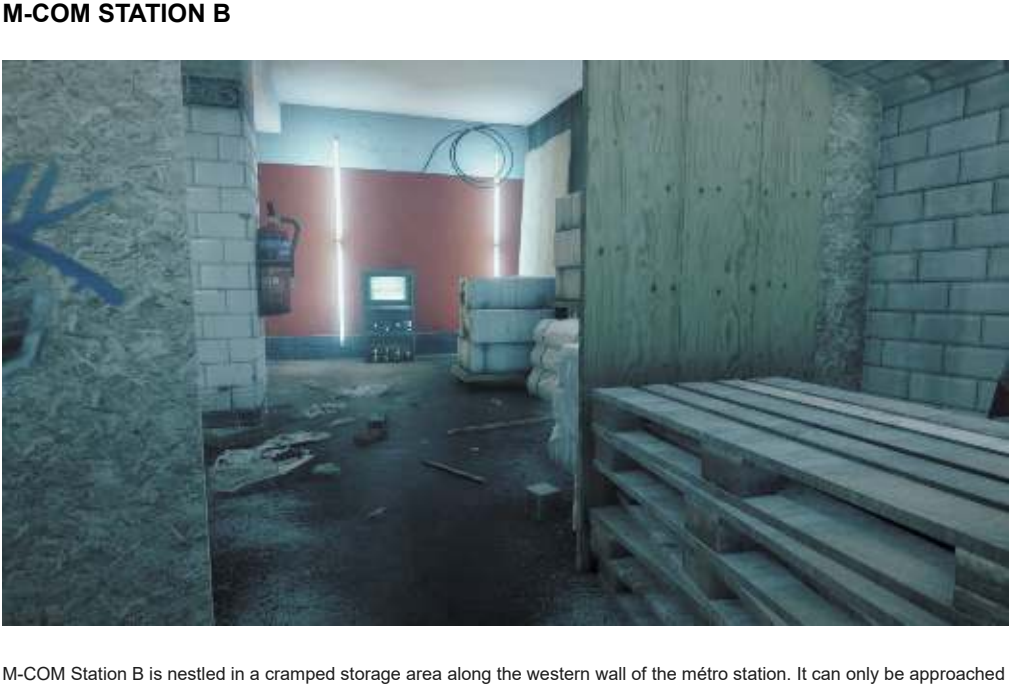
There are a couple of ways to defend this location. If manpower allows, it's best to cover both doorways from outside the restroom. But this requires careful coordination.

The most direct option is to cover the M-COM station from within the restroom—post defenders in each corner to constantly watch both doorways.

The pillar opposite the objective is also a good hiding spot; it helps absorb shrapnel from incoming grenades. In any case, US attackers should always expect to find at least a few defenders clustered around the objective.

For this reason, always toss grenades (or C4) through the doorway before entering, and always enter with at least one other teammate. A simultaneous assault through both doorways is most effective.

M-COM STATION B



M-COM Station B is nestled in a cramped storage area along the western wall of the métro station. It can only be approached from the narrow opening to the east and the stairway to the south.

When defending this location, consider taking up position along the stairs. This allows you to keep an eye on the M-COM station and flank anyone approaching it from the east.

Hiding near the objective is less effective and makes you vulnerable to grenades.

While attacking through the narrow opening to the east is the most direct path, it's safest to head up the escalators on the central platform and loop around to attack from the stairs south of the objective.

This allows you to flank any defenders posted on the steps as well as spot anyone hiding near the objective. Securing this southern approach is vital when playing against a well organized team of defenders.

US DEPLOYMENT

Immediately following the destruction of the previous M-COM stations, a massive explosion rocks the south side of the park, leaving behind two massive holes in the ground.

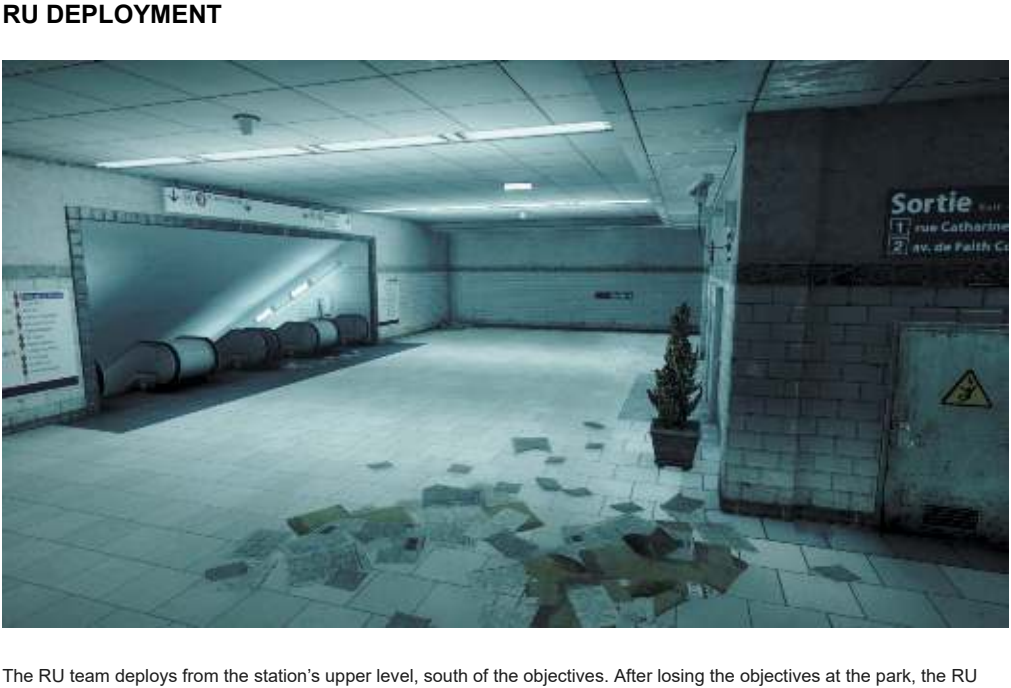
Each hole in the ground leads into a separate tunnel of the subway system. The US team deploys outside, just north of these tunnel entrances. The tunnels are parallel to each other and ultimately lead to the Platform area of the métro station.

However, those wishing to attack M-COM Station A should use the eastern tunnel, while those attacking M-COM Station B should travel through the western tunnel.

Both tunnels are very dark and filled with smoke, making the advance extremely dangerous especially if well-defended. To gain the upper hand, consider equipping a Tactical Light or Laser Sight to blind your opponents.

If unlocked, the IRNV IR 1x scope is also very effective; with it you can spot the infrared signatures of enemies hiding in the tunnels without giving away your position.

RU DEPLOYMENT



The RU team deploys from the station's upper level, south of the objectives. After losing the objectives at the park, the RU team has a few seconds to establish their defensive perimeters around each objective.

Division of labor is extremely important in this phase of the battle as the US advances down two separate tunnels. So make sure at least two squads cover each tunnel, while the remaining squads focus on covering the objectives.

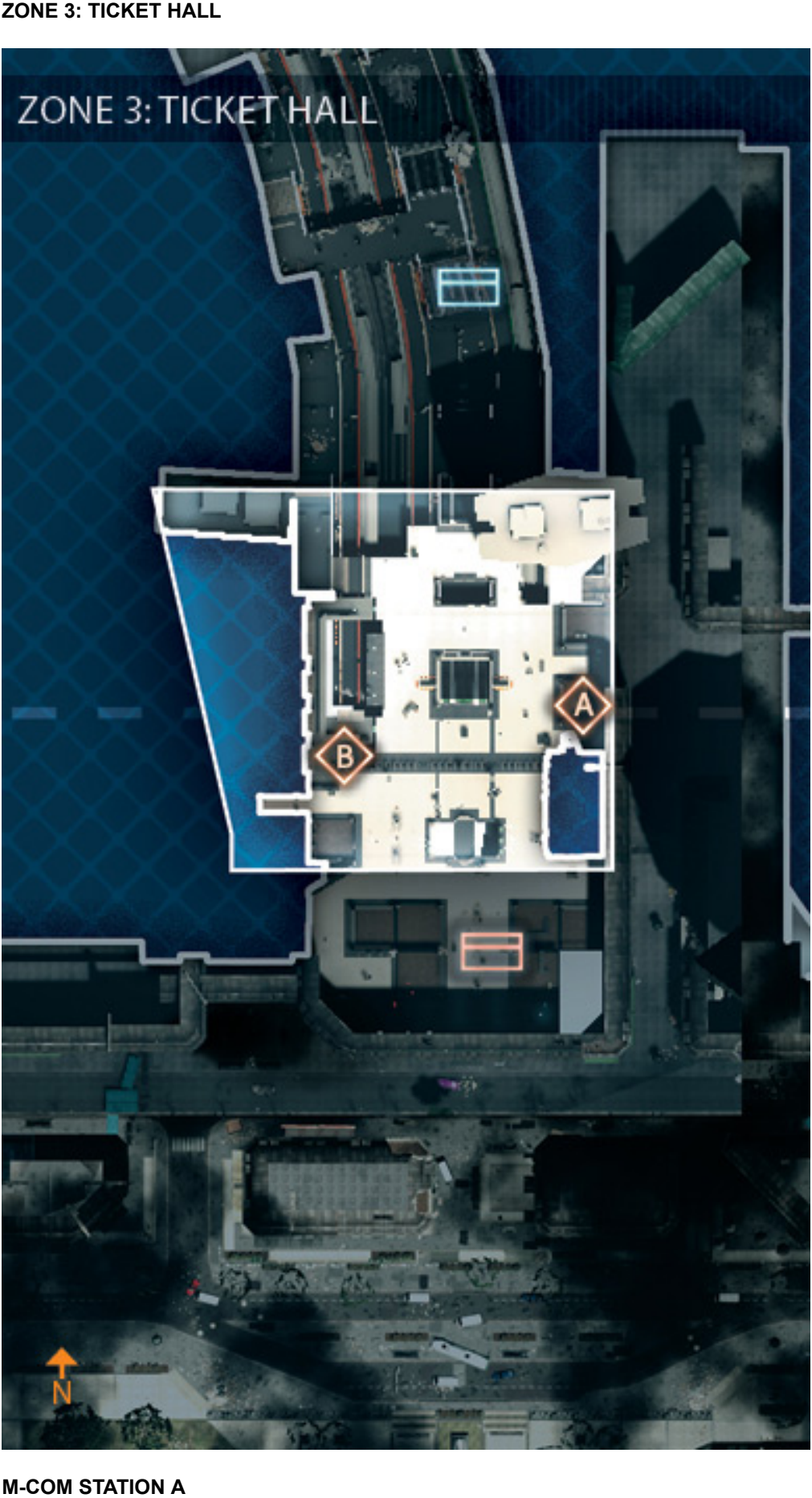
Ambushing the US troops in the tunnels is very effective and can completely halt the enemy advance, but only if your squads maintain a constant presence in each tunnel.

Radio Beacons and squad spawning are essential for maintaining forward positions in each tunnel. Hide among the rubble and within the subway cars to catch the attackers by surprise.

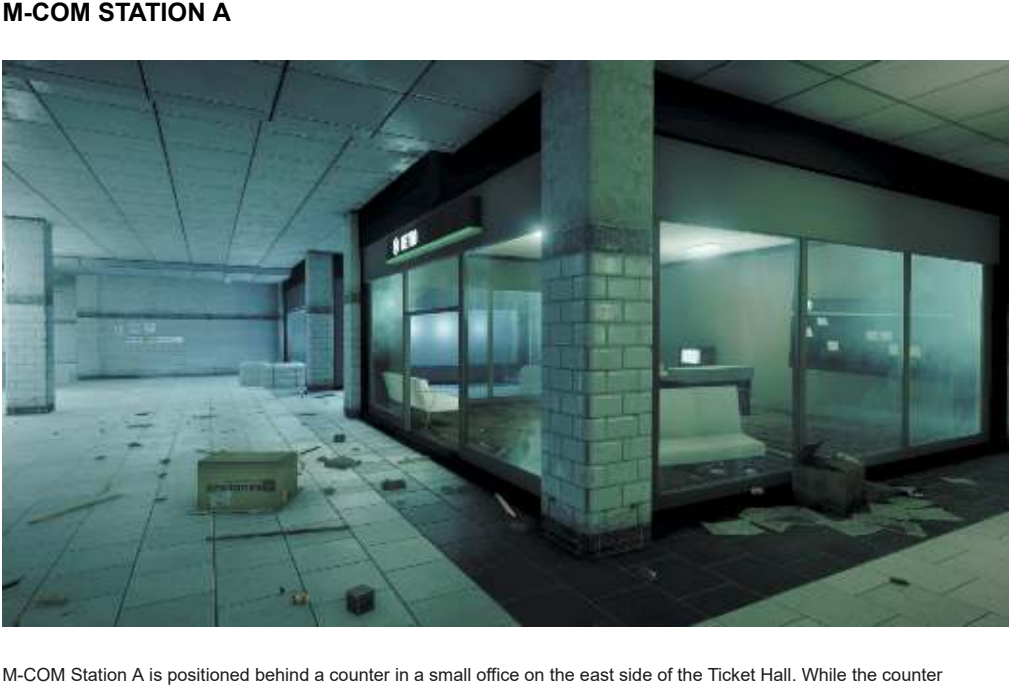
Destroy the plywood barriers in the eastern tunnel to open a longer sight line for defenders positioned to the south.

In addition to the tunnels, don't forget to cover the maintenance passage in the middle—this is a popular flanking path and should be patrolled or monitored with a T-UGS motion sensor.

ZONE 3: TICKET HALL



M-COM STATION A



M-COM Station A is positioned behind a counter in a small office on the east side of the Ticket Hall. While the counter provides excellent cover for players attempting to arm or disarm a charge on the objective, simply getting to this location can be dangerous.

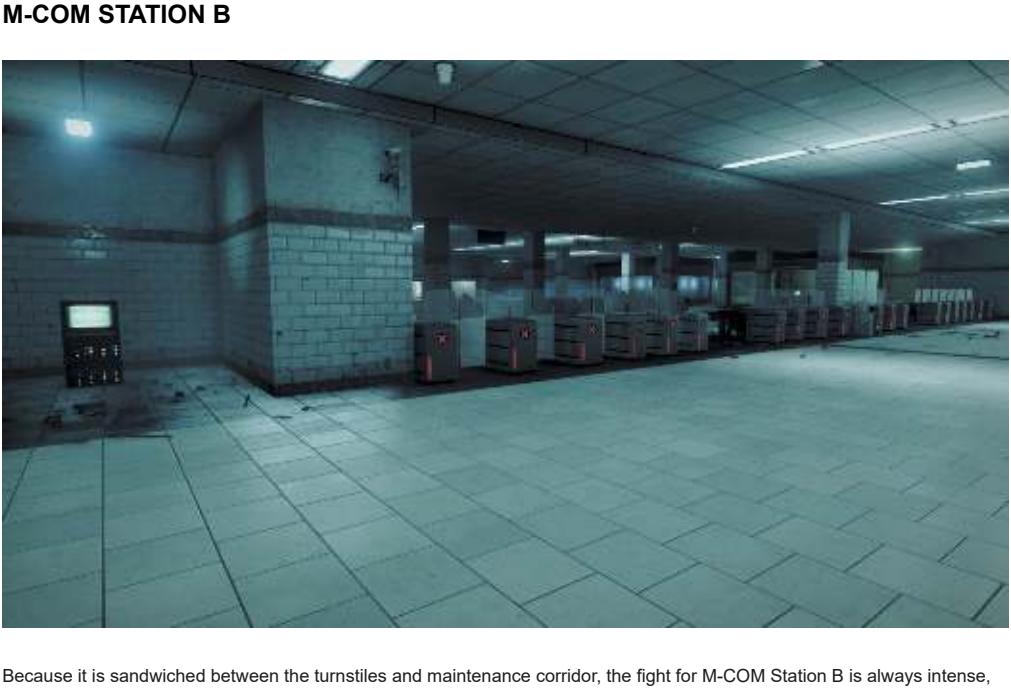
There's a long north-south sight line just outside the office to the west, where both teams score long-range kills. Anyone entering the office must cross this sight line.

So if you need to get to the objective, deploy smoke outside the office to break this sight line and give yourself just enough time to race into the office.

The office is surrounded by large windows and can also be watched from the alcoves directly to the north and south.

These flanking positions are great for keeping an eye on the objective without exposing yourself to the chaotic firefights in the middle of the Ticket Hall.

M-COM STATION B



Because it is sandwiched between the turnstiles and maintenance corridor, the fight for M-COM Station B is always intense, dominated by close-quarters combat.

To reach this objective, the US attackers must pass through one of two deadly choke points. The turnstiles to the east of the objective are always a good area to avoid since they're easily covered by defenders posted anywhere in the Ticket Hall.

That leaves the maintenance corridor as the safest route. This passage can be accessed after climbing the western steps, and it provides a direct path to M-COM Station B.

For this reason, it's essential that the RU team defend this passage as well as the adjacent western steps. Shotguns, submachine guns, and grenades are ideal for both attacking and defending this tight corridor.

The team that manages to control this corridor determines the fate of M-COM Station B.

US DEPLOYMENT

Now that the US team has secured a foothold within the métro station, they deploy from the Platform area, poised for the attack on the Ticket Hall.

Advancing from the lower level of the tunnels to the upper level where the next objectives are located can be dangerous. Avoid the escalators at all costs.

These narrow stairways are deadly choke points that are likely to be camped and booby-trapped by the RU defenders. The stairway to the west offers safest route to reach the upper level, but it is probably defended, too.

Therefore, only attempt the ascent when accompanied by a full squad or two. Once on the upper floor, immediately seek cover in the maintenance corridor on the west side.

Deploy Radio Beacons here and use the corridor as a staging area for attacks on the objectives.

RU DEPLOYMENT

In this stage of the battle, the RU team spawns at the station's entrance, just south of the Ticket Hall. This gives them just enough time to get into position before the US team rushes toward the objectives.

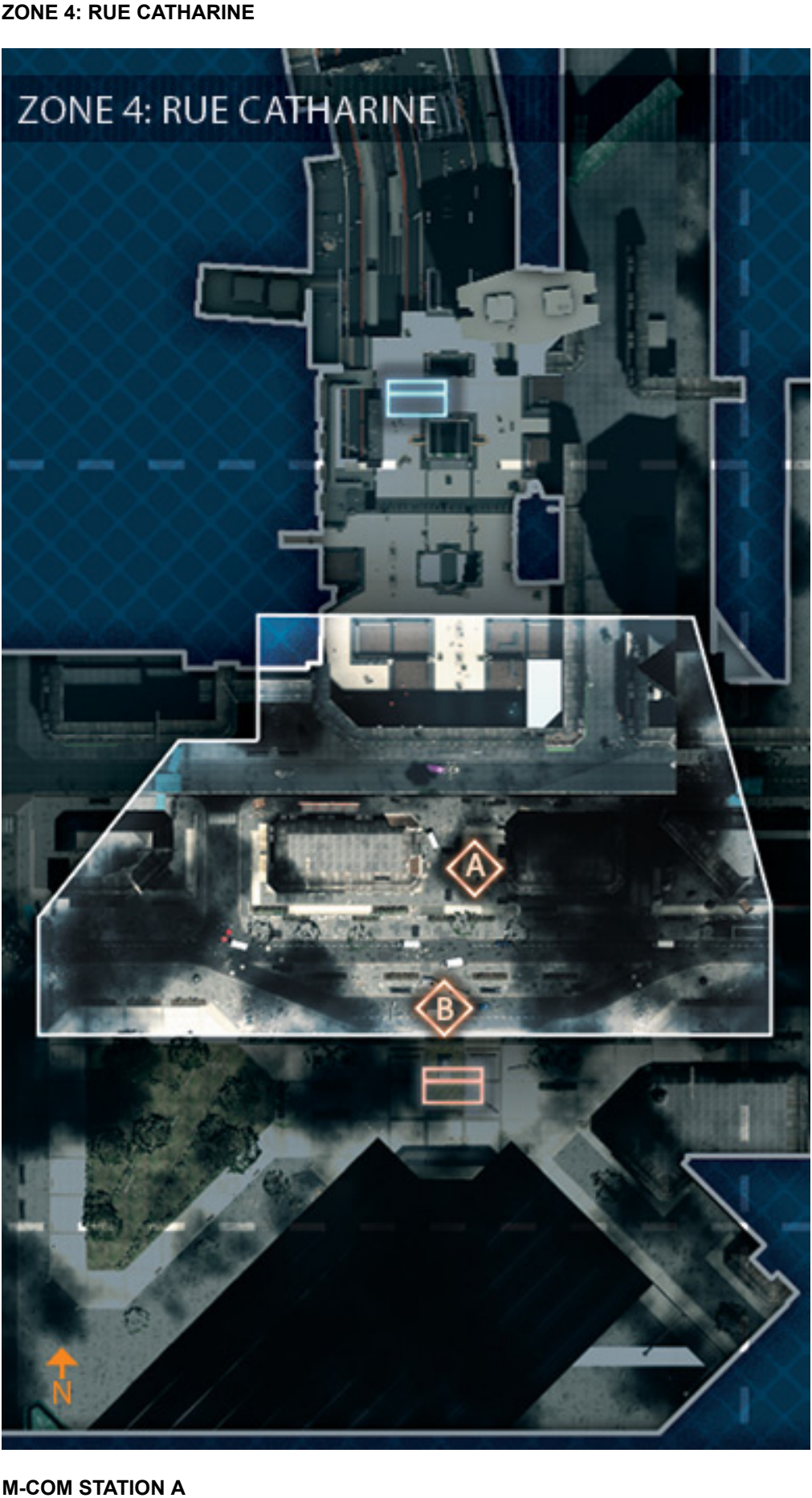
The RU team holds the high ground here and should take advantage by covering the two sets of escalators and the western stairway. By locking down these choke points, the RU team can prevent the US from even reaching the upper floor.

However, breaches in the forward line are likely, so form a second defensive line near the two objectives in the Ticket Hall. The western maintenance corridor is a popular hiding spot for attackers, so be sure to actively defend or at least patrol this area.

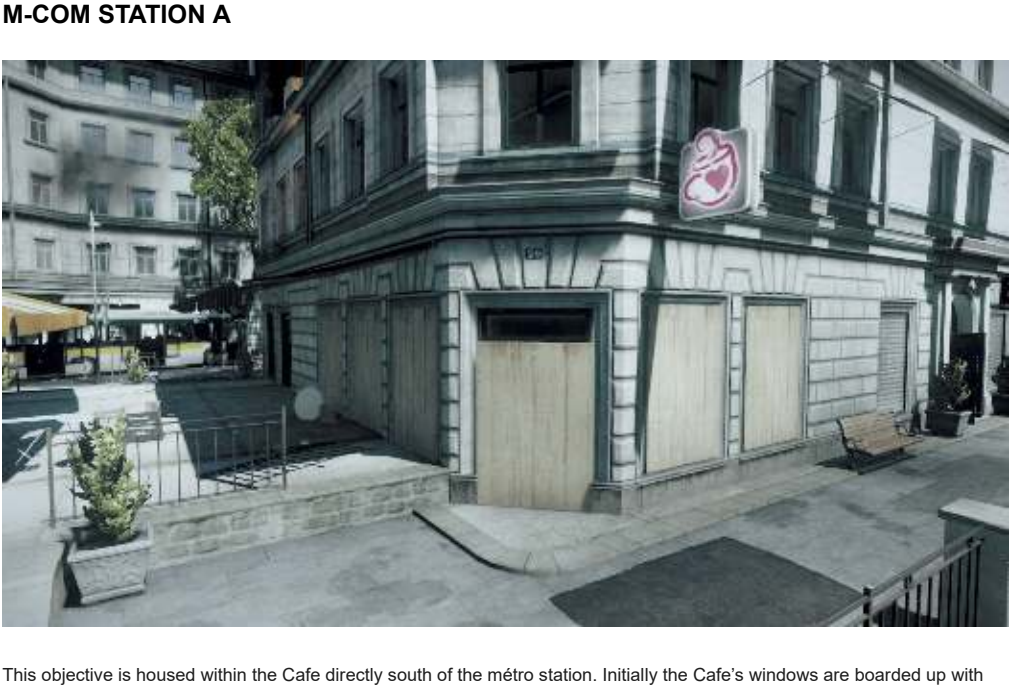
Defenders posted near the turn styles have a clear view of the Ticket Hall—shoot out the glass between the turnstiles for a better view and easier north-south movement.

The central ticket booth in the center of the Ticket Hall is also a good defensive position with a good vantage point on the areas around both objectives.

ZONE 4: RUE CATHARINE



M-COM STATION A



This objective is housed within the Cafe directly south of the métro station. Initially the Cafe's windows are boarded up with large sheets of plywood.

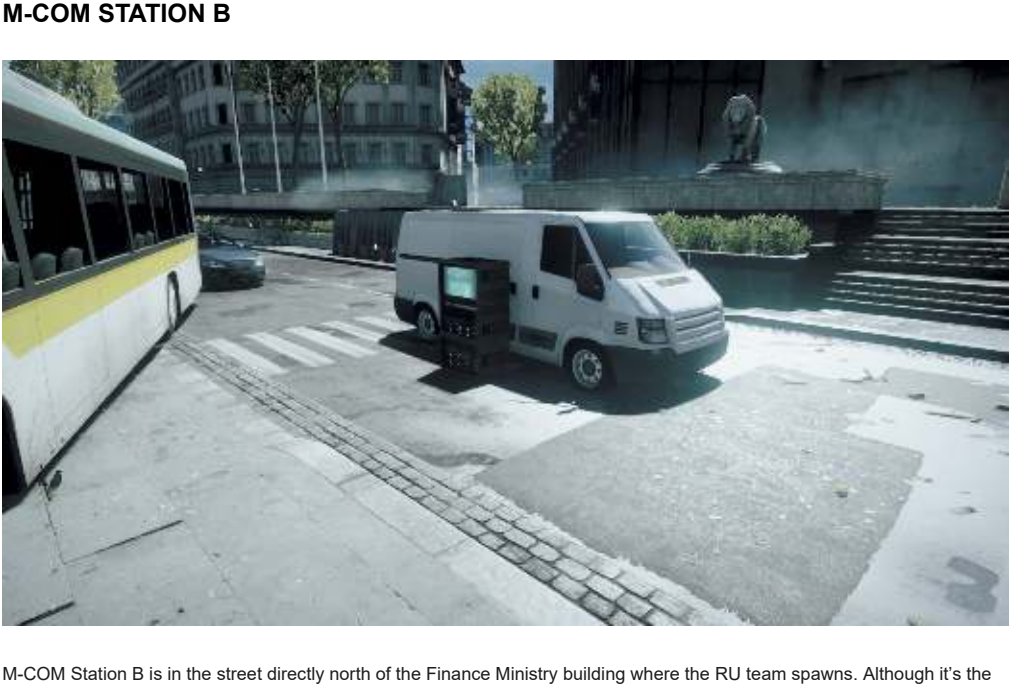
So attackers must destroy these barriers before hopping through a window—sustained small arms fire is enough to break the plywood sheets. The M-COM station is behind the Cafe's display case.

While the upper floor windows of the building to the west offer great elevated views of the Cafe, defenders should also be posted closer to the objective to fend off flanking attacks from the east.

With so many potential hiding spots, it may be necessary to perform floor-by-floor sweeps of each building to root out attackers. Consider placing a T-UGS motion sensor near the objective to locate enemy troops.

When playing as the US, try to sneak into the cafe from the south side, as it's less likely to be defended. Once inside, the display case provides adequate cover while you set the charge. Once the charge is set, defend the Cafe from within, blasting any defenders that rush inside.

M-COM STATION B



M-COM Station B is in the street directly north of the Finance Ministry building where the RU team spawns. Although it's the objective farthest from their deployment area, the US team should try to take out M-COM Station B first.

If this is the last standing objective, the RU team has an easy time defending it, thanks to their nearby deployment area.

So early on, the US team should try to sneak up on this objective by flanking from the east or west while the bulk of the RU forces are gathered around the métro station and Cafe.

The objective is located next to a white van in the middle of the street, which blocks views from RU defenders spawning at the Finance Ministry building. The nearby bus offers excellent cover from snipers posted in the buildings to the north.

However, defenders posted along the street to the east and west have clear views of the approaches to this objective.

Ultimately, it may require defenders posted near the objective to stop the US team from planting a charge—consider hiding in the bus to surprise attackers.

US DEPLOYMENT

For the final stage of the battle, the US team deploys from the Ticket Hall. Before advancing on the last two objectives, the US team's first goal is to simply exit the métro station. There are three exits to choose from to the east, south, and west.

The southern exit is the most heavily traveled and defended. Stepping out here leaves you open to attacks from all directions.

The eastern exit is a little better, and you can sneak along the eastern edge of the map for stealthy, flanking attacks on M-COM Station B. The western exit offers the most cover and is less likely to be watched by RU defenders.

When exiting here, race across the street and take up positions in the upper floors above the Cafe where M-COM Station A is located. Deploy Radio Beacons inside this building and use it as a forward staging area for attacks on the final objectives.

RU DEPLOYMENT

The RU team deploys from the Finance Ministry building, only a few meters from M-COM Station B. Despite losing control of the park and métro station, the RU team has a good chance of holding off the US advance here.

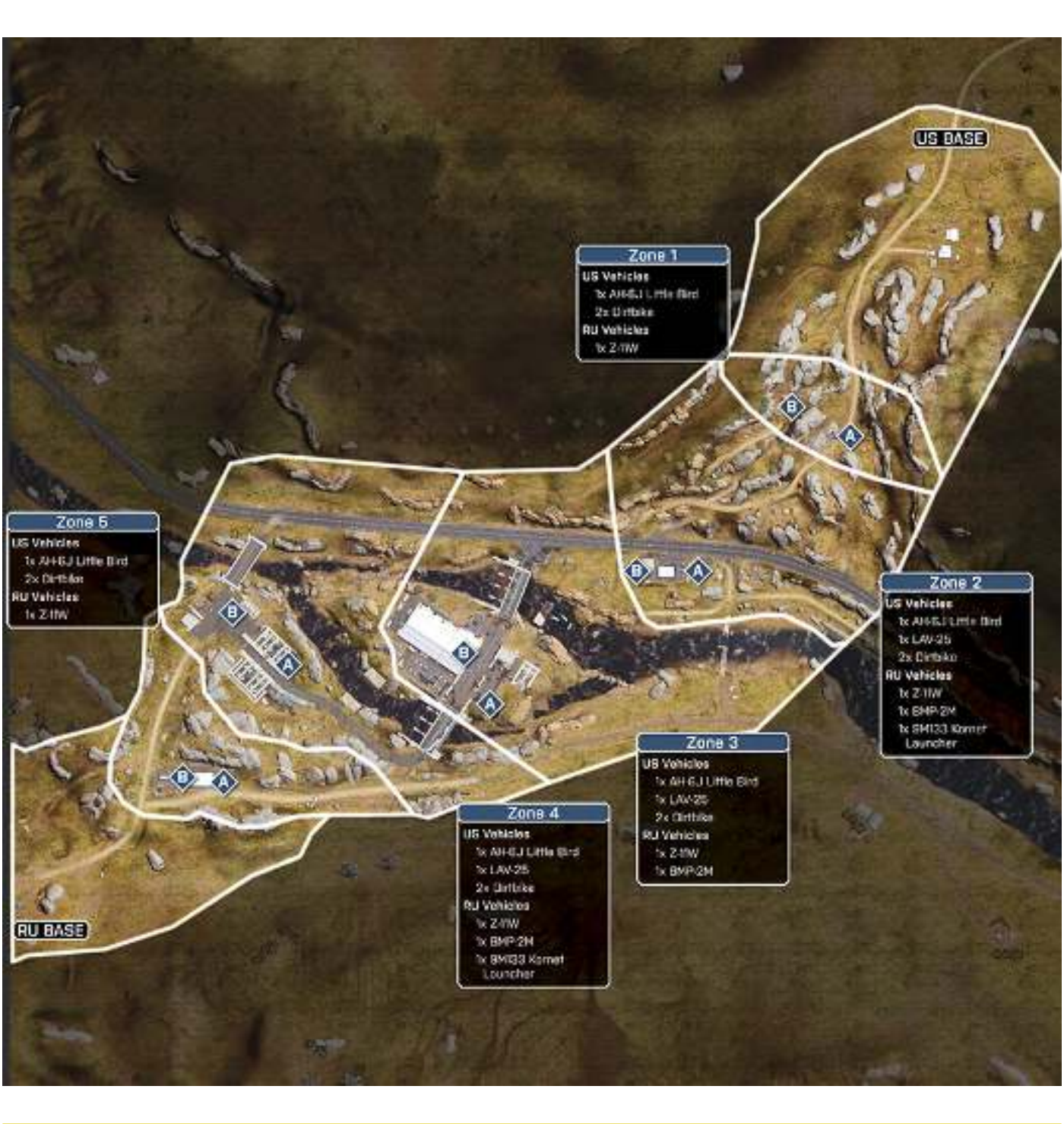
After losing the objectives in the Ticket Hall, quickly gather around the métro station's three exits in an attempt to contain the US attack. These three narrow exits serve as excellent choke points.

Posting at least one squad at each exit is a great way to prevent the attackers from even leaving the métro station. In preparation for break-out attacks, post a squad at each of objective as well.

There are many defensive cover positions in the streets and buildings that are ideal for containing the US attack. But securing a victory here largely hinges on wearing down the US at the métro station exits.

Rush

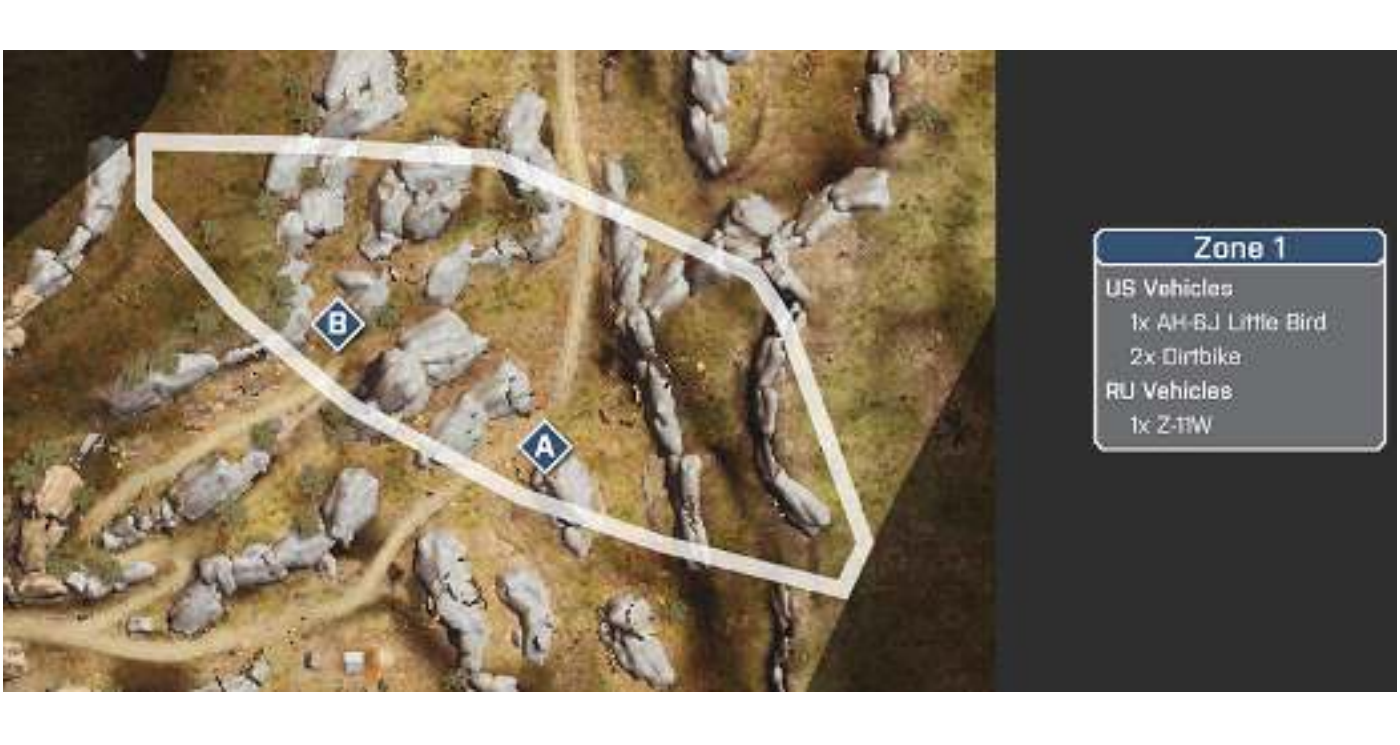
Operation Riverside



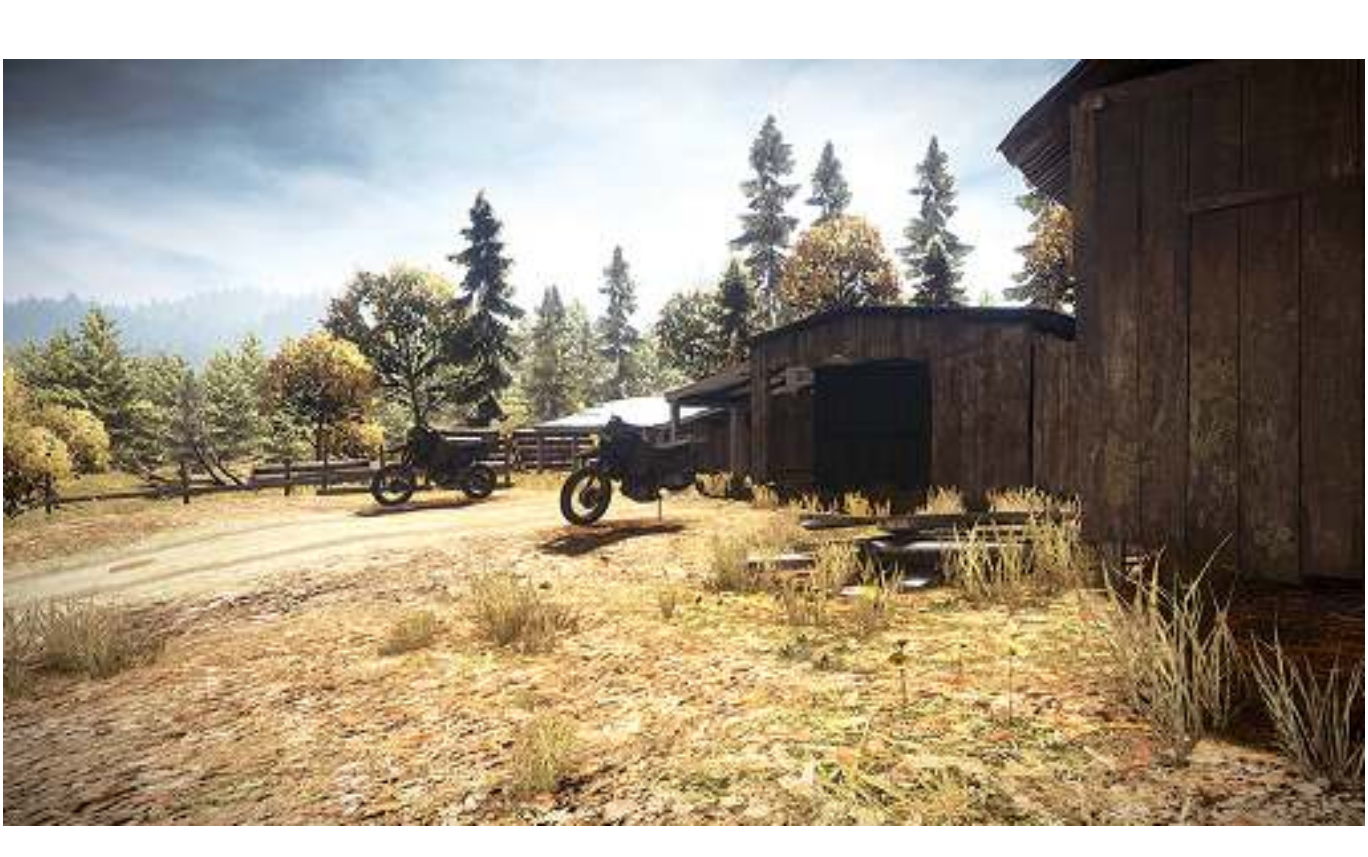
Click here for interactive maps

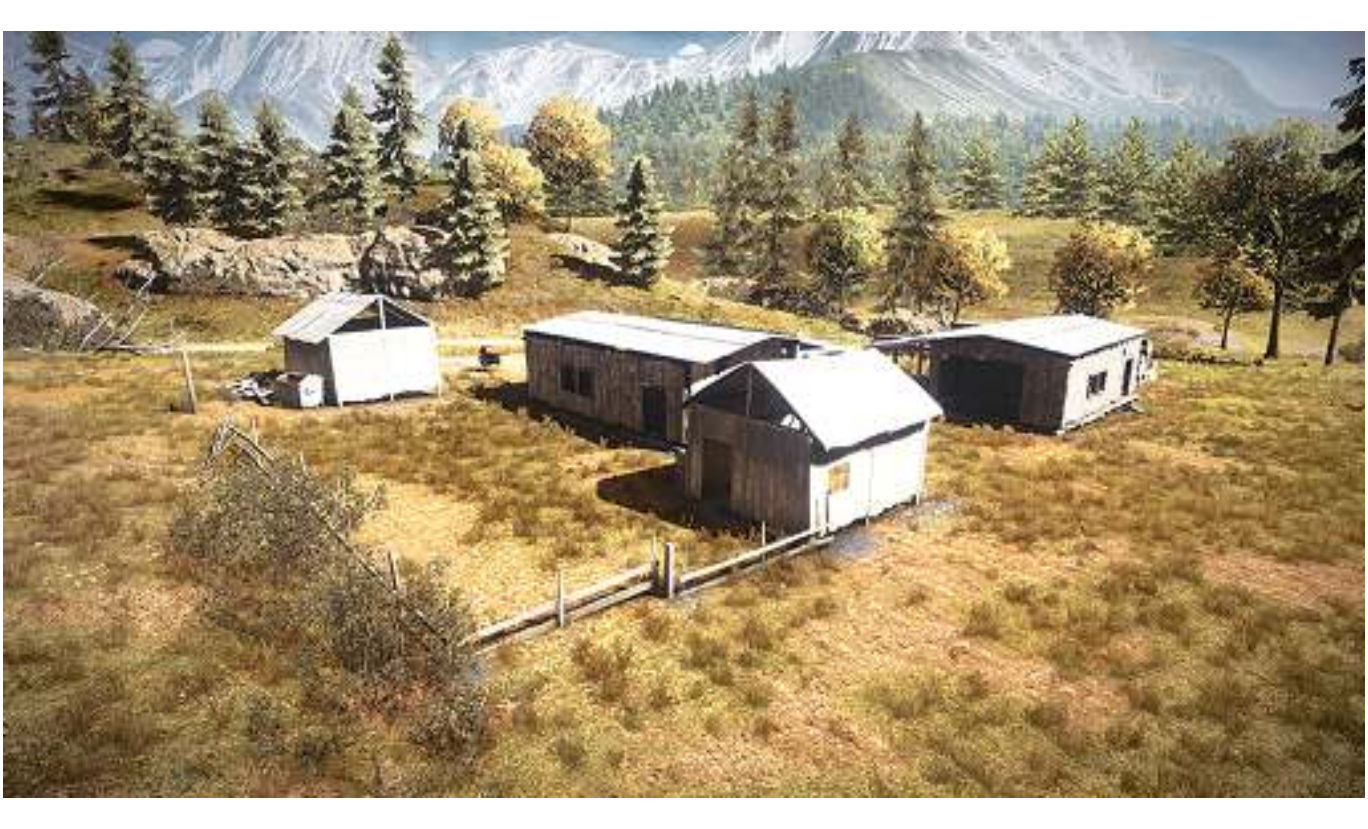
The Rush battle on Operation Riverside begins with a heated battle in the hills to the northwest. The varied terrain and flanking opportunities presented on this map ensure that both teams are in for a fierce battle, as they fight to gain inches across this sprawling landscape. Each team will retain access to a scout helicopter throughout the course of the battle, and efficient use of these aircraft can quickly turn the tide. Throughout the conflict, the RU team will be limited in their vehicle resources, a fact that the US team is sure to exploit. Given the terrain, the RU team can exploit the hillsides to gain an advantage, but once again, they will have to ensure that their helicopter keeps an eye on the location of the US team's vehicles. Both teams can benefit from engineers that are well-versed in the use of anti-aircraft rockets to keep the sky clear of prying eyes that can alert the enemy to their positions.

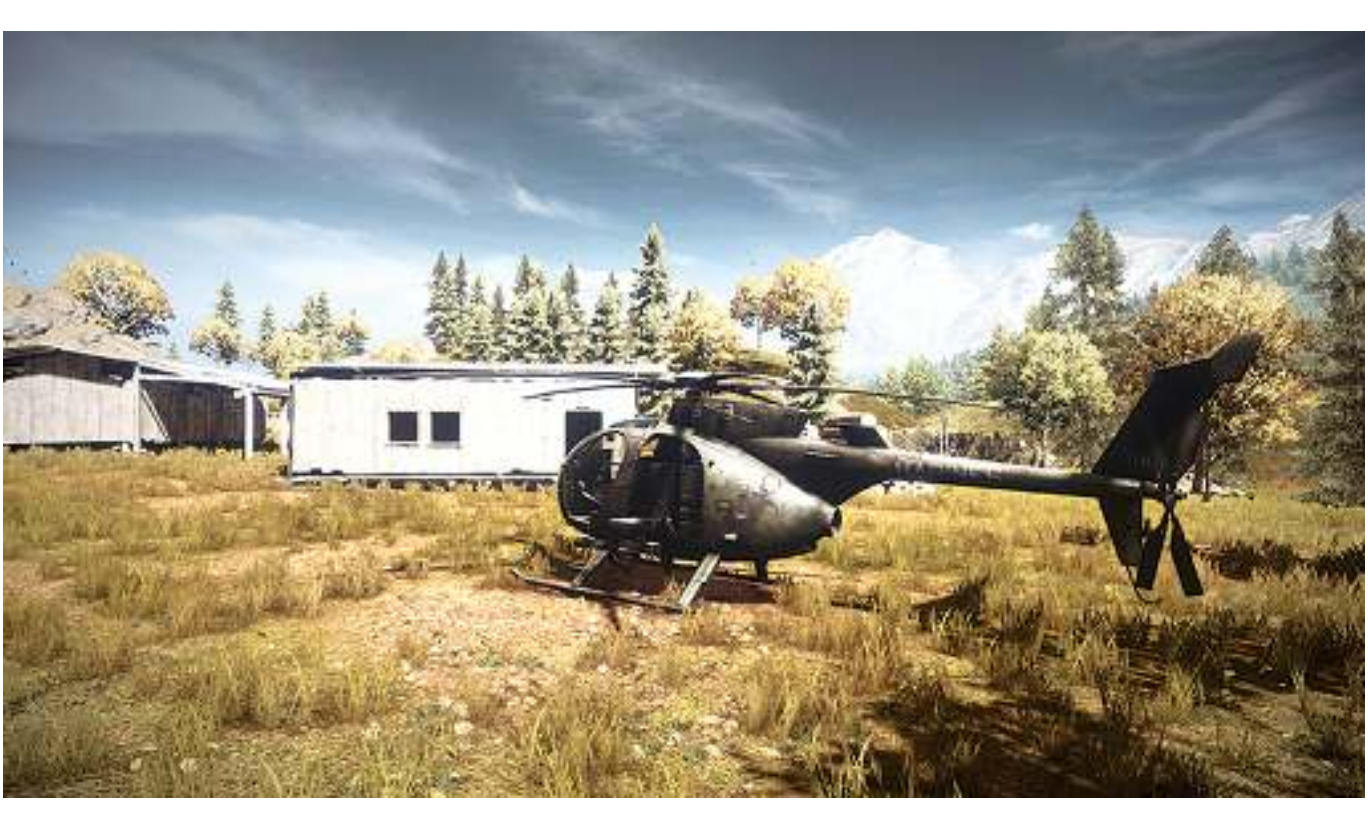
Zone 1: Woods

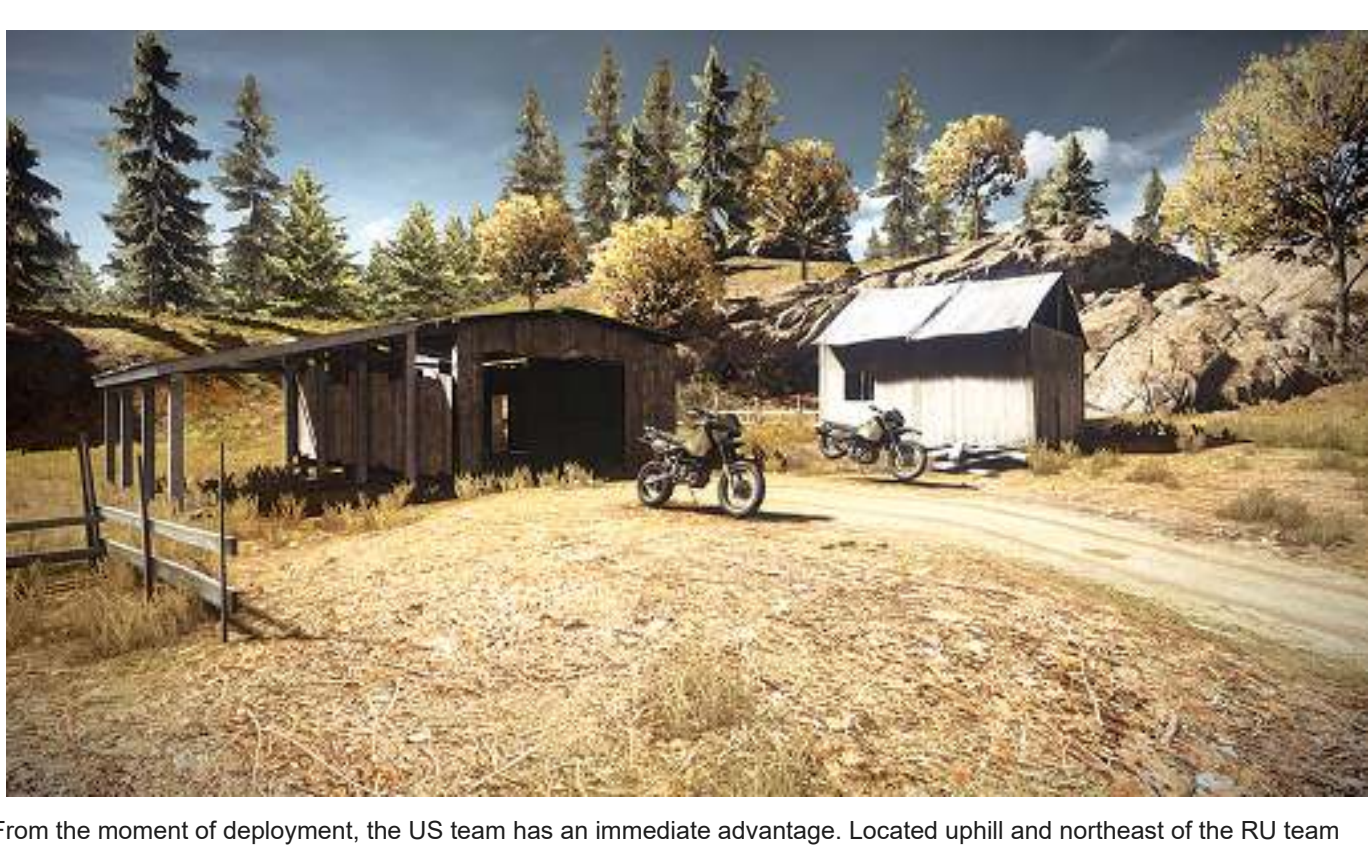


US Deployment



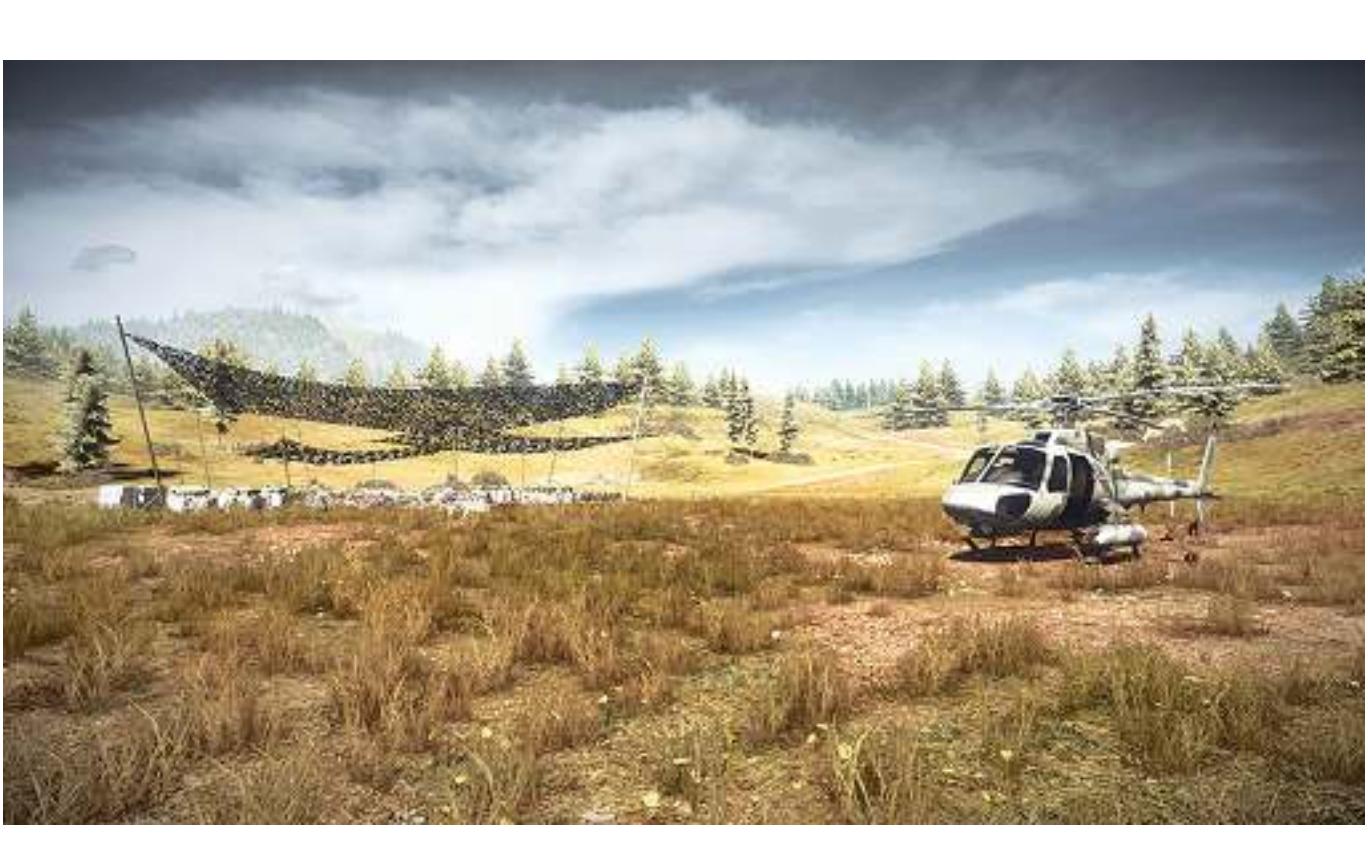


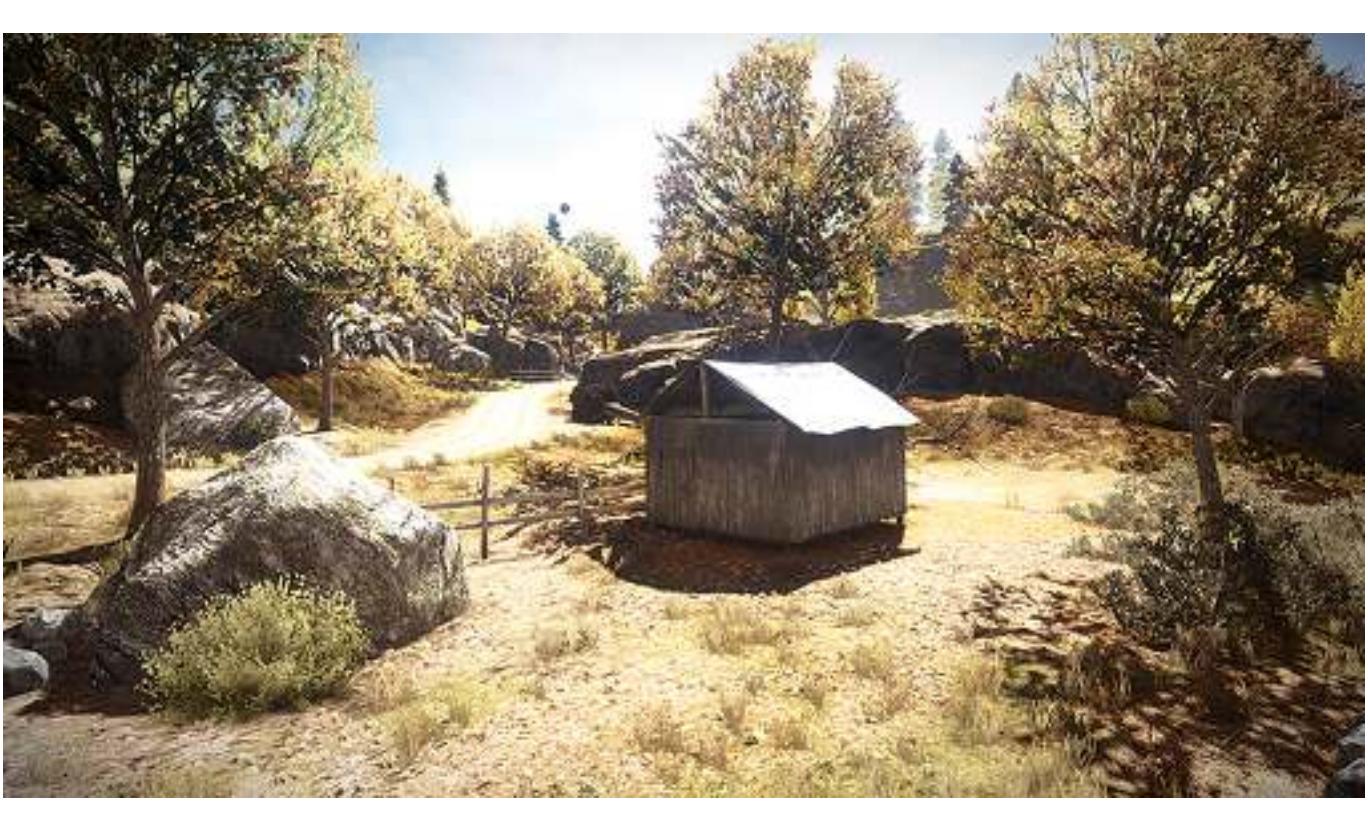


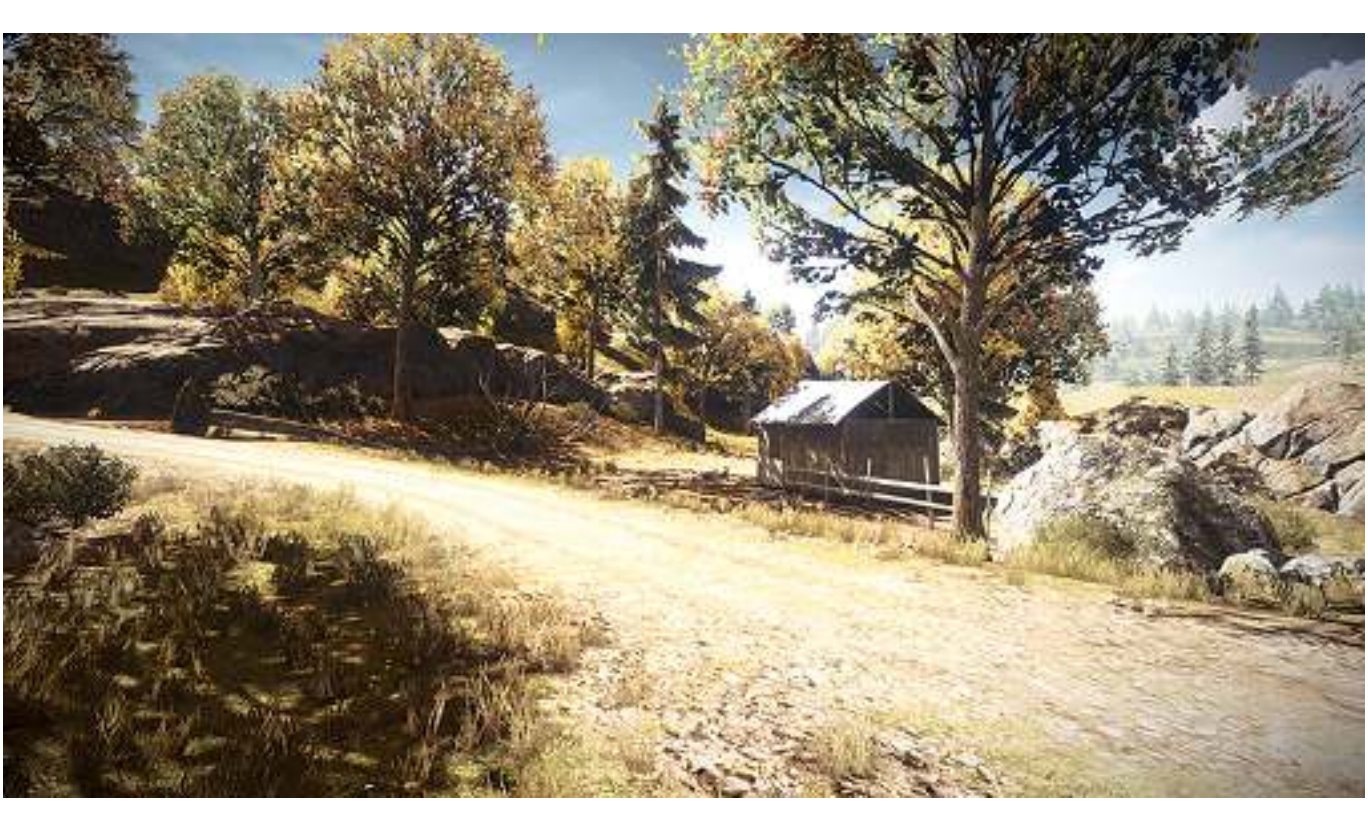


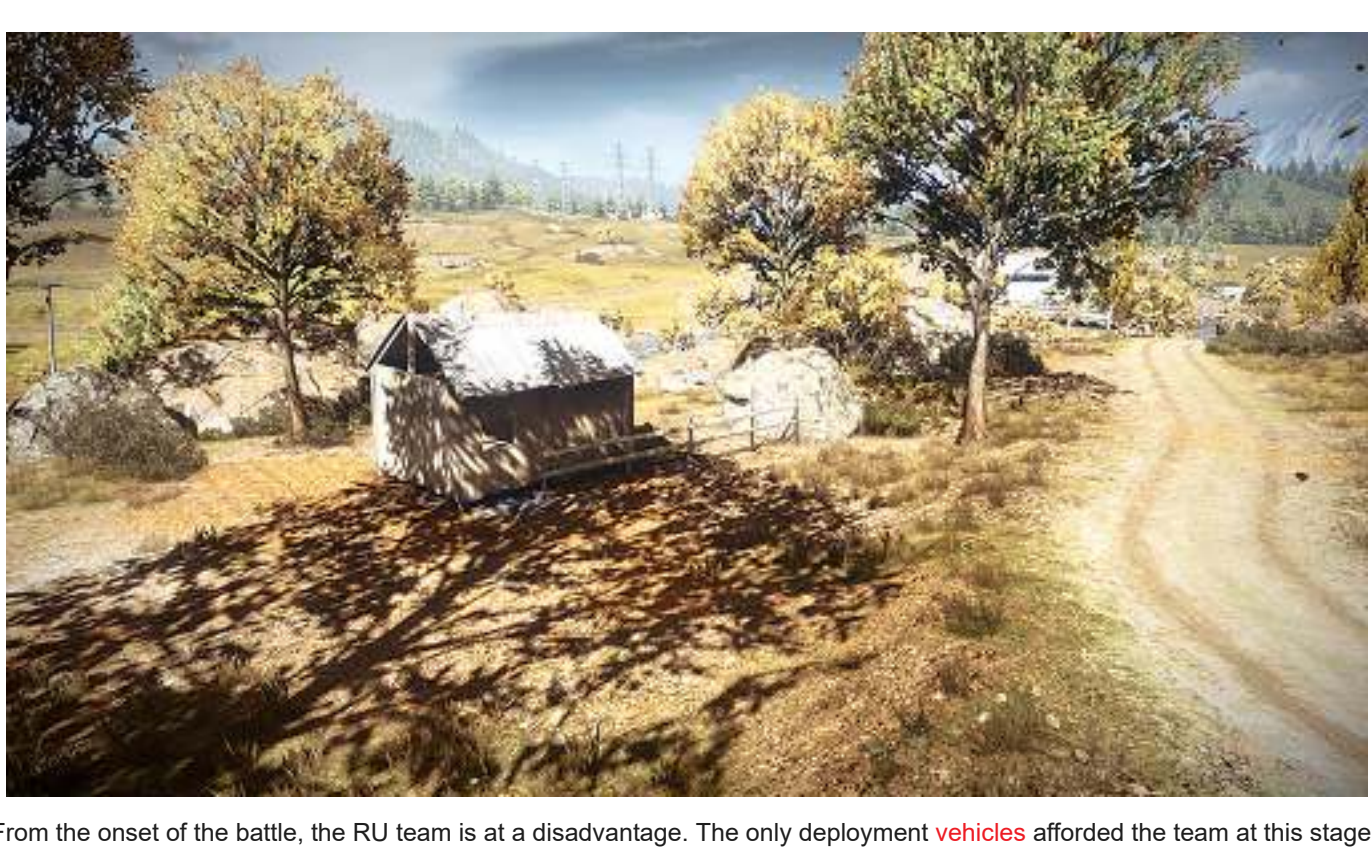
From the moment of deployment, the US team has an immediate advantage. Located uphill and northeast of the RU team with two dirtbikes, the US team can quickly proceed south and capture the two M-COMs that are located among the wooded hillside. By this time, the AH-6J Little Bird should be in the air to hold back RU soldiers that are attempting their hike uphill to guard the M-COMs. The speed of the dirtbikes means that a passenger can be dropped off at the M-COMs to secure them, while the dirtbike continues downhill to approach from behind the RU soldiers that are encroaching upon the M-COM sites. The US team should take note that the RU forces will be deploying closer to the position of M-COM Station A and are likely to meet heavier resistance at this location. Attacking M-COM Station B first will splinter the RU forces, though, as they will be dividing their forces to manage the onslaught. Use this opportunity to bombard the hillside with the AH-6J Little Bird and force the RU team to take cover under suppression.

RU Deployment



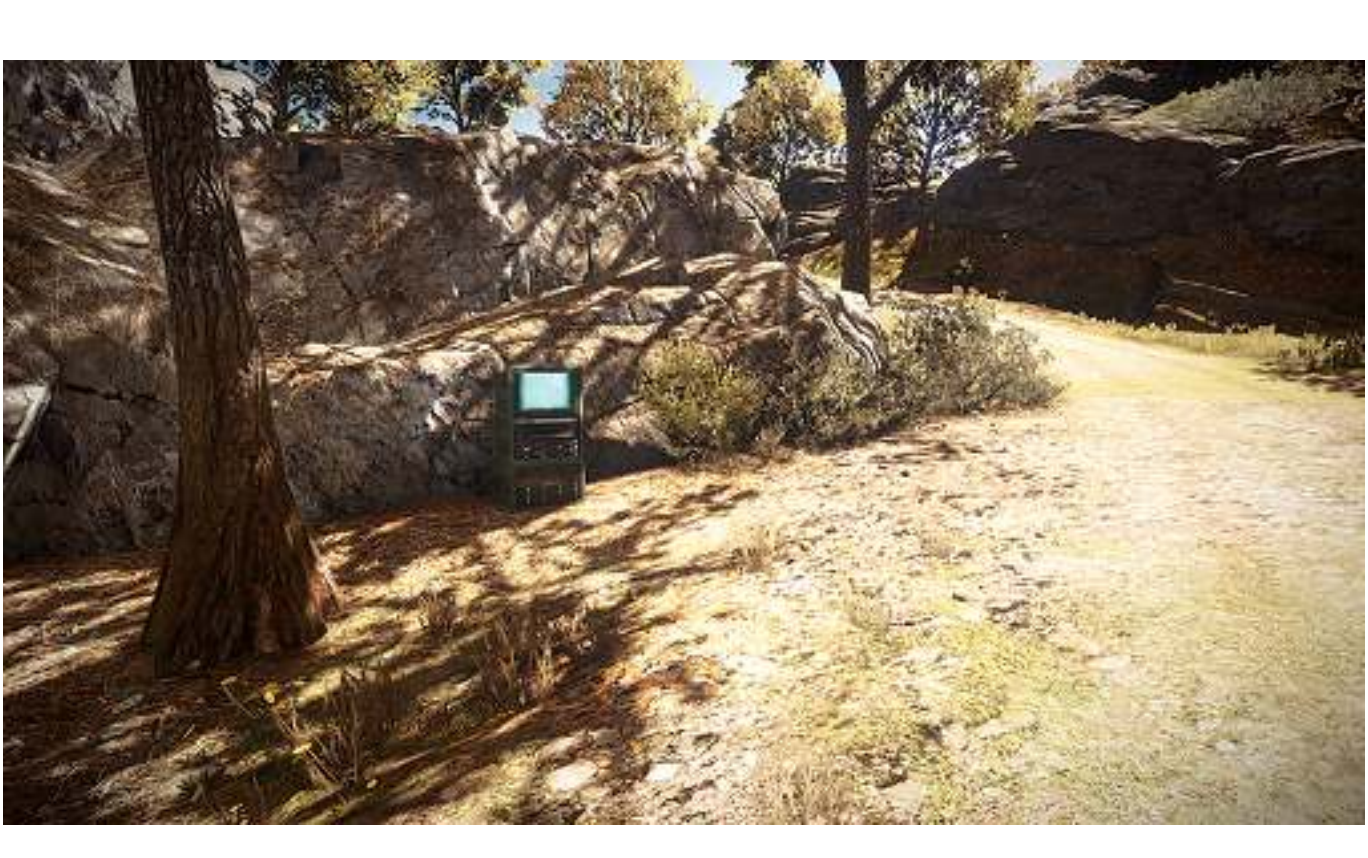


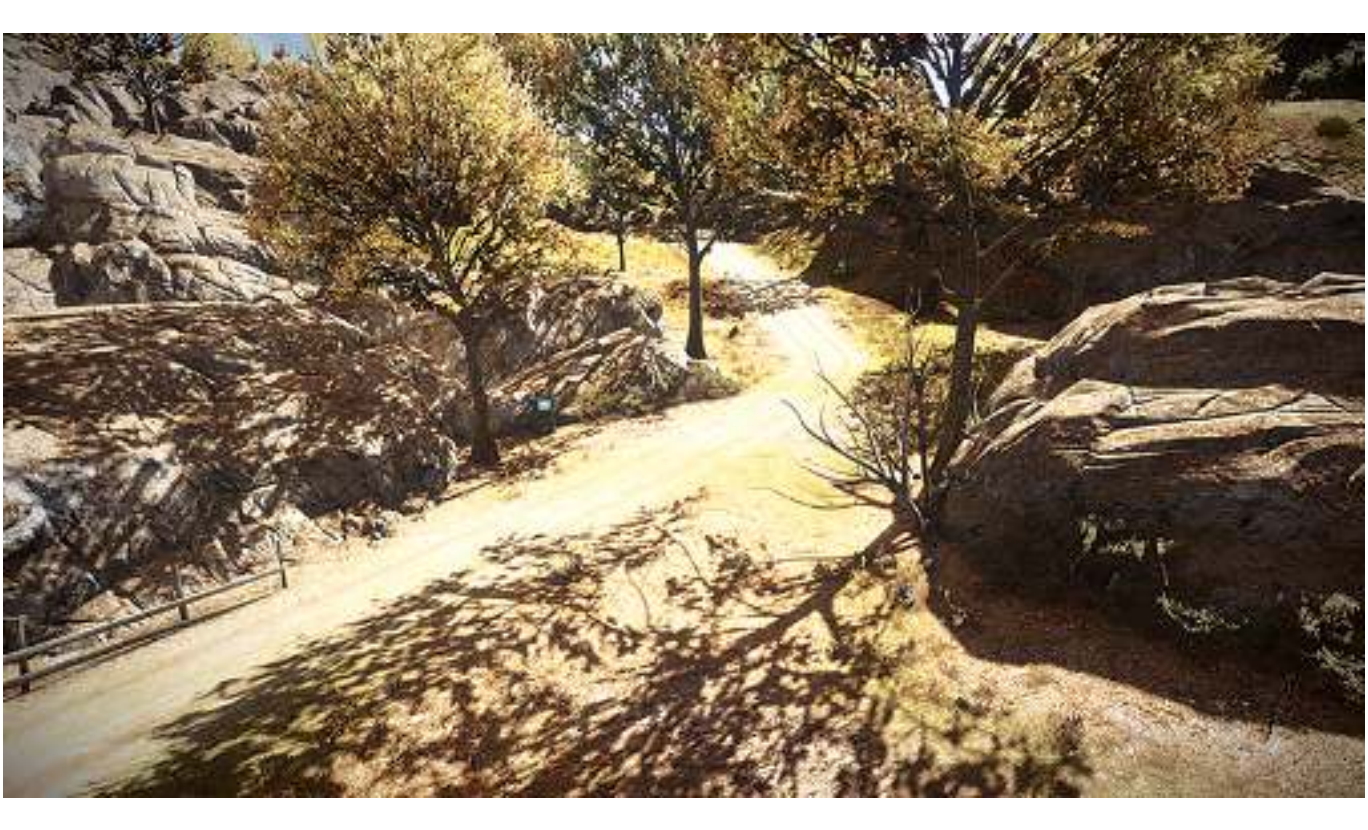


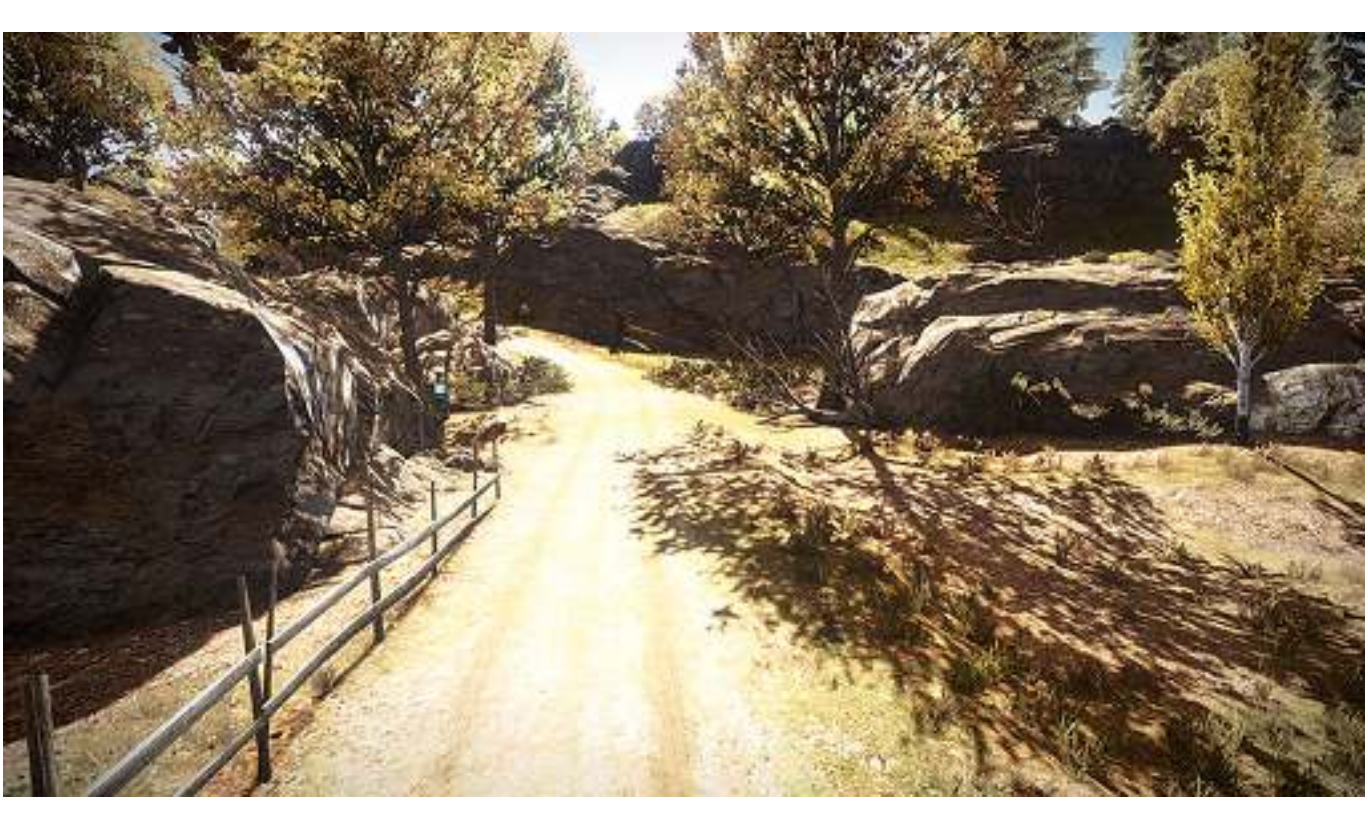


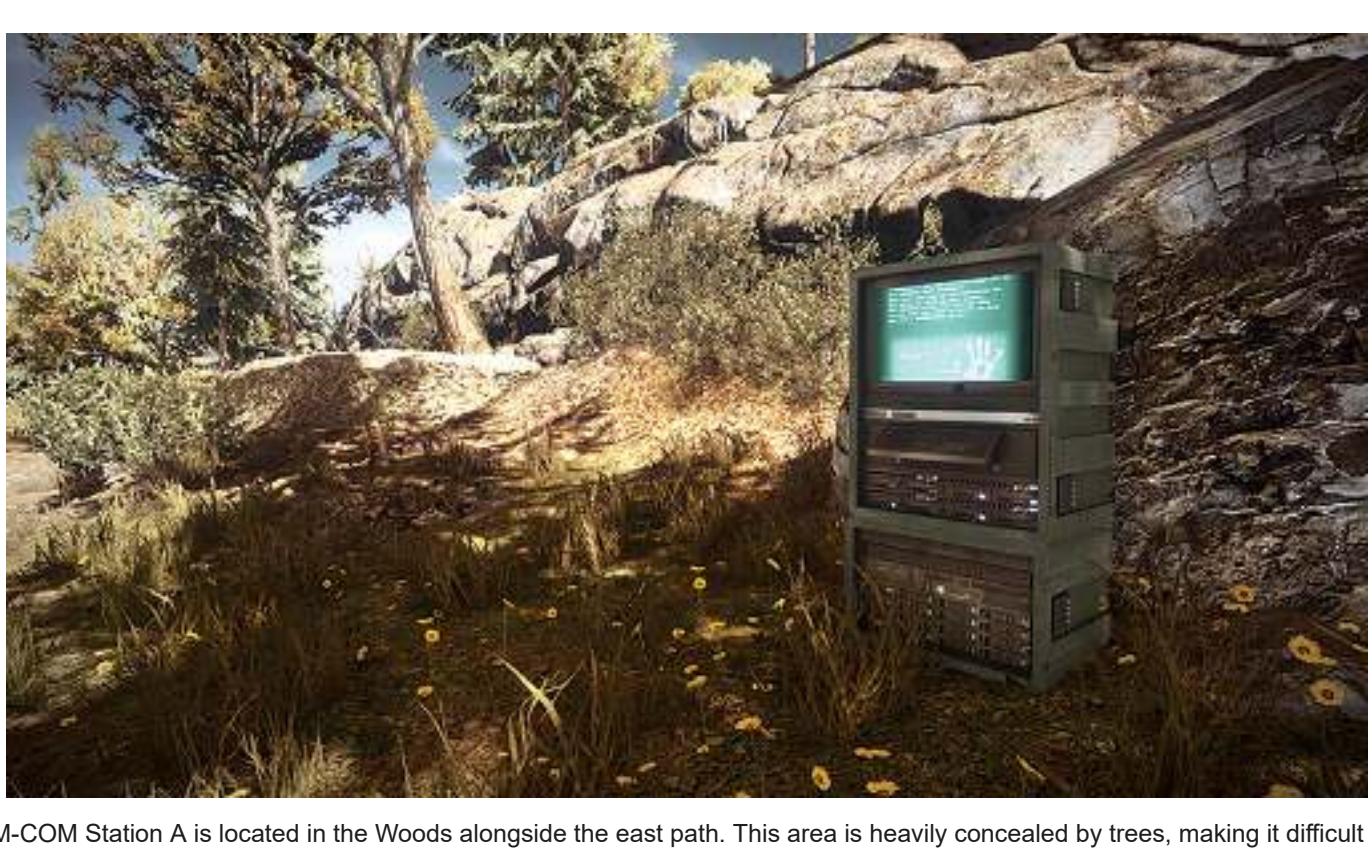
From the onset of the battle, the RU team is at a disadvantage. The only deployment vehicles afforded the team at this stage in the battle is the Z-11W, which deploys from the southwest corner of the map. Although the deployment site is near the M-COM stations, the team would benefit from focusing its infantry units on M-COM Station A, placing mines or claymores early on to provide defense to the site. Once the Z-11W is within range, the helicopter should focus its attention on protecting M-COM Station B, which is slightly northwest of M-COM Station A. The helicopter should be focusing its fire on M-COM Station B to suppress enemy units that are attempting to destroy it. Now, while this is going on, the RU team should make its engineers take down the US team's helicopter and clear the sky for their Z-11W to police the area. While it's risky to focus all of the infantry's attention on M-COM Station A, remember that only one M-COM is needed to hold back the enemy, and it's not worth having the team spread thin between both objectives and possibly overwhelmed this early in the round.

M-COM Station A



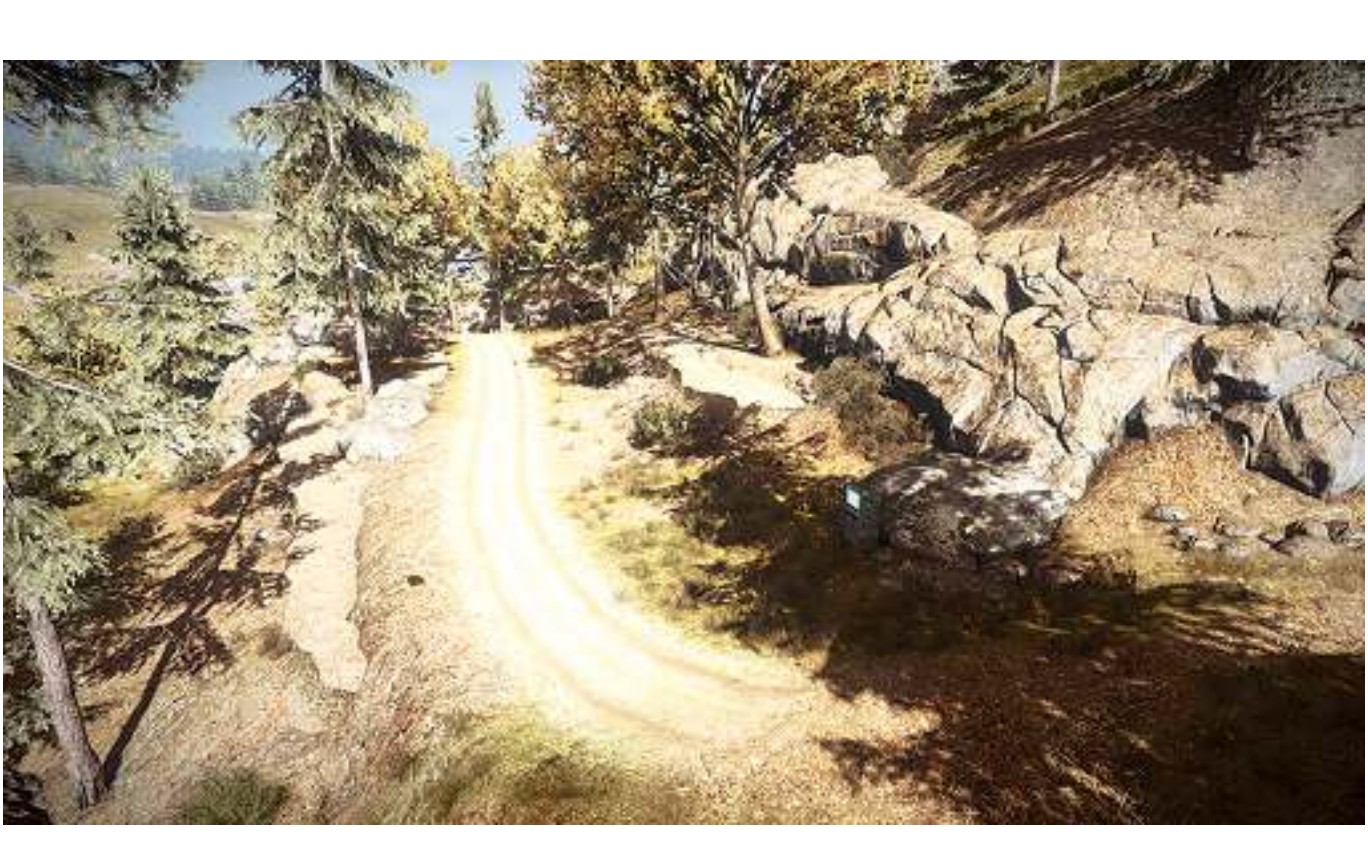


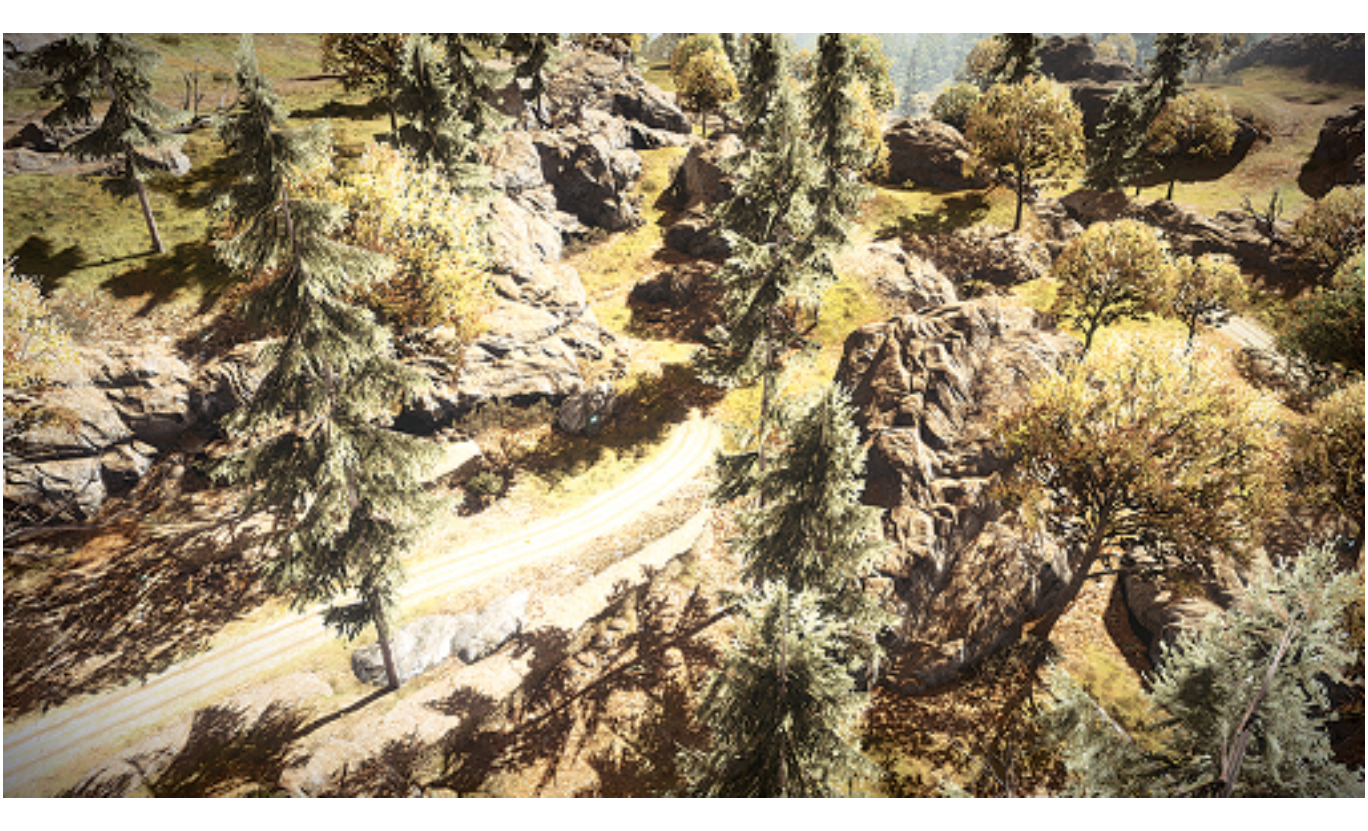


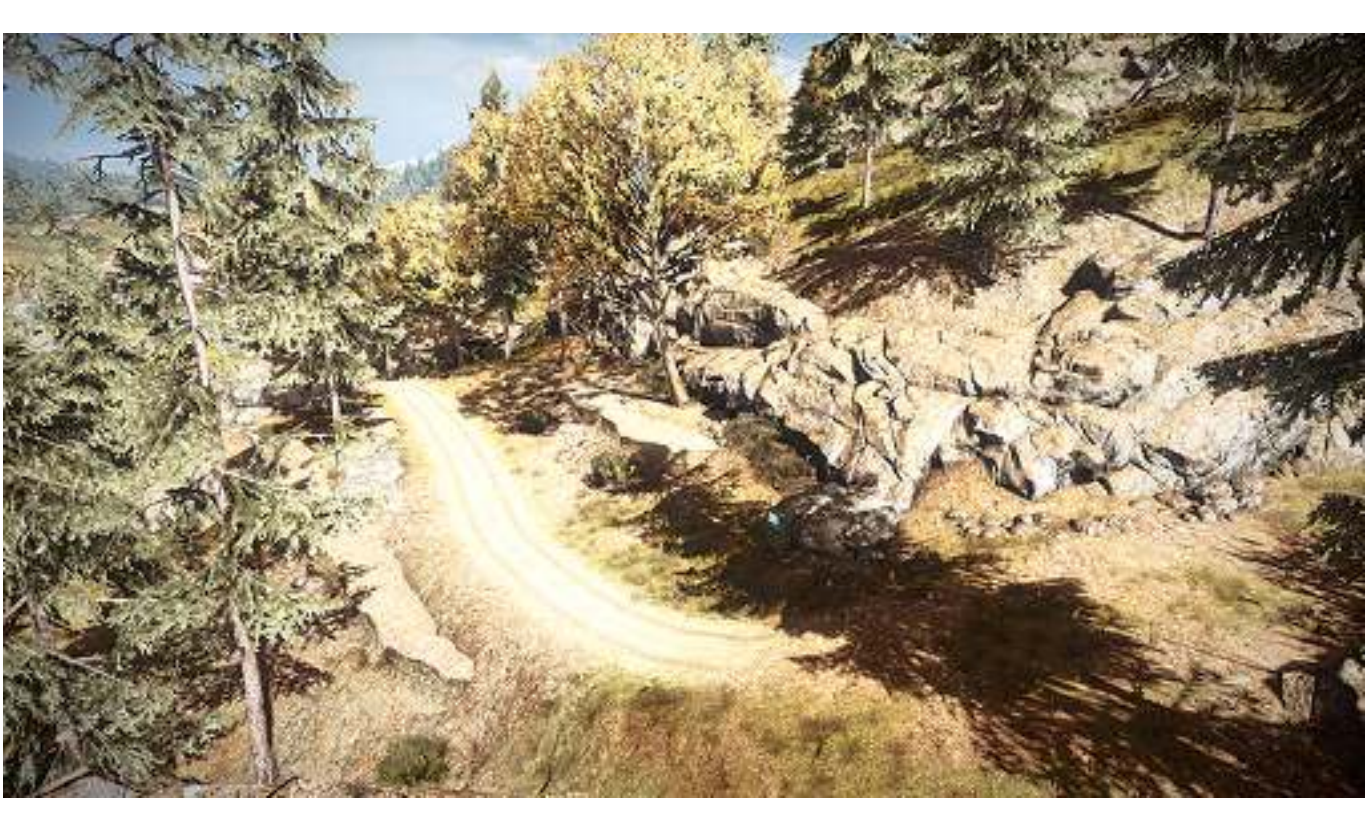


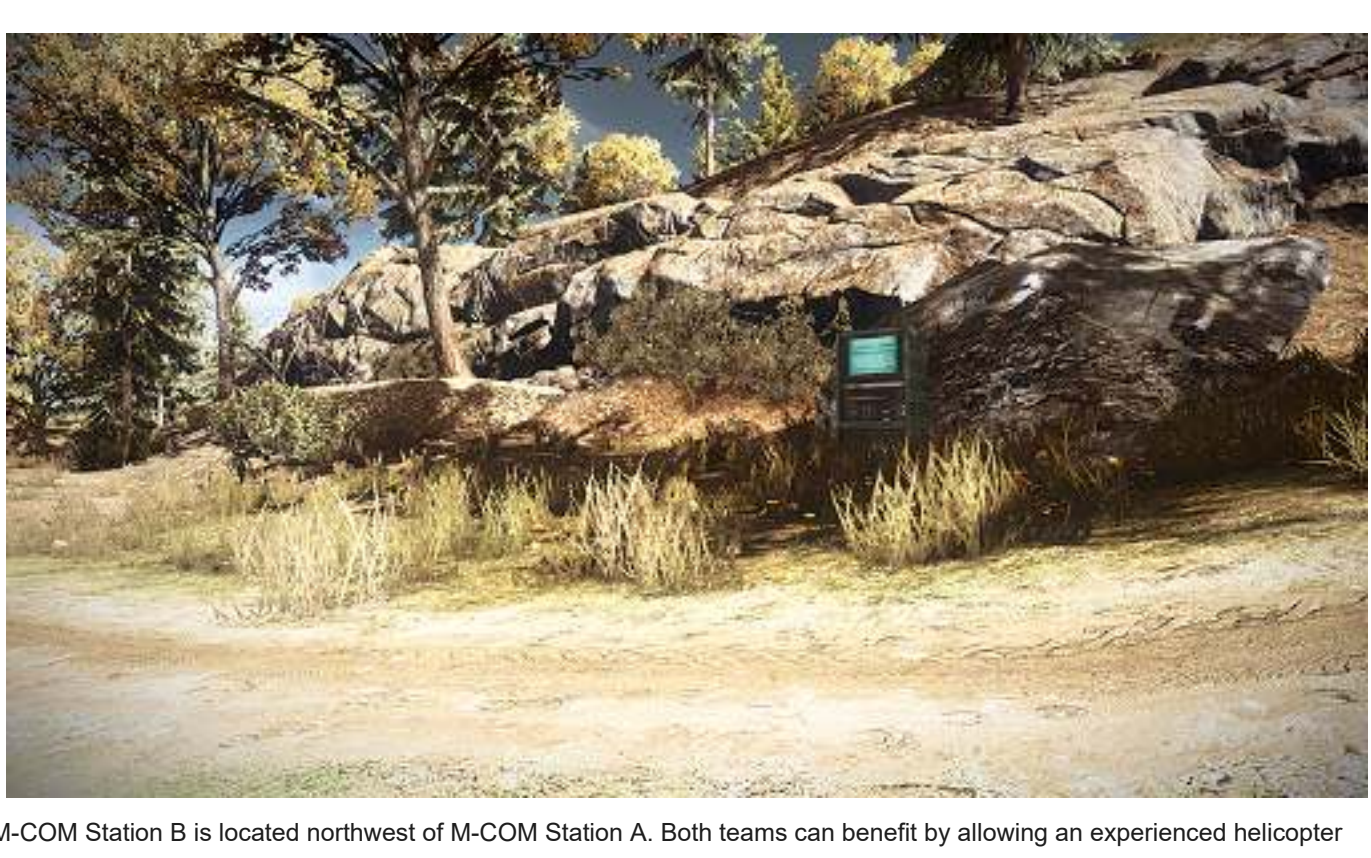
M-COM Station A is located in the Woods alongside the east path. This area is heavily concealed by trees, making it difficult to see from the air. US attackers will be likely to attack this station first though, considering that it is a straight shot from their deployment. Given the lack of cover to both teams, the RU defenders will benefit from taking elevated positions atop the rocks that flank this area, as well as make use of claymores to control the site and destroy the hopes of any would–be attackers that enter the area. With this in mind, the US team should not be careless in approaching this area, as it becomes a killing field that strips away tickets quickly.

M-COM Station B



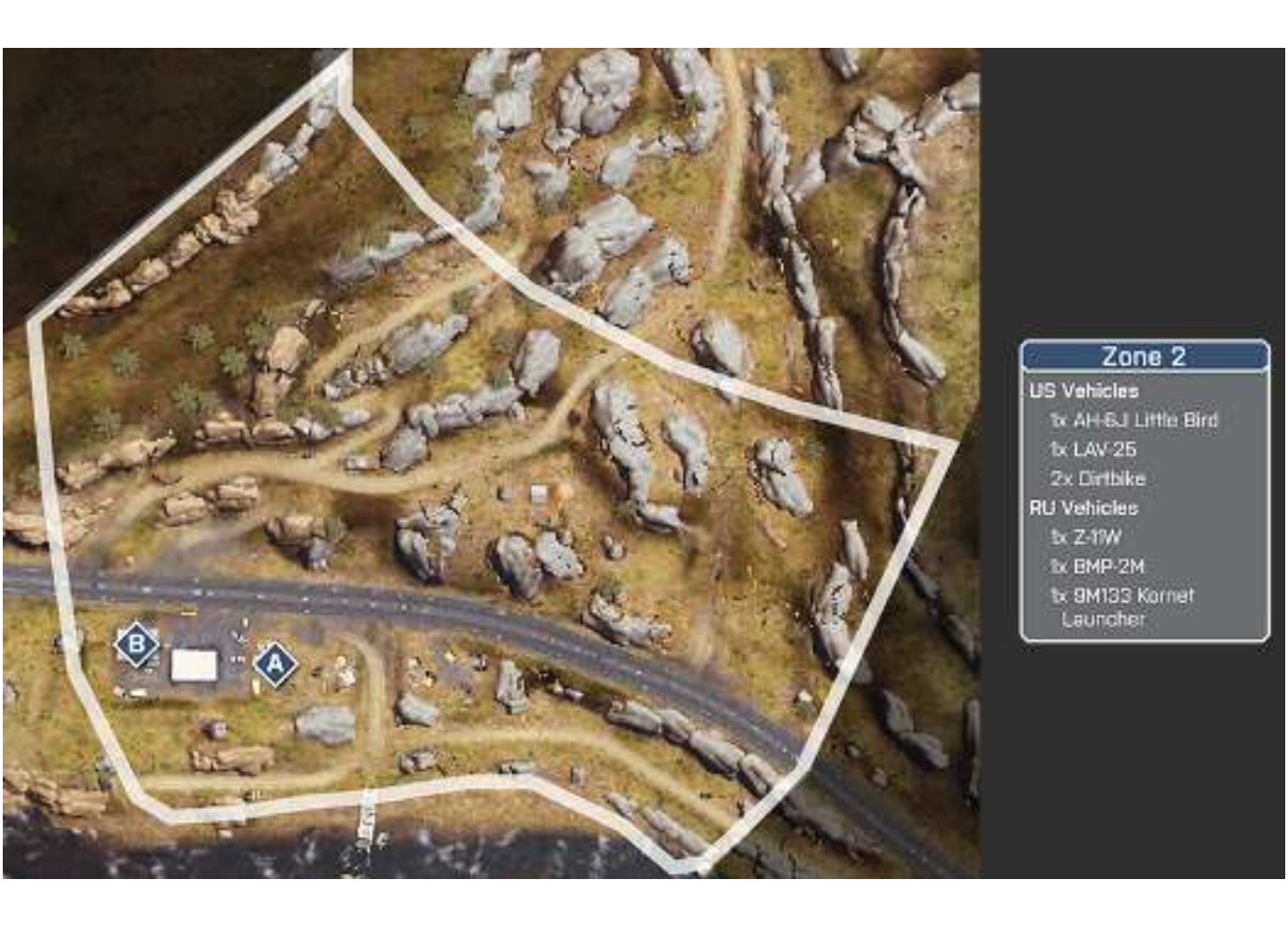




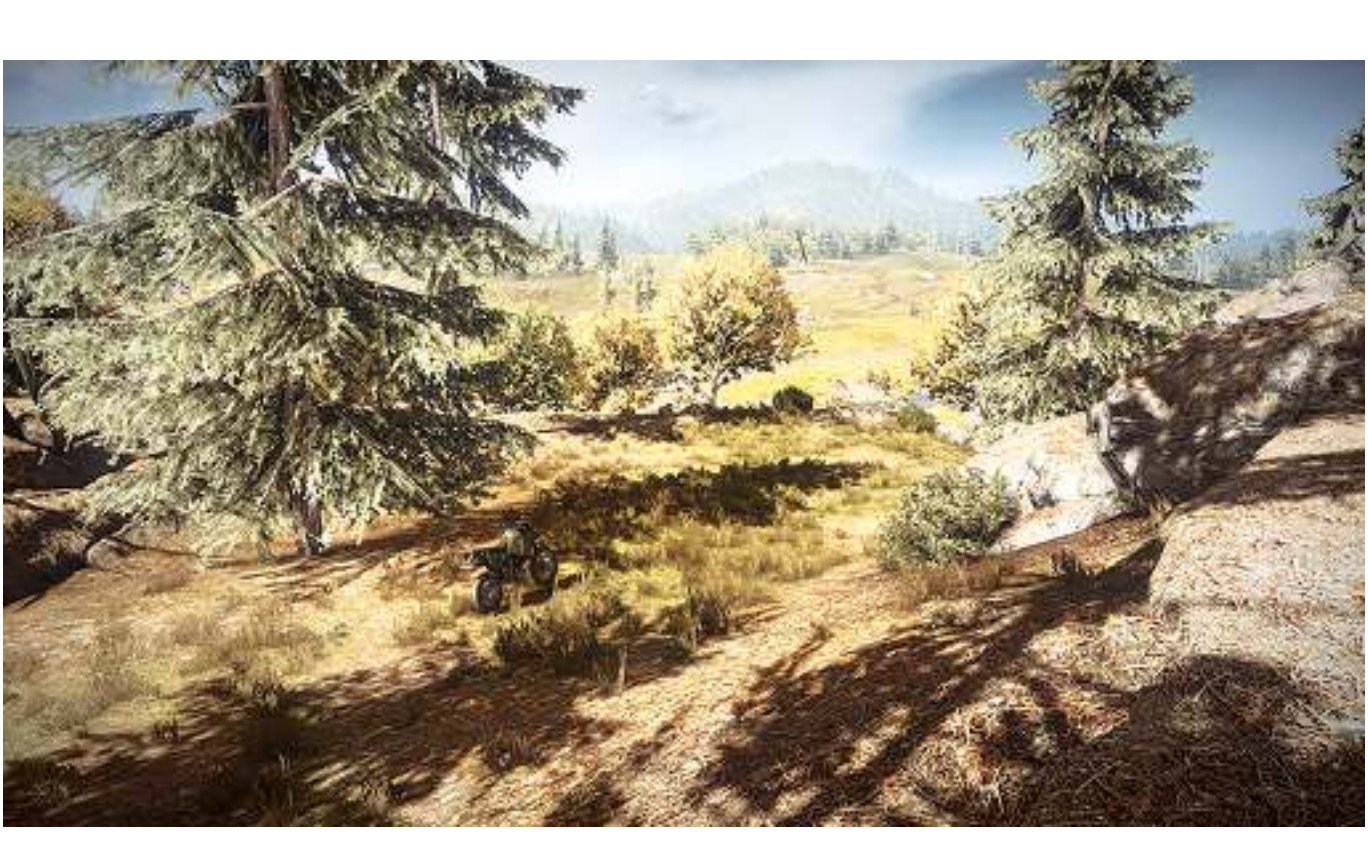


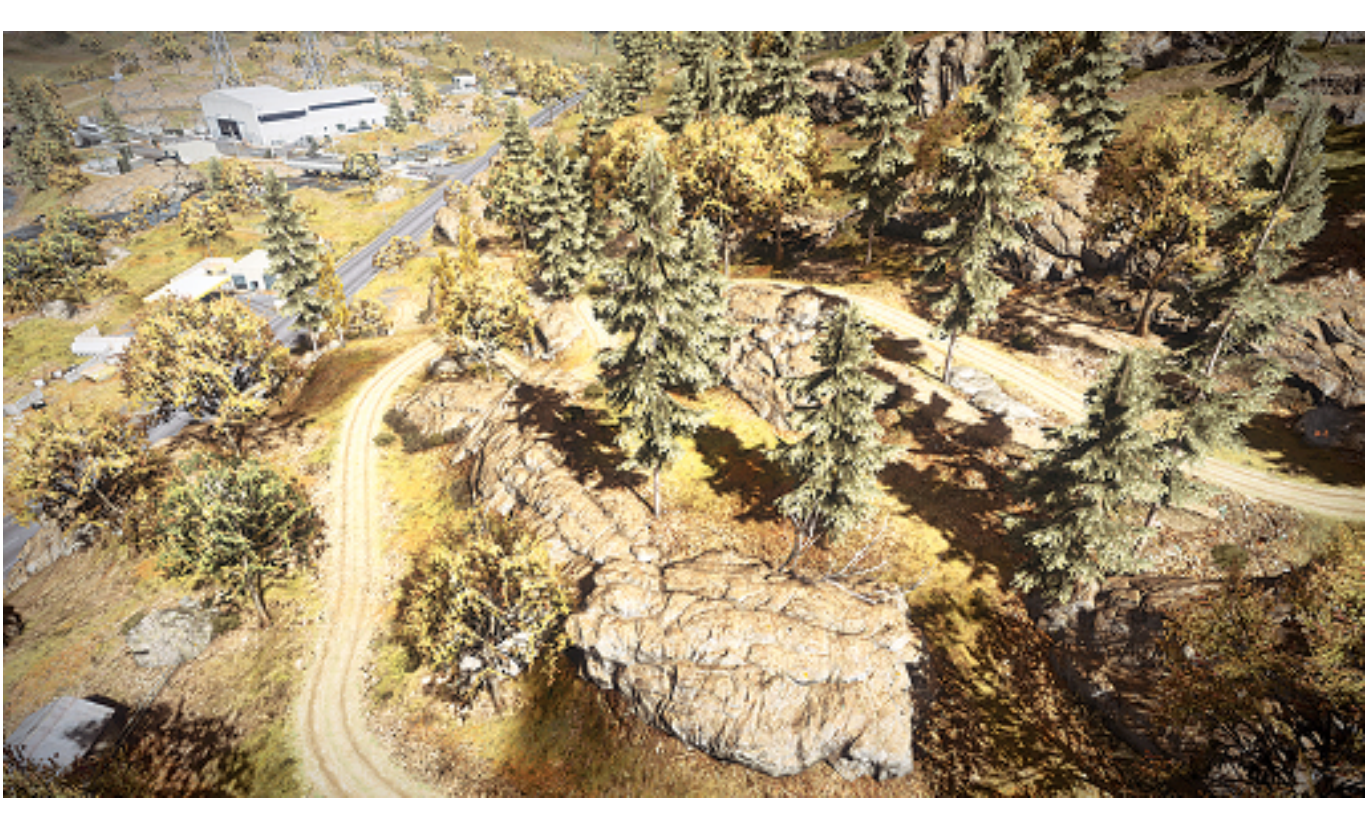
M-COM Station B is located northwest of M-COM Station A. Both teams can benefit by allowing an experienced helicopter pilot to patrol and monitor the road on which M-COM Station B is situated for hostiles. Considering the slight uphill climb to access the area, RU defenders will be accessing this area from the southwest. This can be dangerous for US attackers that are attempting to plant a charge, as they are left vulnerable to fire at both M-COM Station A and B from these elevated positions. Defenders should make use of grenades and explosives when staving off attacks to this site, as the only option to take cover here is to fall back. For serious attackers though, the AH-6J Little Bird can be a powerful asset for controlling the approach of defenders making their way uphill. T-UGS motion sensors can benefit both teams greatly here, as the rocky hillside can be difficult to monitor via sight lines.

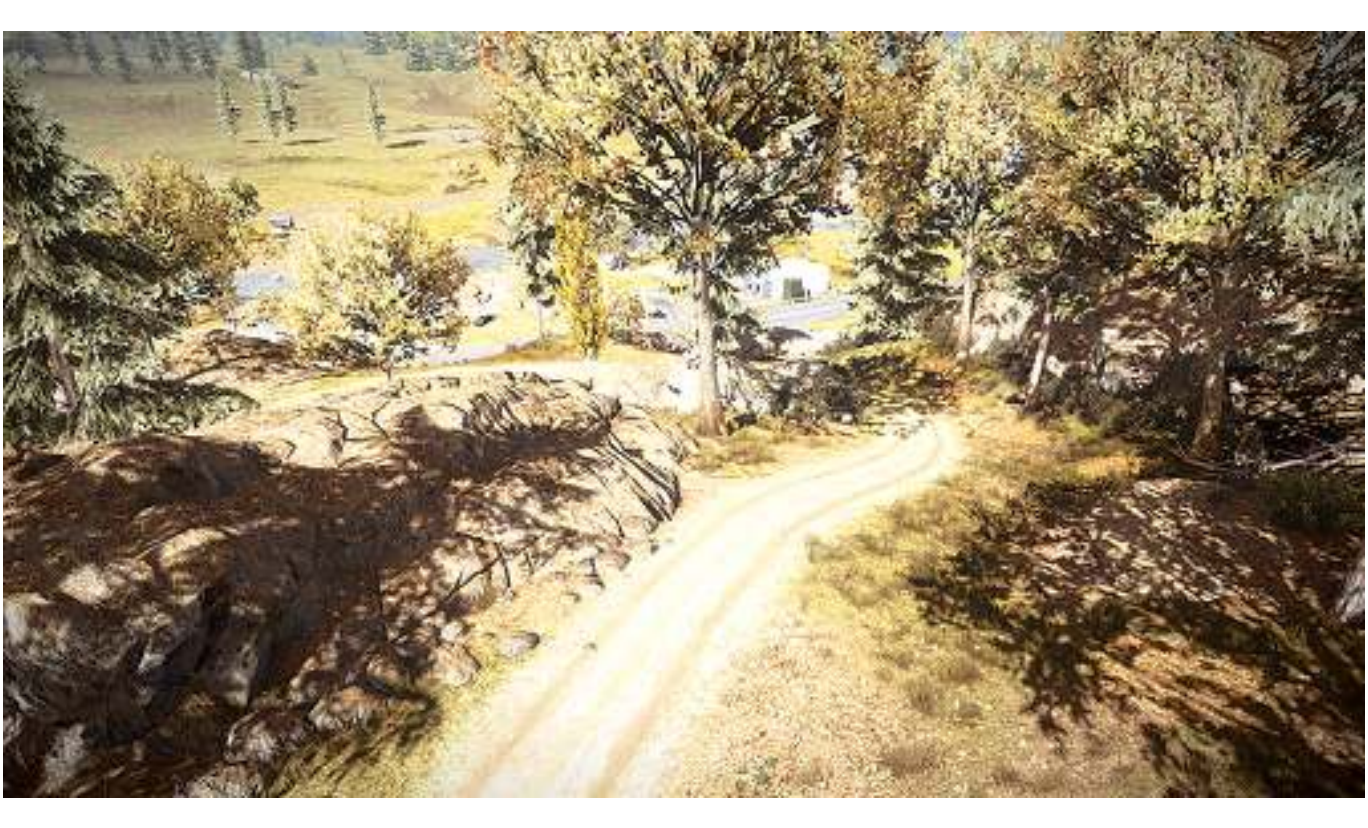
Zone 2: Gas Station

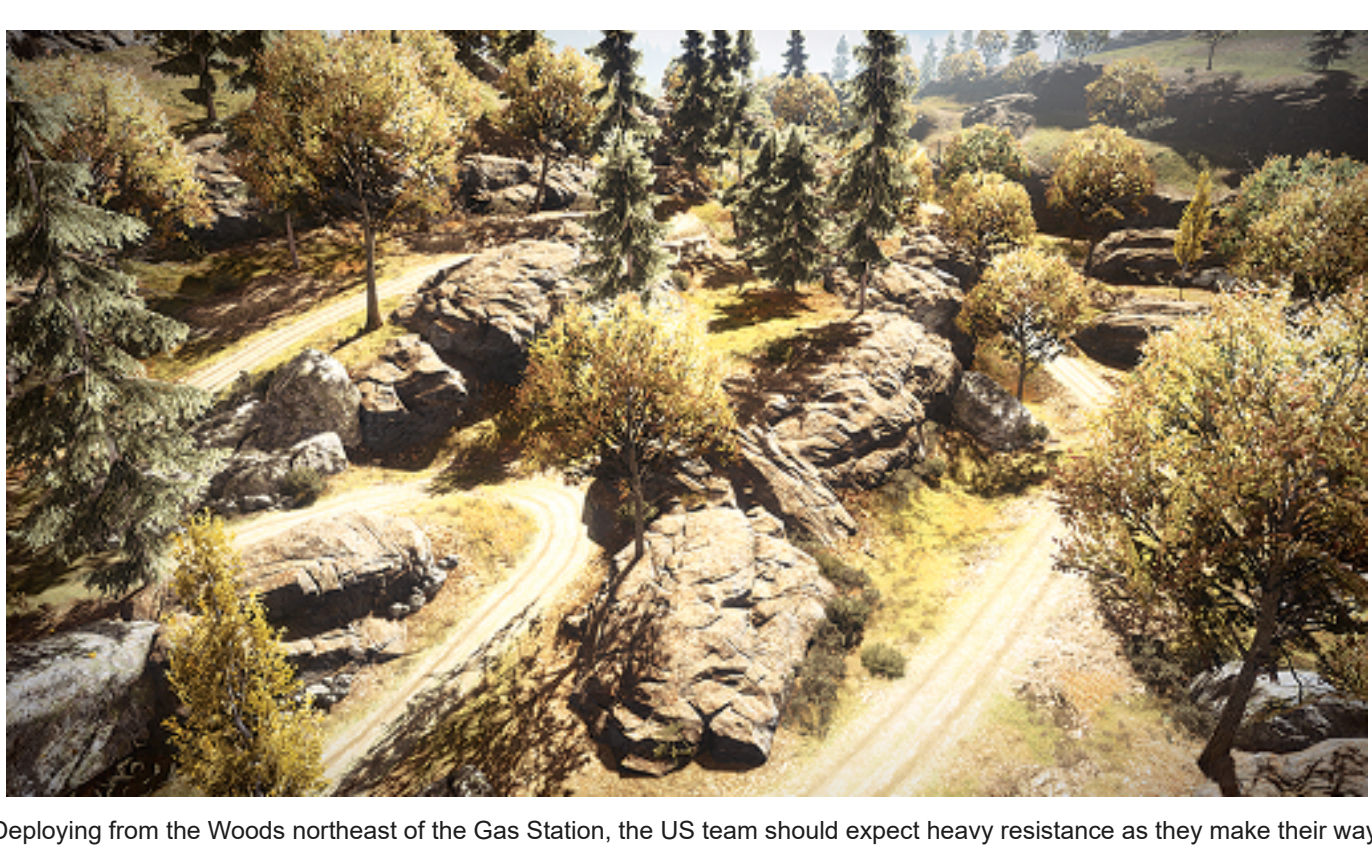


US Deployment



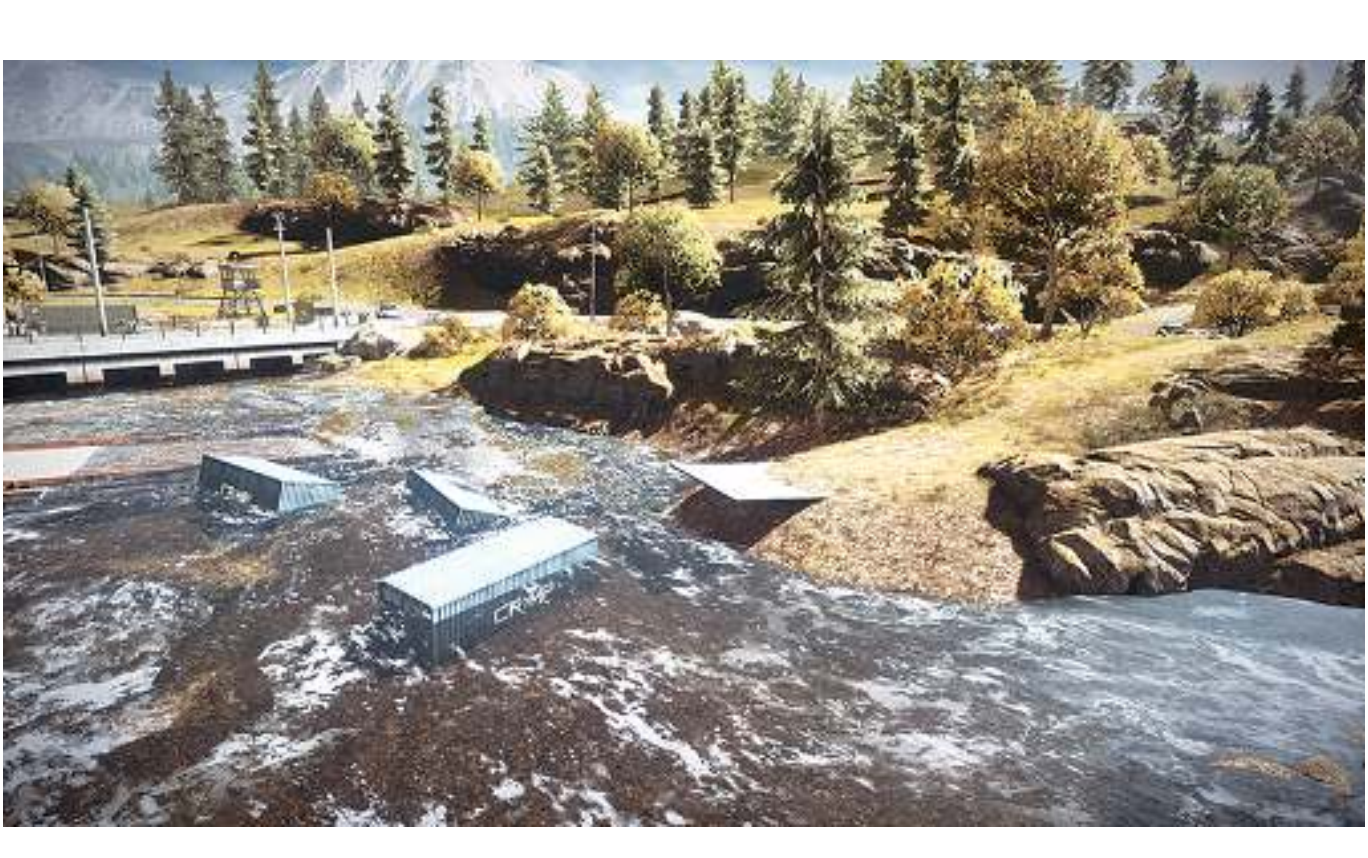


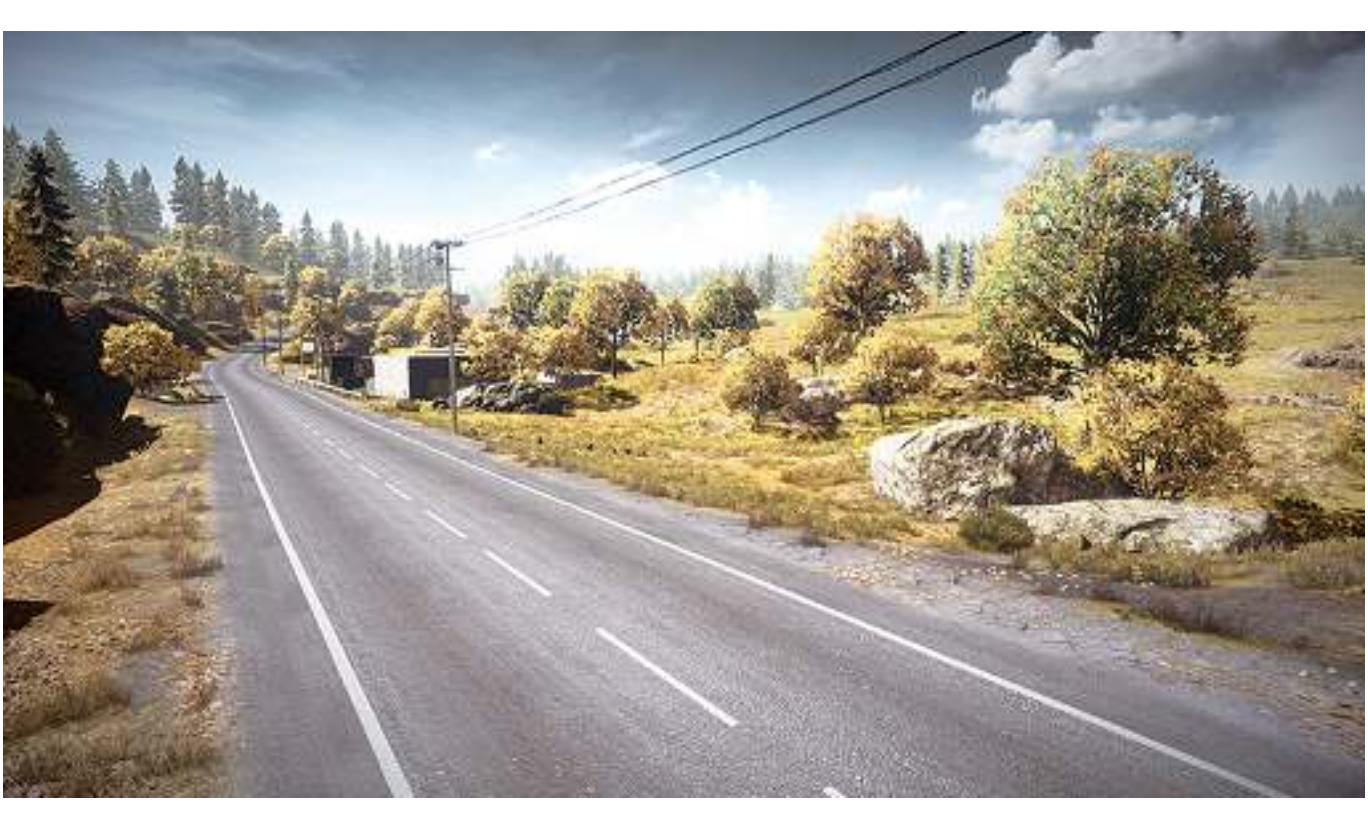


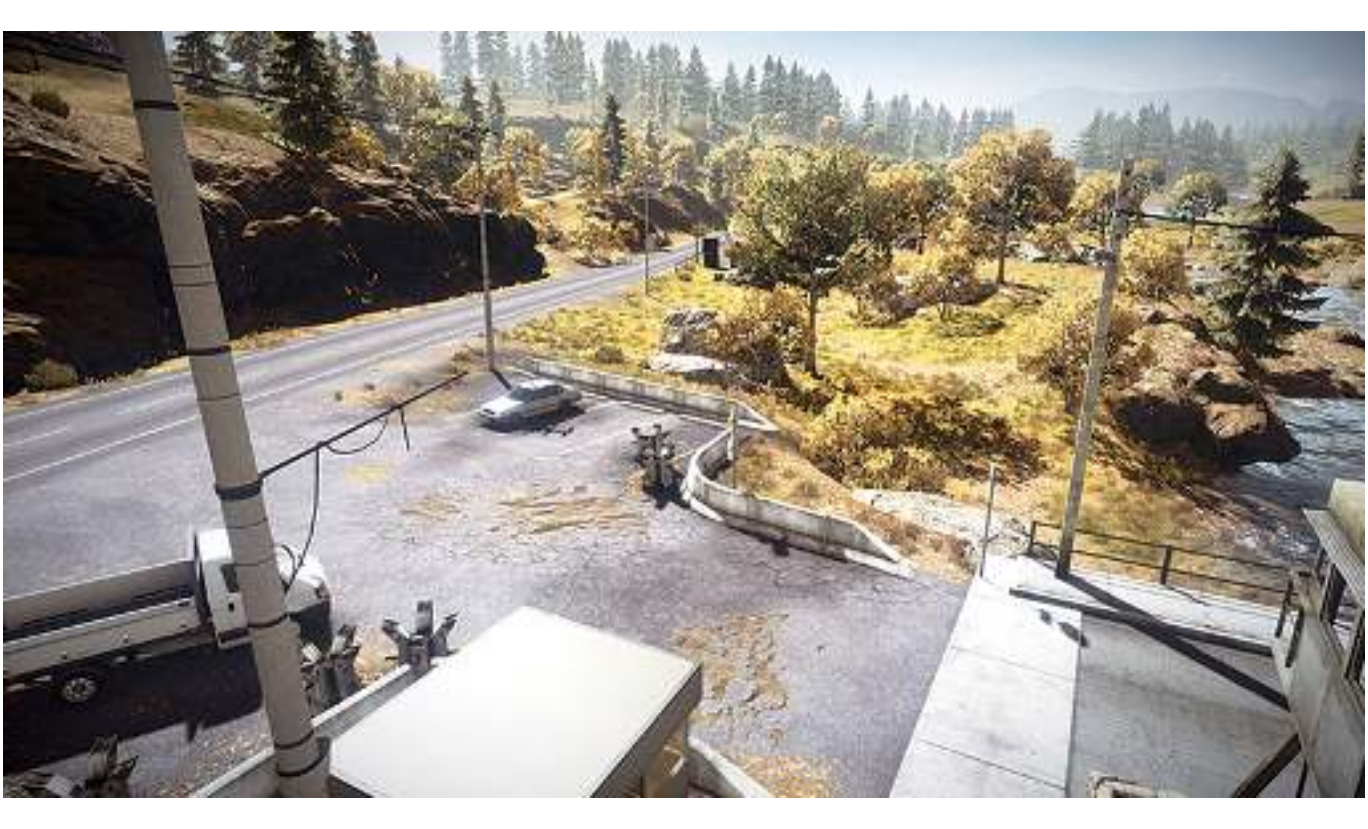


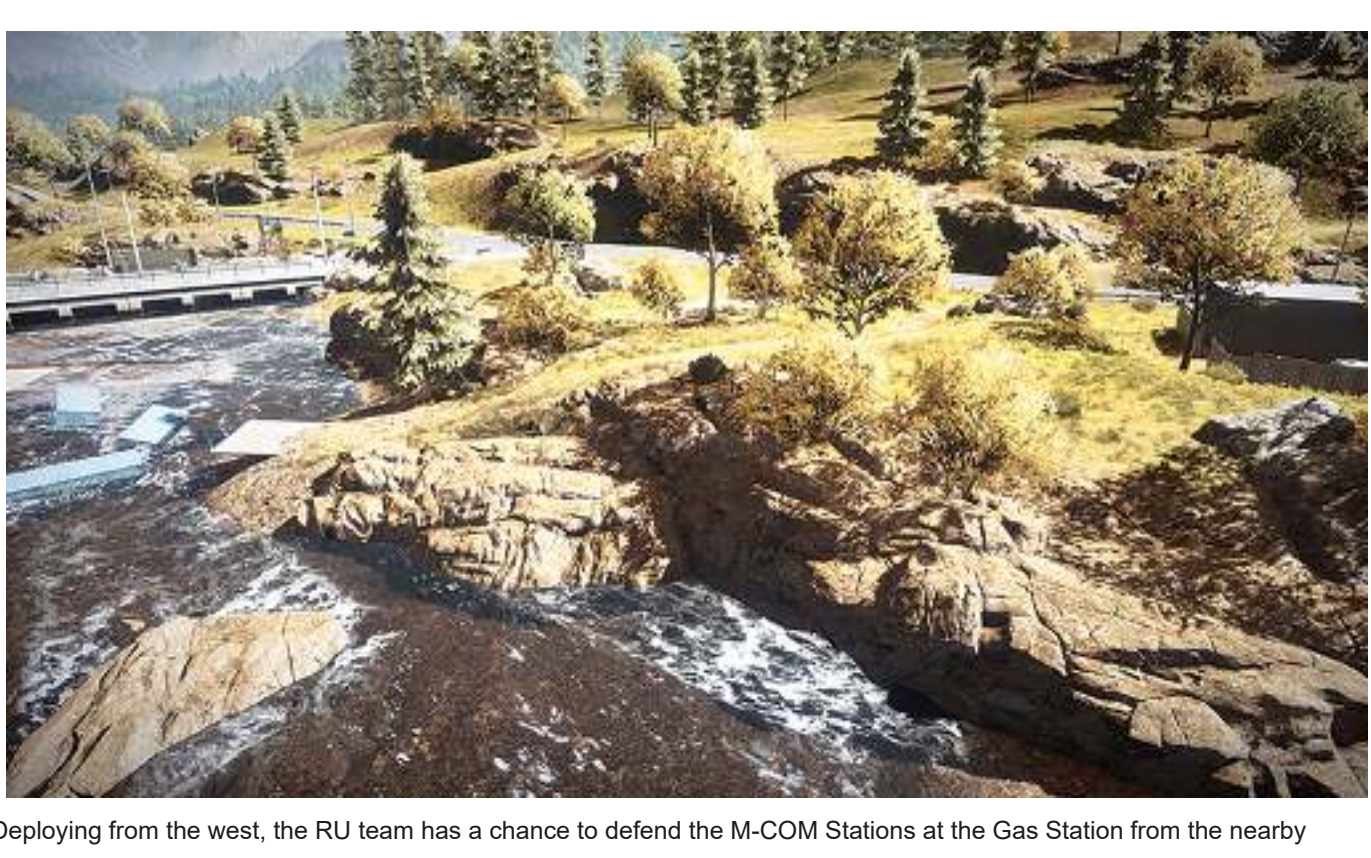
Deploying from the Woods northeast of the Gas Station, the US team should expect heavy resistance as they make their way downhill. Because M-COM Station A is the most exposed, the attackers should position their LAV-25 to the east of the Gas Station to provide suppressive fire for dirtbikes to gain quick access to the area and secure the charge. Expect crafty defenders to attempt to guard the M-COM Stations from the south, as the river provides a direct path to take a position from which to snipe at oncoming attackers that are making their approach from the northern hills. Keeping this in mind, positioning recon soldiers on the hills can provide cover for infantry as they attempt to enter the Gas Station itself and plant the charge on M-COM Station B, which is located inside the Gas Station itself.

RU Deployment



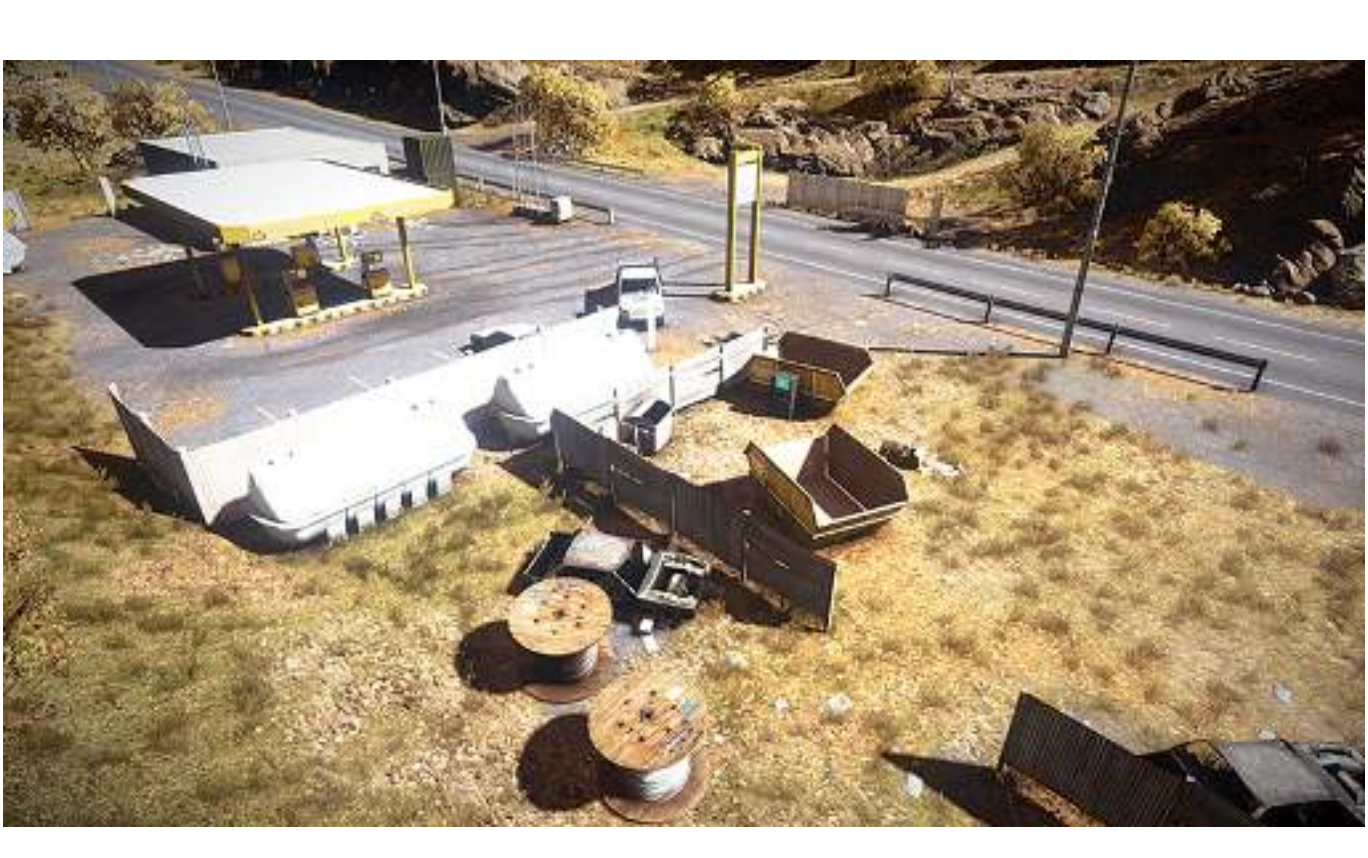


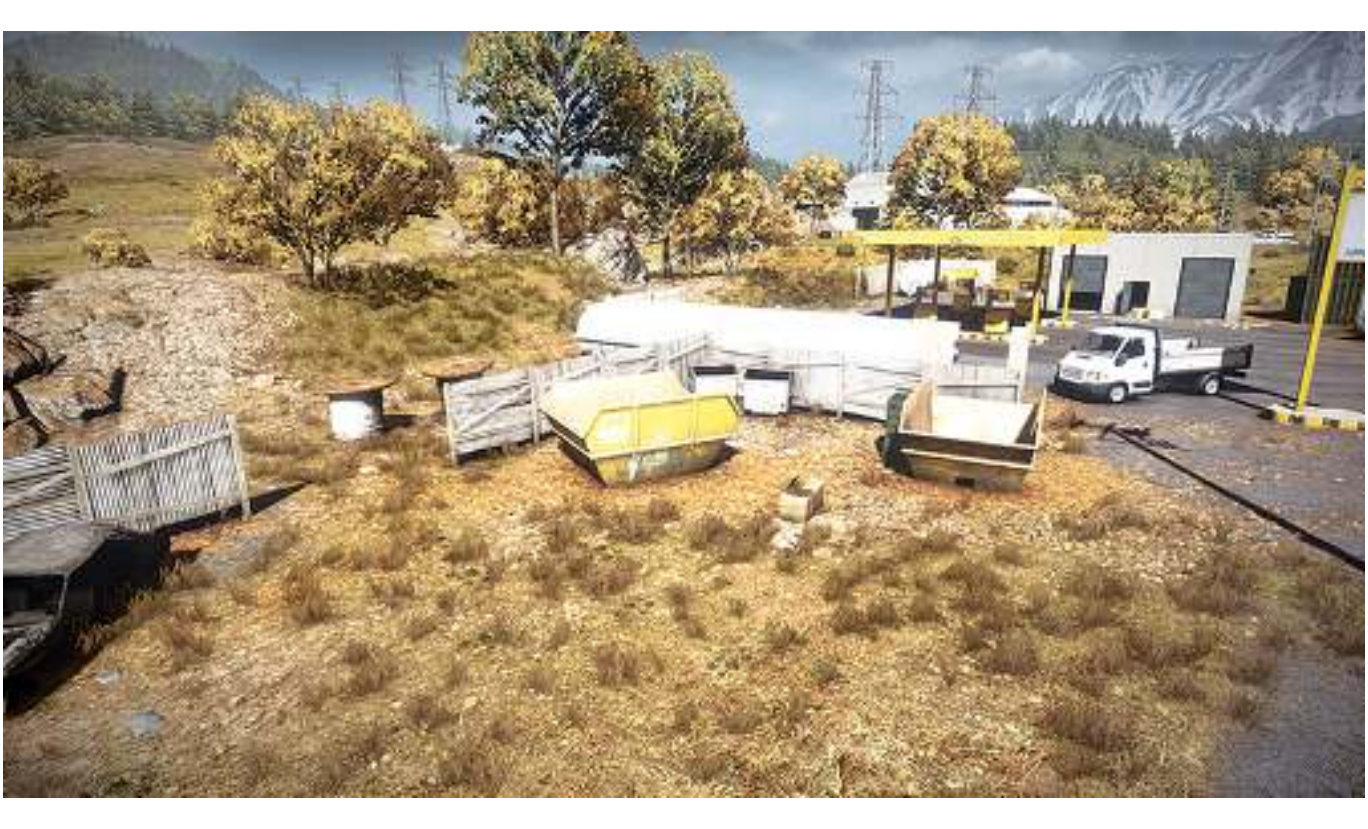


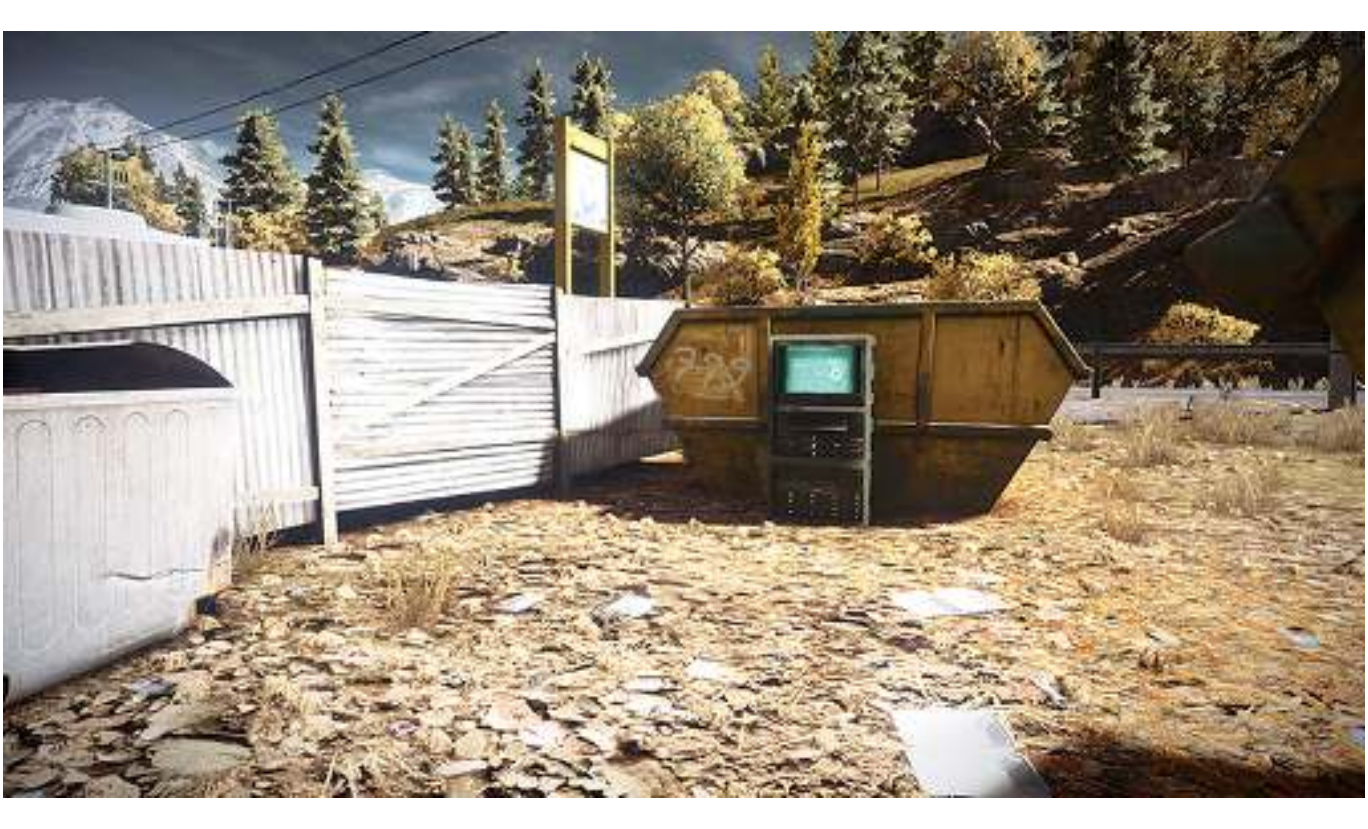


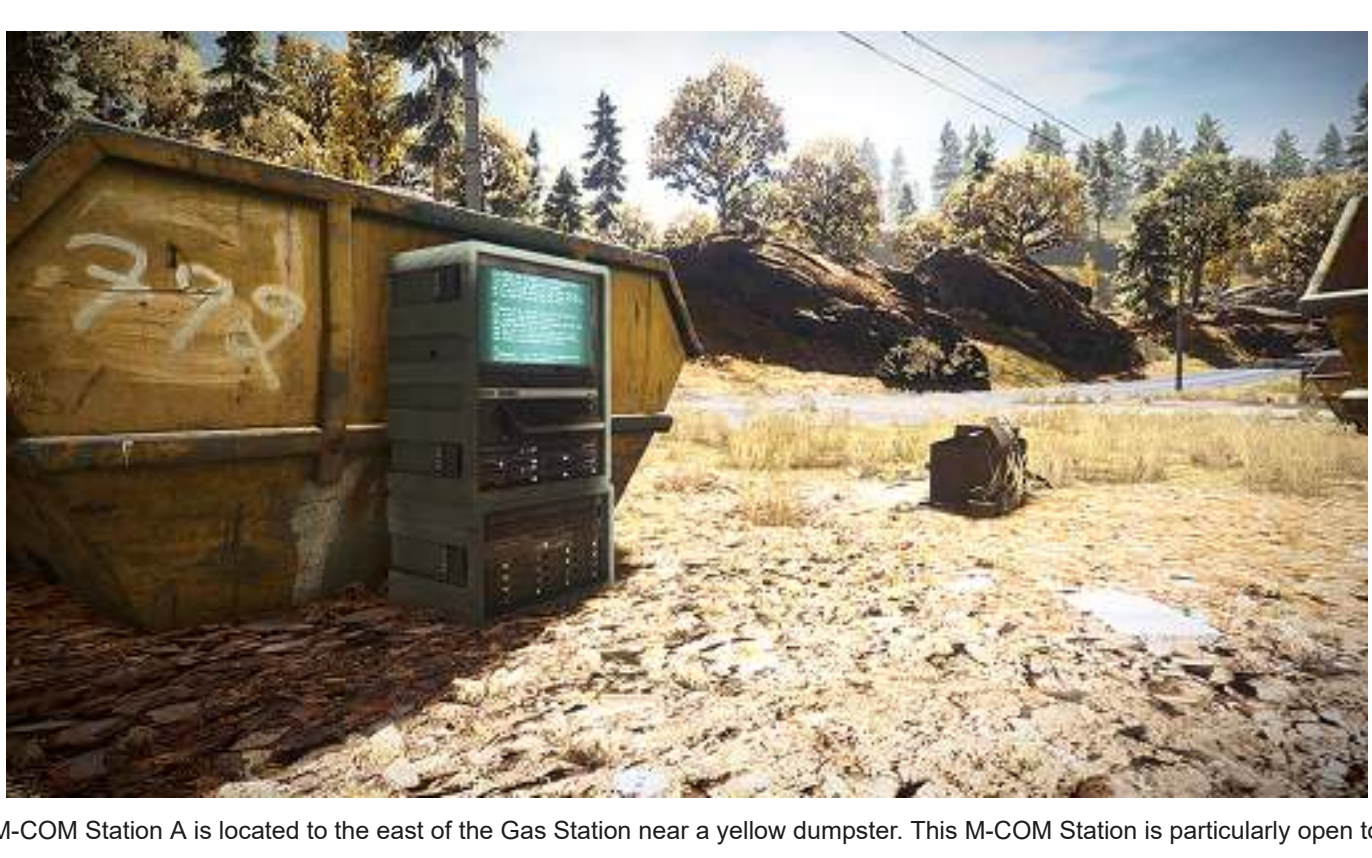
Deploying from the west, the RU team has a chance to defend the M-COM Stations at the Gas Station from the nearby 9M133 Kornet Launcher. While effective against large vehicles, it can also be used to control the hillside that the attackers will be approaching from. Instead of defending the location from the road itself, enter through the south side of the Gas Station and make use of T-UGS motion sensors to monitor activity near M-COM Station A, which is east of the station and exposed. Not only will placing a T-UGS near the M-COM provide coverage of this exposed station, but it will also provide a warning that attackers are attempting to cross the Gas Station pump area to plant a charge on M-COM Station B. Due to its concealment within the building, M-COM Station B can be effectively guarded through the use of claymores; just be sure to plant one near the car inside of the Gas Station to create a larger explosion to kill attackers that may be grouping inside.

M-COM Station A





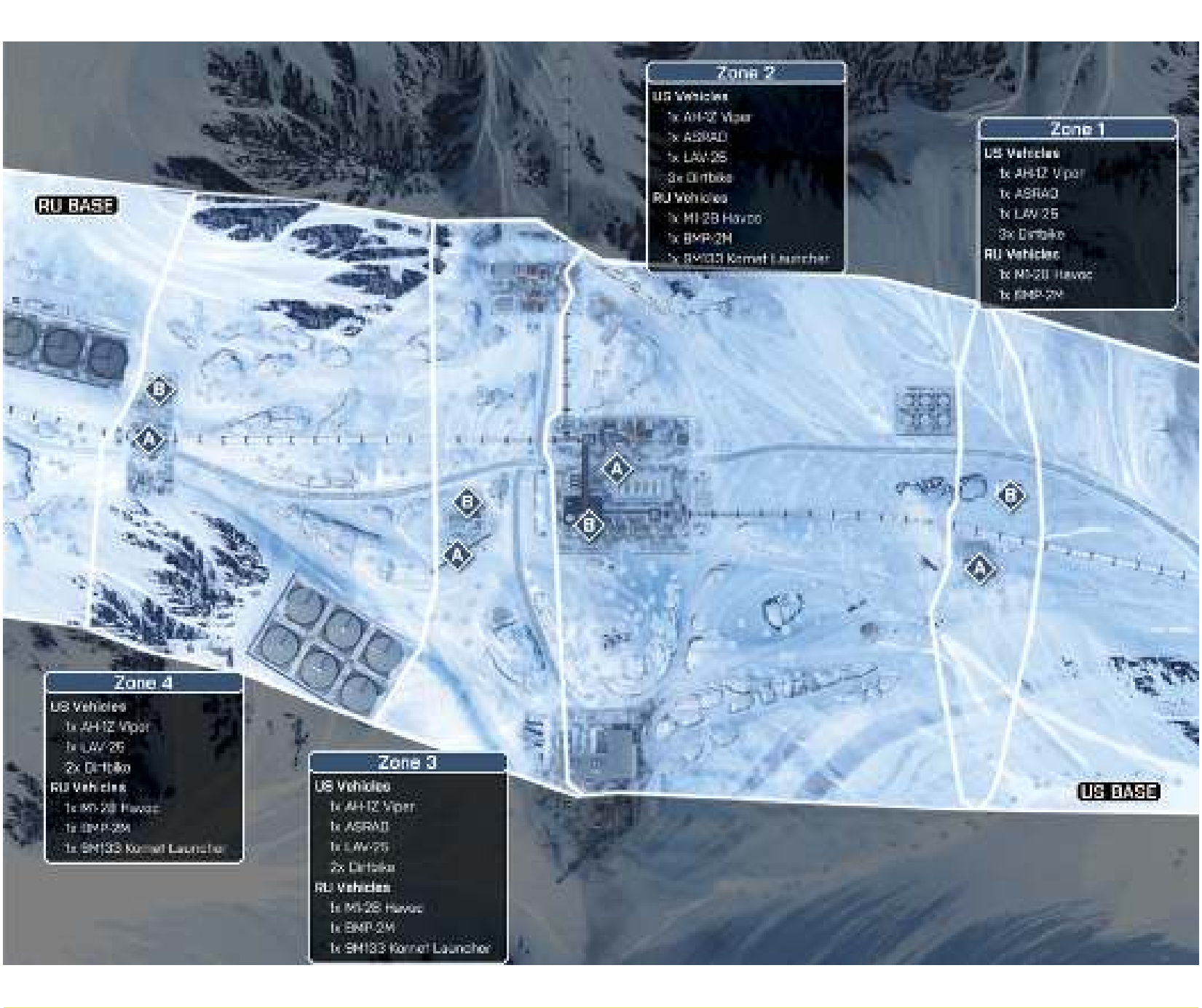




M-COM Station A is located to the east of the Gas Station near a yellow dumpster. This M-COM Station is particularly open to assault given the fencing that conceals it from the Gas Station itself. Attackers should not take it for granted that this will be an easy plant and destroy, though, as the wooden fence providing concealment is likely to be destroyed quickly by the BMP-2M and their own LAV-25 as cannon fire rips through the area. Defenders will benefit from placing a T-UGS motion sensor near the area and approaching from the river to the south. Attackers can effectively clear the area from the rocky hills to the north, as well as spot defenders camping nearby. If the fence has been torn down, defenders can also use the relative safety of the south gas station wall to fire on attackers approaching the area.

M-COM Station B

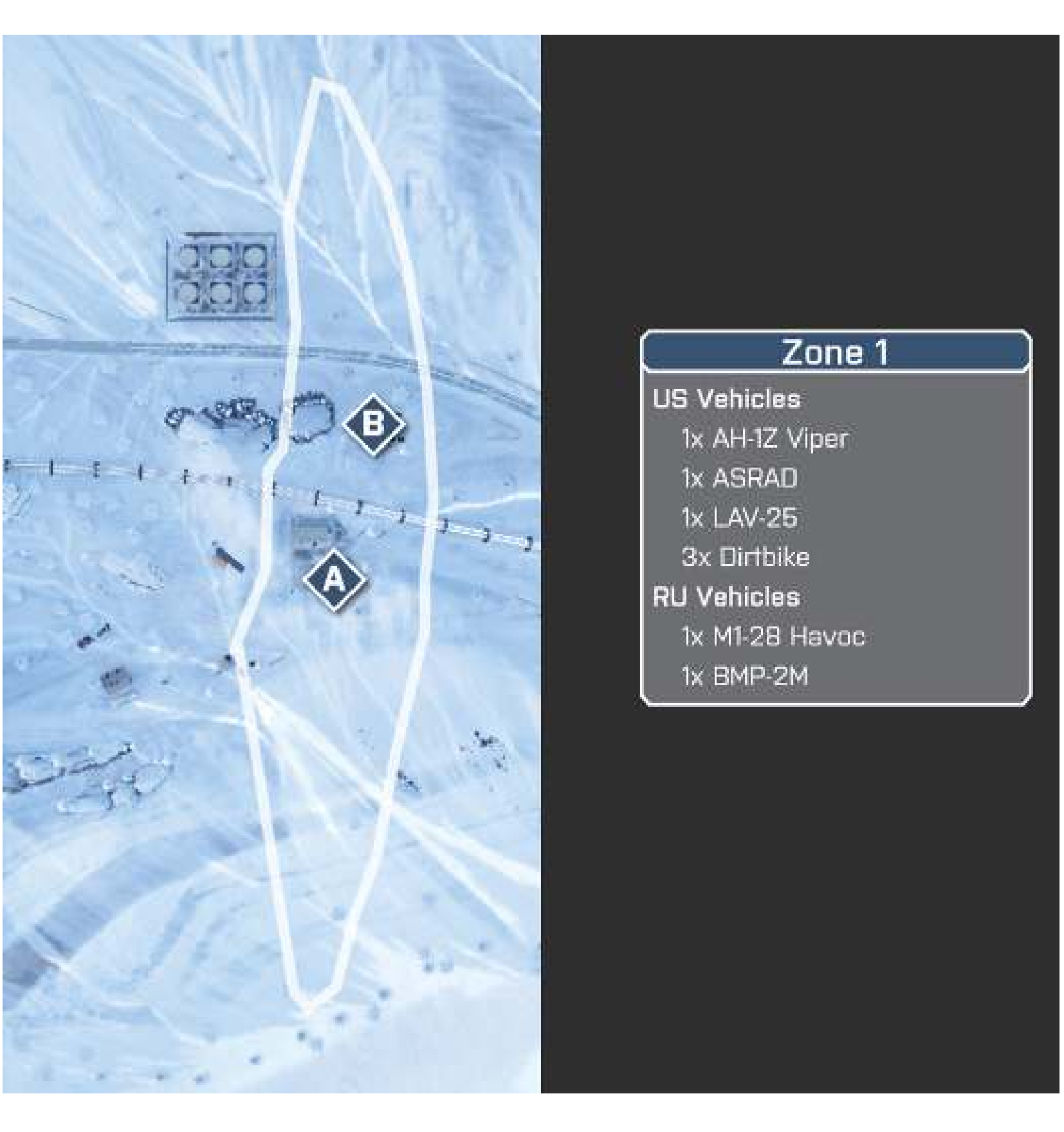
Rush
Sabalan Pipeline


Zone 2
US Vehicles
1x AH-1Z Viper
1x ASRAD
1x LAV-25
3x Dirtbike
RU Vehicles
1x MI-28 Havoc
1x BMP-2M
1x 9M133 Kornet Launcher
Zone 1
US Vehicles
1x AH-1Z Viper
1x ASRAD
1x LAV-25
3x Dirtbike
RU Vehicles
1x MI-28 Havoc
1x BMP-2M
RU BASE
B
A
B
A
A
B
B
A
Zone 4
US Vehicles
1x AH-1Z Viper
1x LAV-25
2x Dirtbike
RU Vehicles
1x MI-28 Havoc
1x BMP-2M
1x 9M133 Kornet Launcher
Zone 3
US Vehicles
1x AH-1Z Viper
1x ASRAD
1x LAV-25
2x Dirtbike
RU Vehicles
1x MI-28 Havoc
1x BMP-2M
1x 9M133 Kornet Launcher
US BASE

Click here for interactive maps

The Rush battle of Sabalan Pipeline begins on the map's east side. The objectives are located around the Pumping Station area. As the battle progresses, the combat moves west, following the pipeline through the Oil Refinery to the Construction Site, and then concluding at the Supply Depot. The locations of the objectives result in battles that are well suited to the vehicles afforded to both teams, although attackers have a slight advantage with the AA jeep and dirtbikes included in the motor pool, except in the final zone. Throughout the battle, defenders will have access to a BMP-2M to even the score, and when this is deployed in tandem with their MI-28 Havoc, the vehicles are more than capable. The greatest disadvantage to defenders in the battle is the expansive landscape. With plenty of open land to roam, attackers will attempt to flank every step of the way, but savvy defenders can use this to their advantage by deploying MAVs along the way to detect hostiles and isolate them from their comrades. This map offers plenty of sight lines for defenders to push back their opponents, so experienced snipers will prove to be the team's greatest asset here.

Zone 1: Pumping Station


B
A
Zone 1
US Vehicles
1x AH-1Z Viper
1x ASRAD
1x LAV-25
3x Dirtbike
RU Vehicles
1x M1-28 Havoc
1x BMP-2M

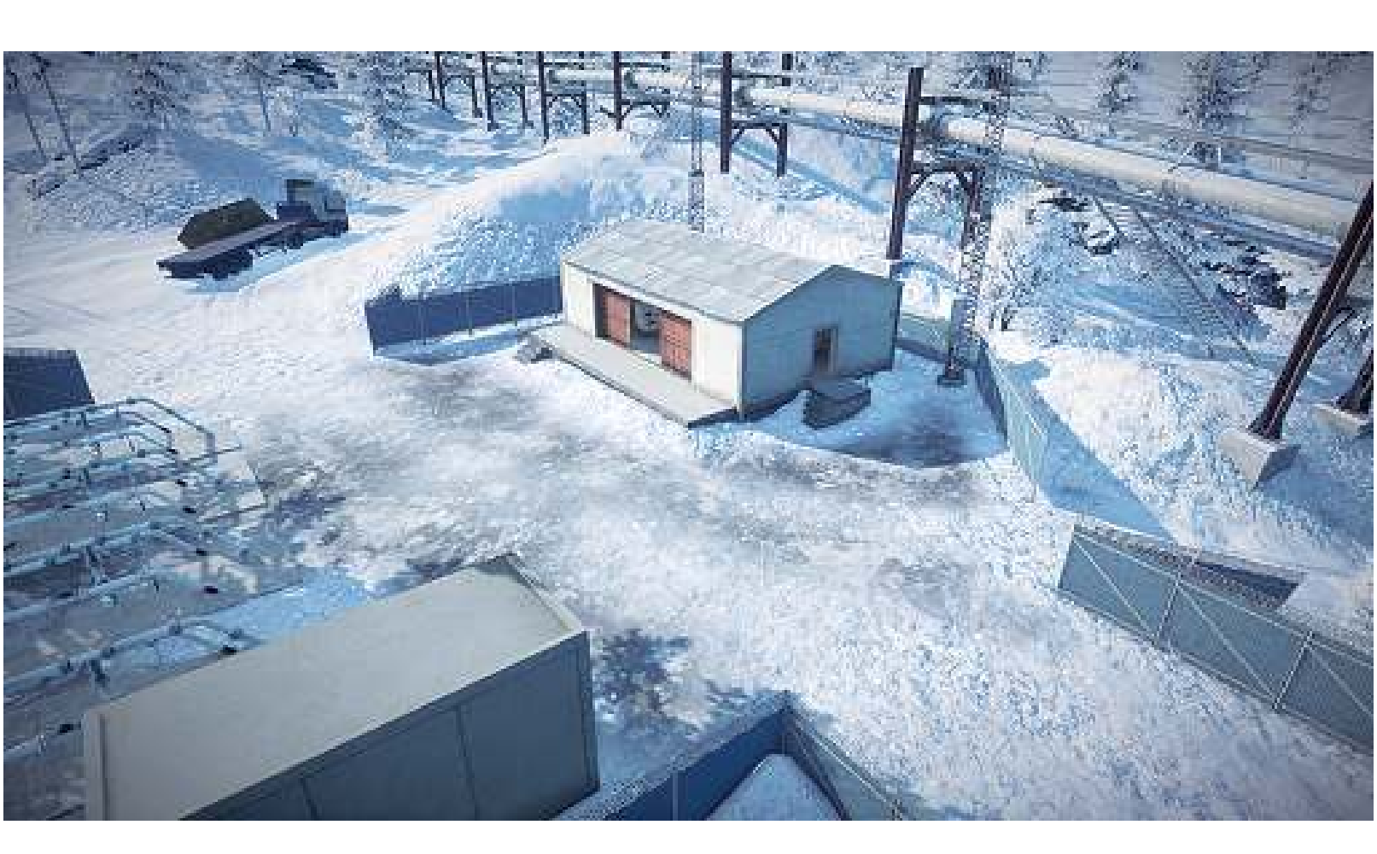
US Deployment

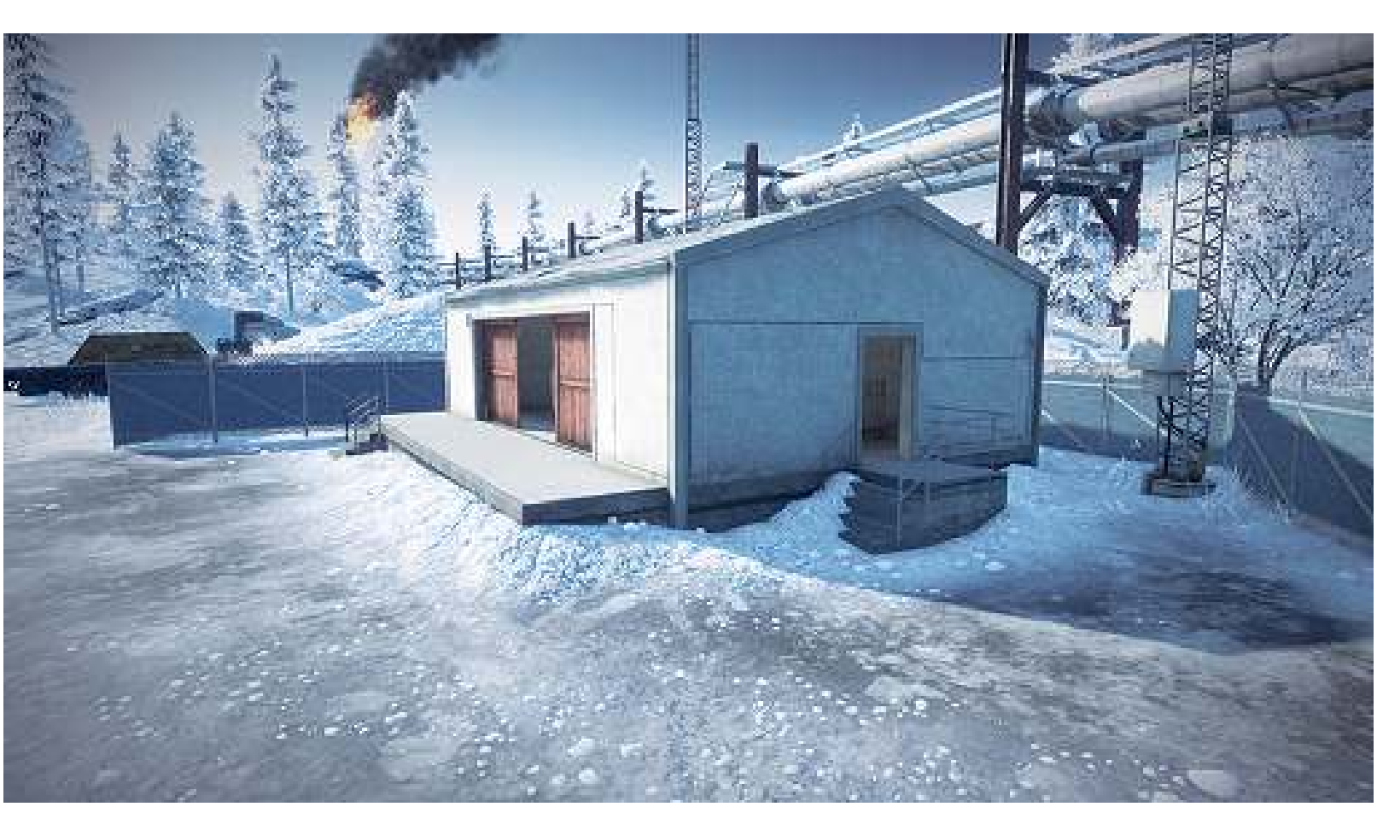
The US team will quickly meet opposition as they head west from their makeshift base in the east to attack the objectives. While making this advance, the dirtbikes should focus on making their assault on M-COM Station A, which is located within the building at the Pumping Station. The RU team's IFV deploys north of the objectives and will be on the move to defend the site, so the LAV-25 and ASRAD should follow the US dirtbikes as they mount their offensive. The focus of these vehicles should be destroying the defenders' IFV before turning their attention to the RU infantry that they encounter. While this chaos is ensuing, the AH-1Z Viper should proceed west to meet with the RU team's MI-28 Havoc that is en route to the objective site and prevent its arrival. By commanding the airspace and preventing the defenders from keeping a bird in the air, the AH-1Z Viper is free to rain down destruction upon infantry that attempt to take back the site from US forces.

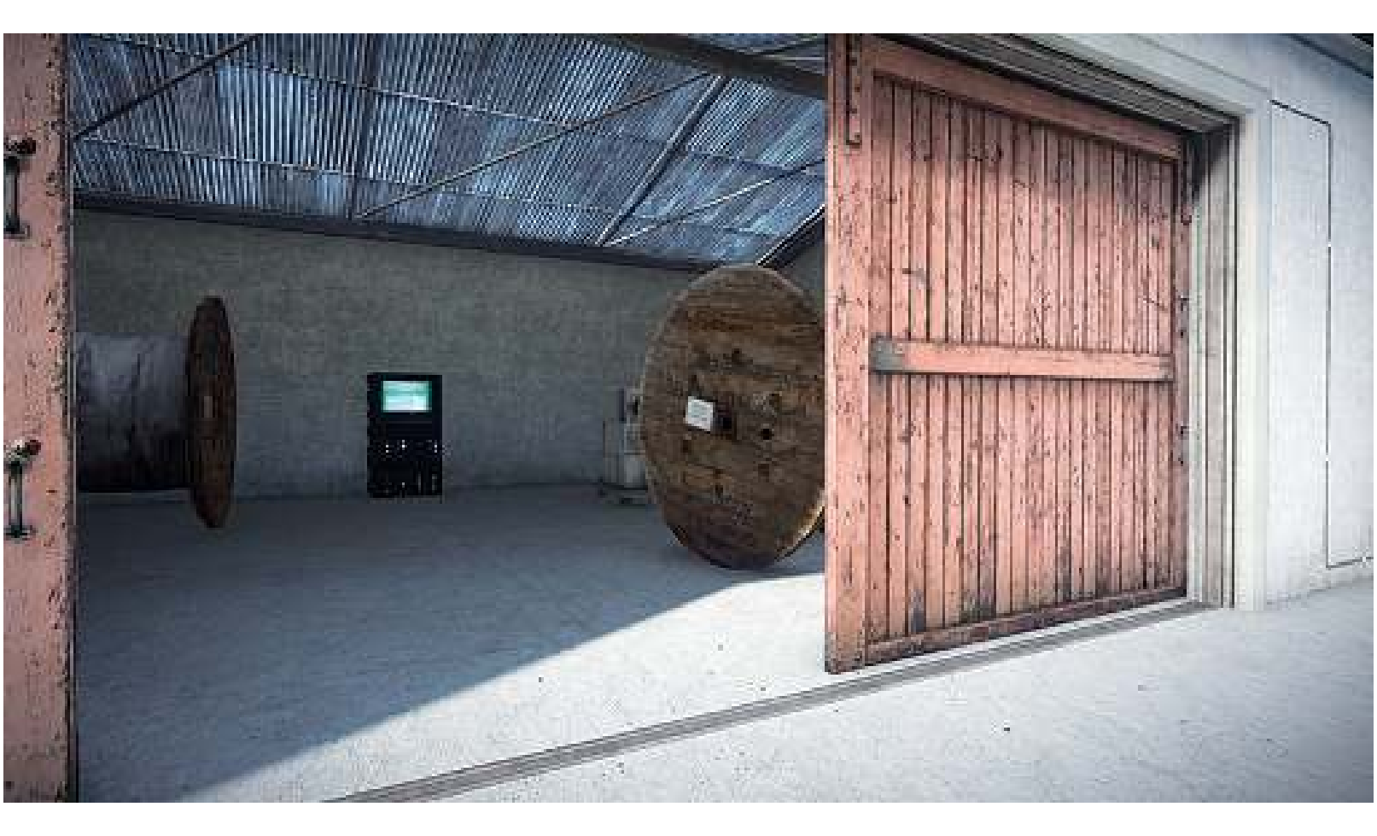
RU Deployment

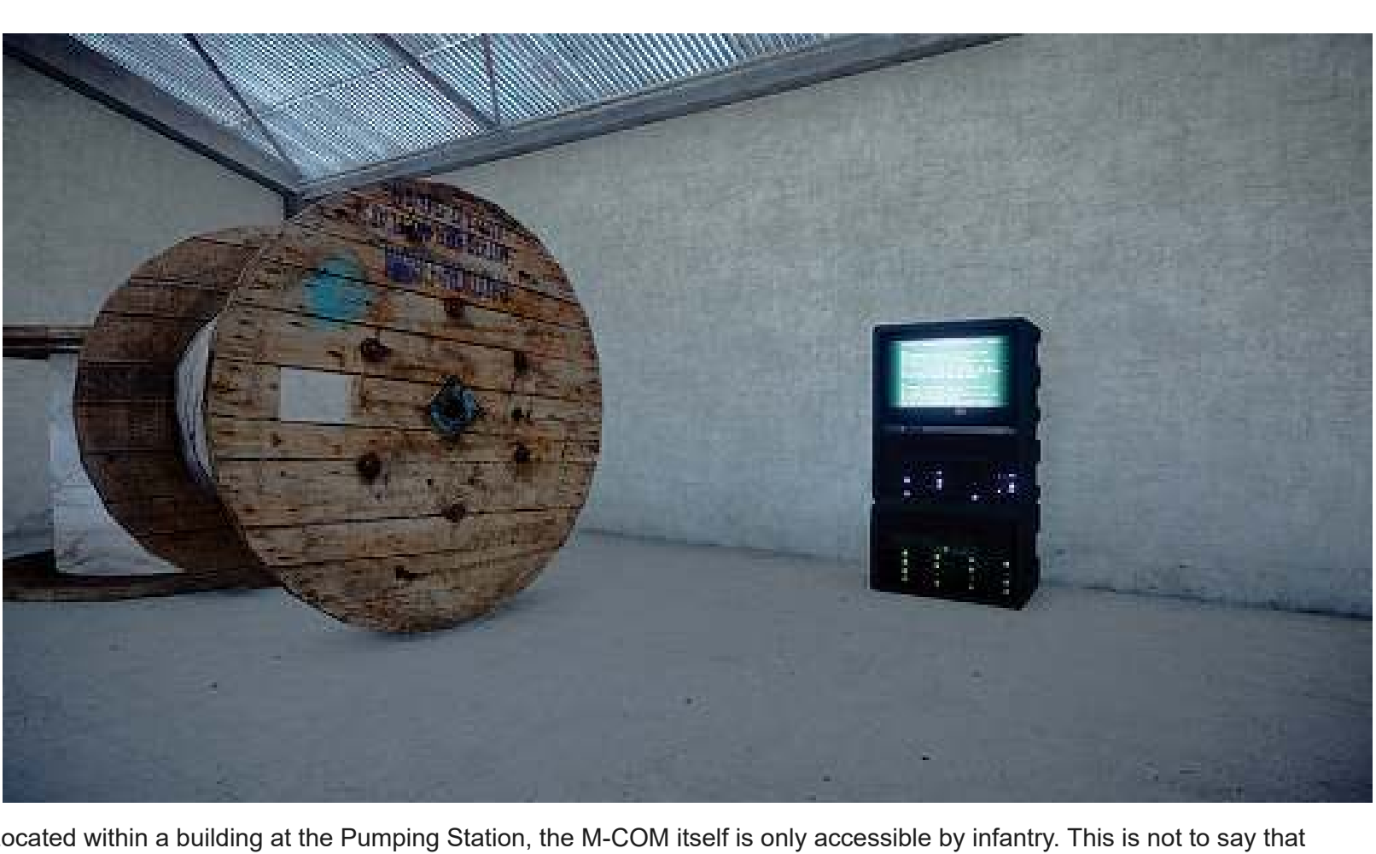
Deploying just west of the Pumping Station, the RU team can quickly entrench themselves at the objective site and mount a defense against the approaching US forces. With the BMP-2M deploying to the north of the objective area, infantry units should focus on placing mines around the Pumping Station. In regards to M-COM Station B to the north, claymores should be used around the small utility sheds because larger vehicles will not be able to approach the objective itself. The MI-28 Havoc will take a moment to arrive at the site, as it deploys from the map's far western edge. Engineers on the ground should be on alert for the attackers' helicopter, which will attempt to control the open airspace. The BMP-2M should maintain its distance from the objective site, opting to fire on attackers from afar instead of entering the Pumping Station, where explosives are its greatest threat.

M-COM Station A



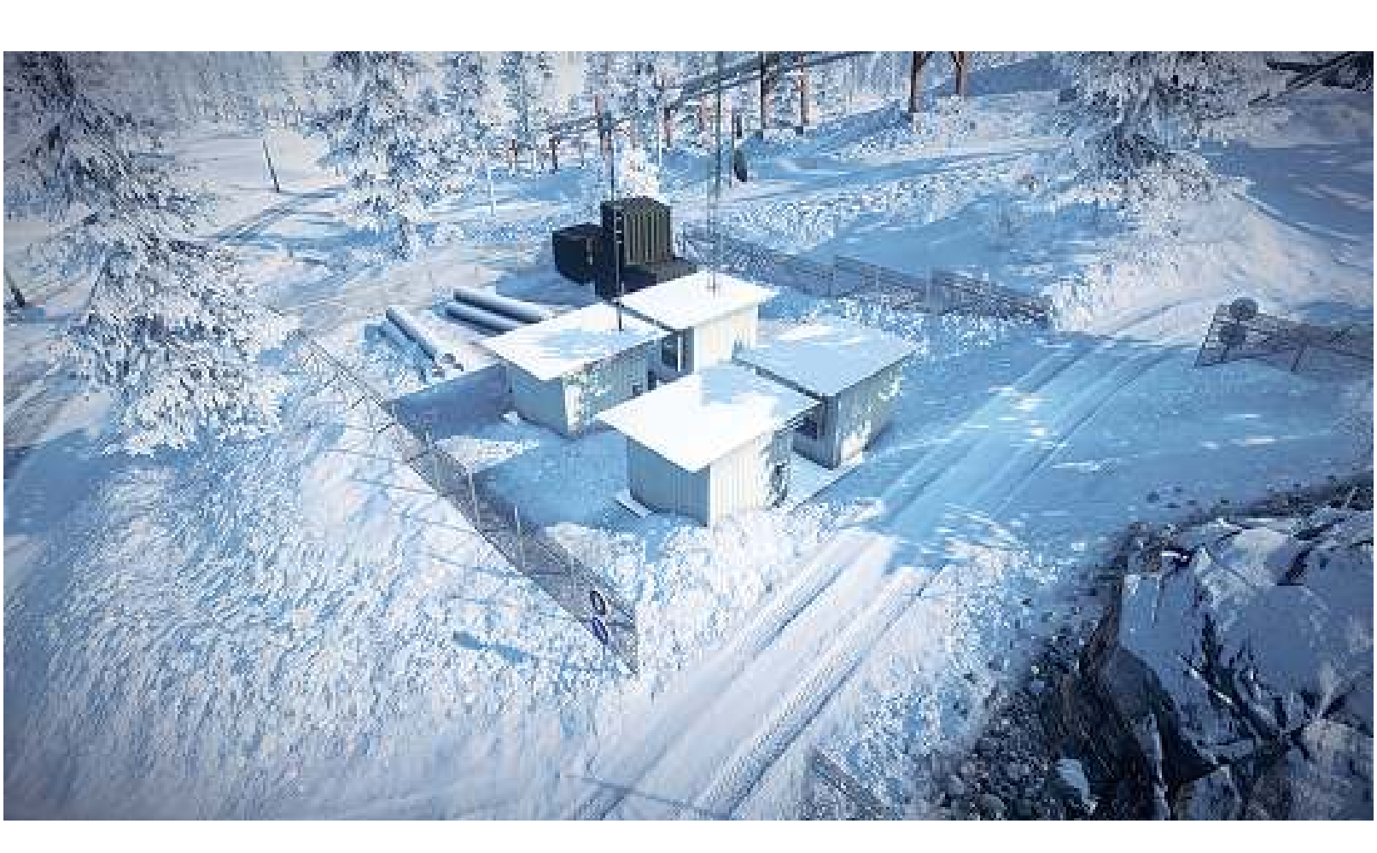


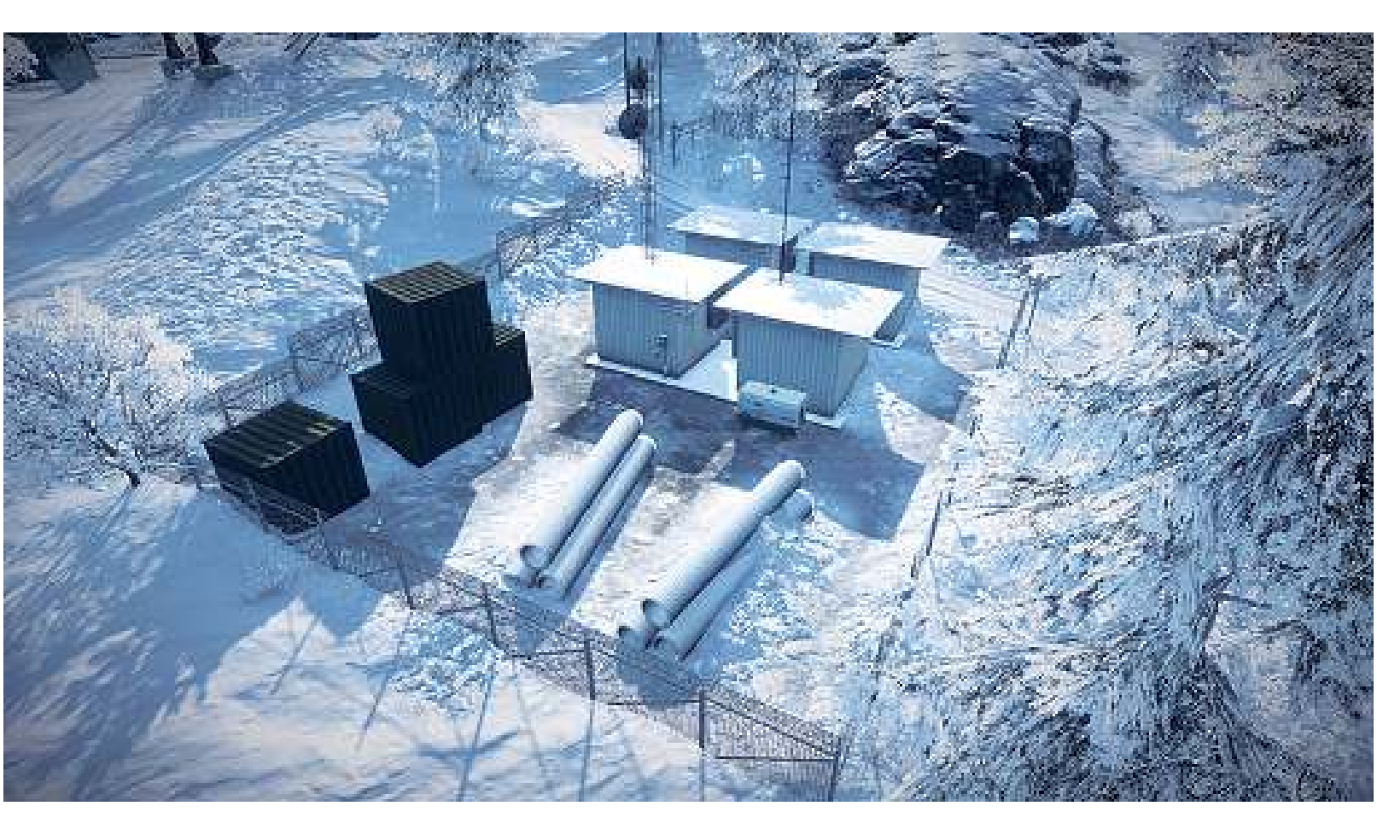


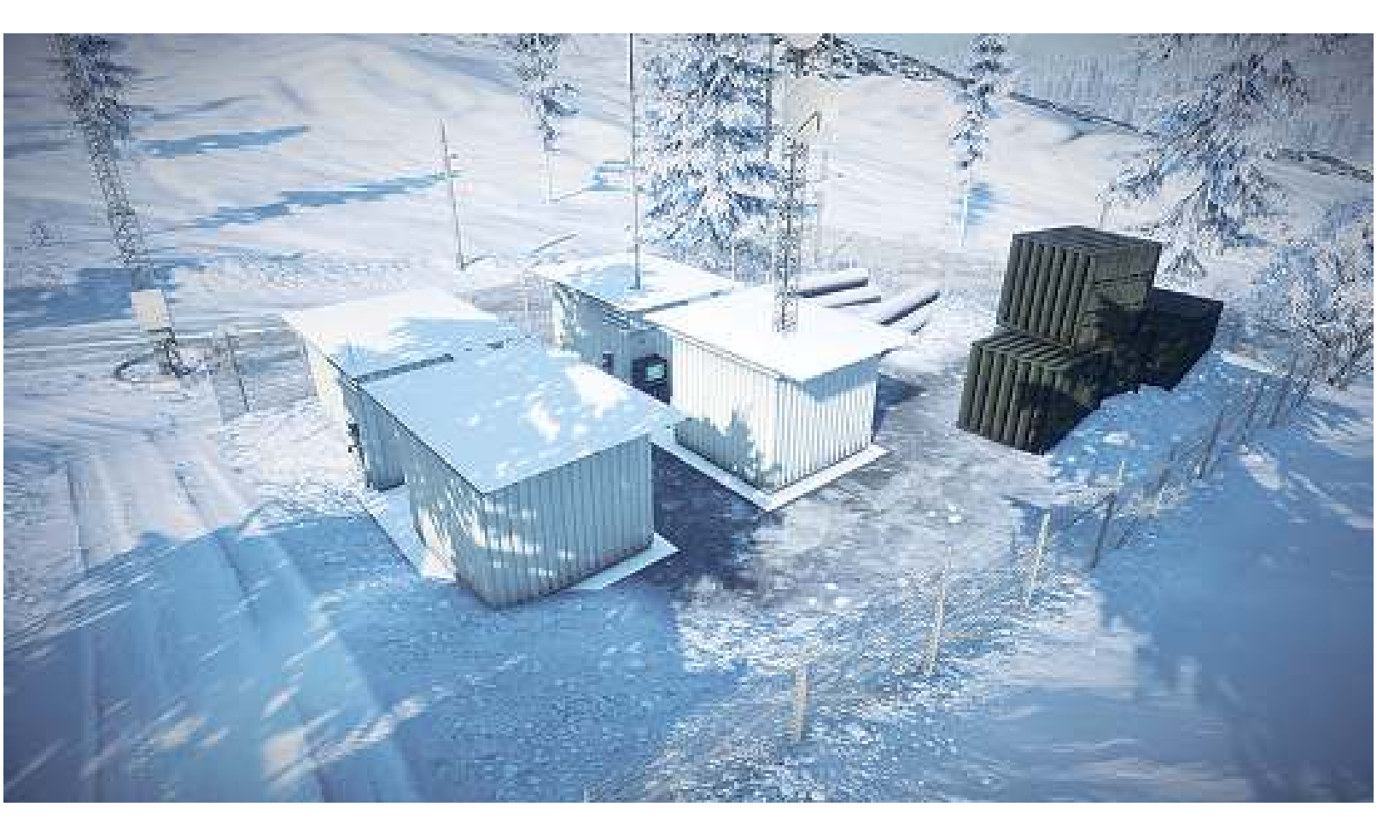


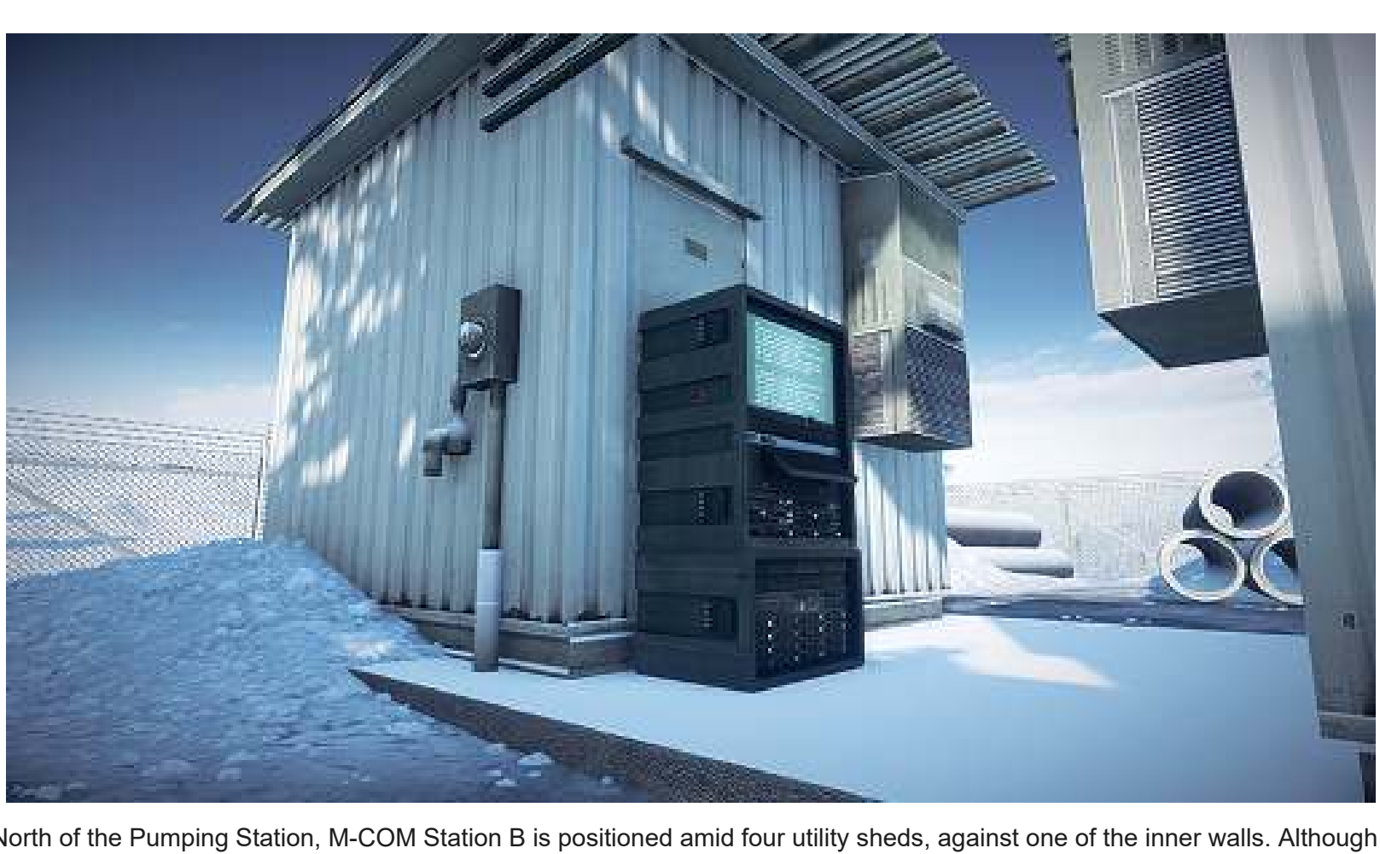
Located within a building at the Pumping Station, the M-COM itself is only accessible by infantry. This is not to say that attackers should not roll up to the site in a loaded ASRAD and deploying their crew while providing suppressing fire with the vehicle's unguided rockets on unsuspecting defenders. More so than the LAV-25, if the ASRAD can maintain a foothold inside of the compound, it poses a great threat to the defenders' maintaining control of the site. When defending the objective, the defenders' BMP-2M should be a presence outside the fence line, firing into the compound instead of entering into the confined space. Until the fence surrounding the Pumping Station compound is destroyed, though, both teams will lack any immediate visibility of the chaos taking place there.

M-COM Station B



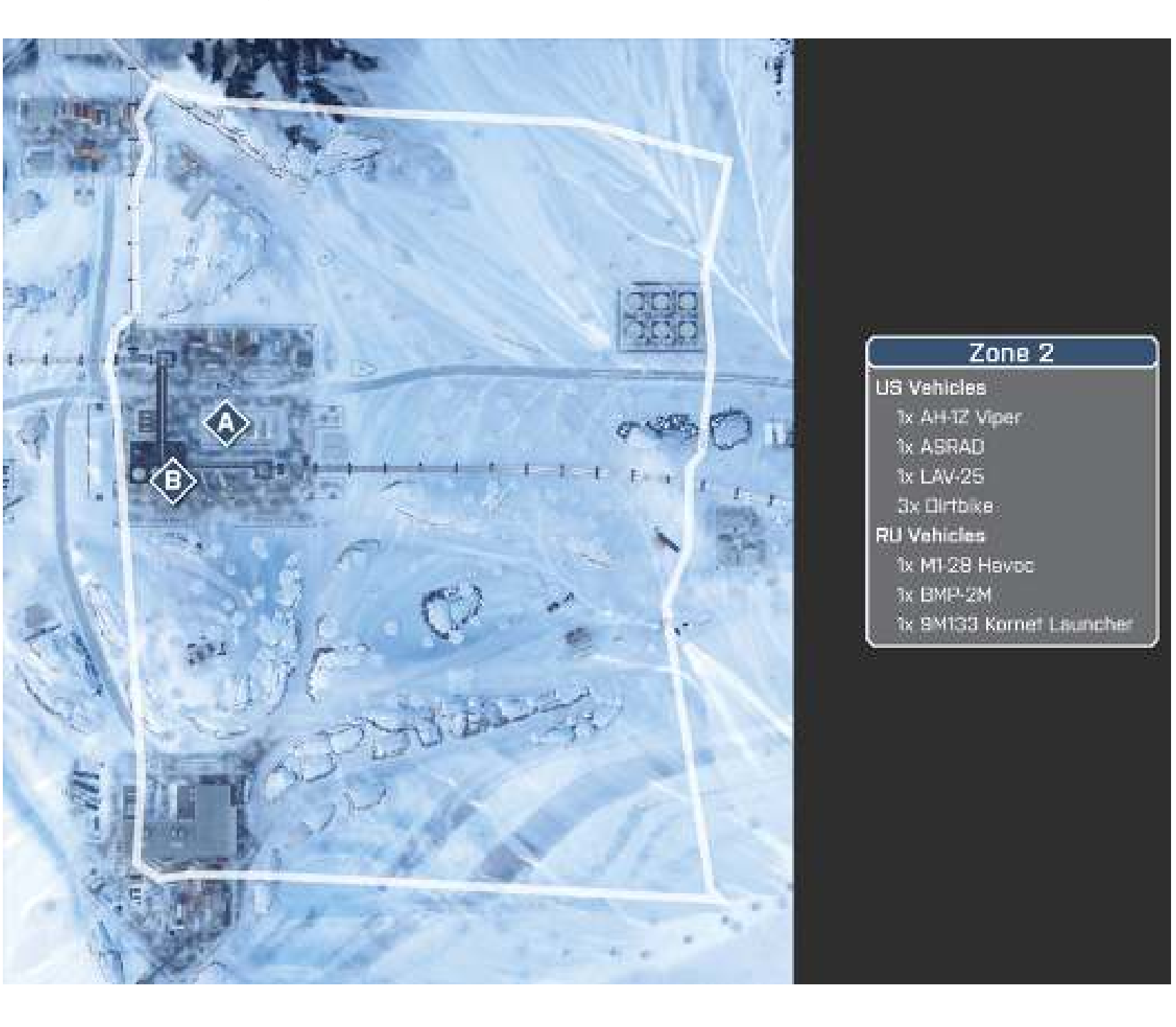






North of the Pumping Station, M-COM Station B is positioned amid four utility sheds, against one of the inner walls. Although armored vehicles can approach the site, infantry can use the sheds for cover until one of their own armored vehicles can arrive to defend them. Defenders looking to maintain the site should place claymores within the cluster of sheds early in the round, before the conflict gets too heated here. Attackers can make use of the open terrain surrounding the site by taking advantage of the firepower afforded them by the AH-1Z Viper, which can circle the area and bombard oncoming defenders with its weapons. Defender snipers can make use of the pipeline to the south to maintain a sight line of the objective as well by climbing the nearby stairwell to get atop of the pipeline. This position provides a great view of the objective, but also exposes the sniper to attack, should his position be realized.

Zone 2: Oil Refinery


A
B
Zone 2
US Vehicles
1x AH-1Z Viper
1x ASRAD
1x LAV-25
3x Dirtbike
RU Vehicles
1x M1-28 Havoc
1x BMP-2M
1x 9M133 Kornet Launcher

US Deployment

This stage sees the US team mounting their assault from the Pumping Station and moving west into the Oil Refinery compound. Because the RU team deploys from the nearby Construction Site due west of the Oil Refinery, attackers should expect heavy resistance to come from the Oil Refinery's upper tiers as they approach. Of the two objectives presented during this round, the first to be attacked should be M-COM Station A, which is relatively exposed. As US attackers push into the Oil Refinery compound, it would be beneficial to have a squad travel the pipeline as they make their way to the Oil Refinery. This elevated position, if traveled quickly, can allow undetected access to M-COM Station B, as defenders are will be focusing their firepower on the US vehicles that have breached the east gate of the refinery compound by now.

RU Deployment

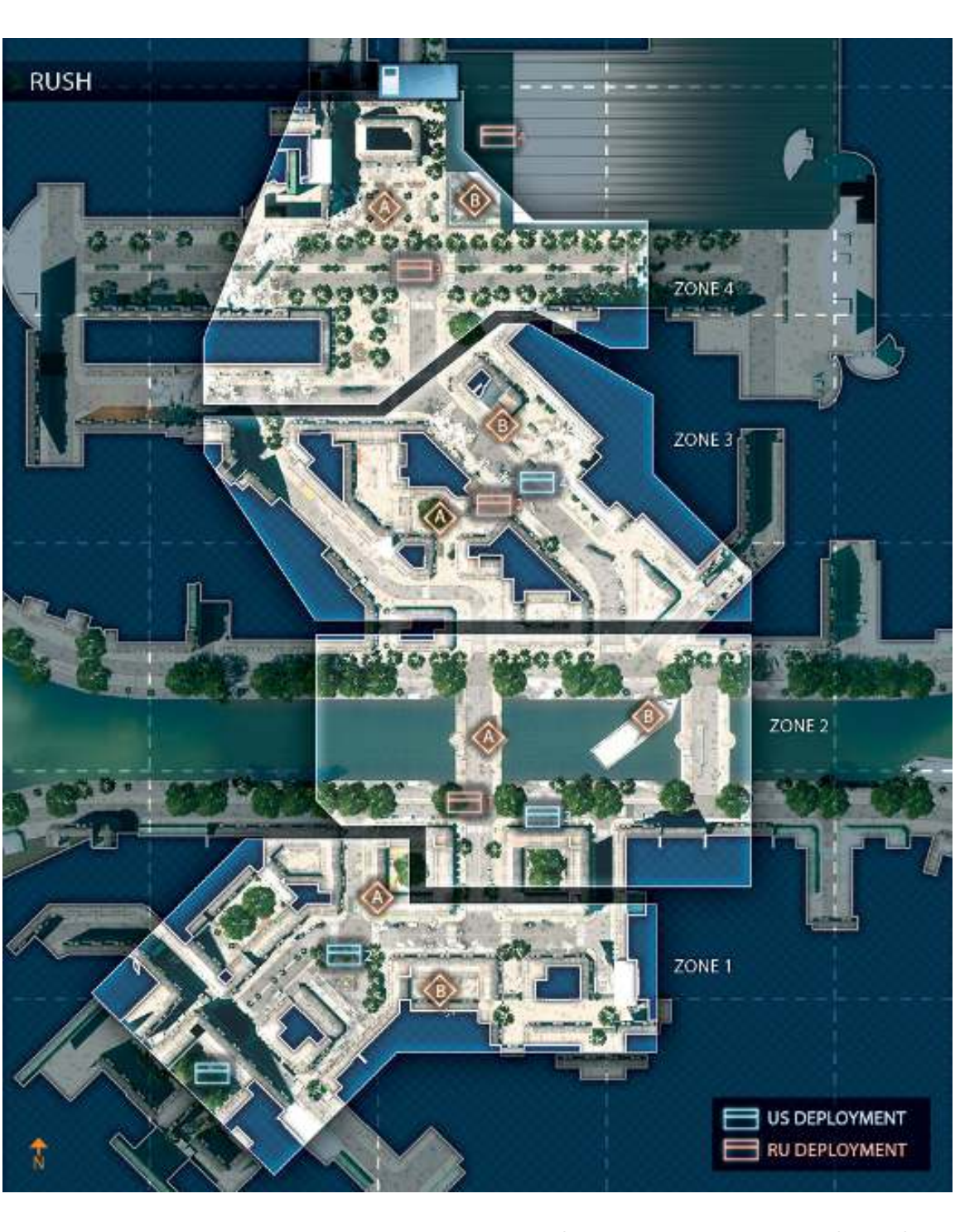
EVXO
SHIP IT
SHIP IT
CRIMP

Rush

Seine Crossing

In this Rush battle, the US team advances through the streets of Paris in a drive to destroy eight M-COM stations scattered across four zones. The assault starts in the south and eventually crosses the Seine before heading north toward the bank plaza.

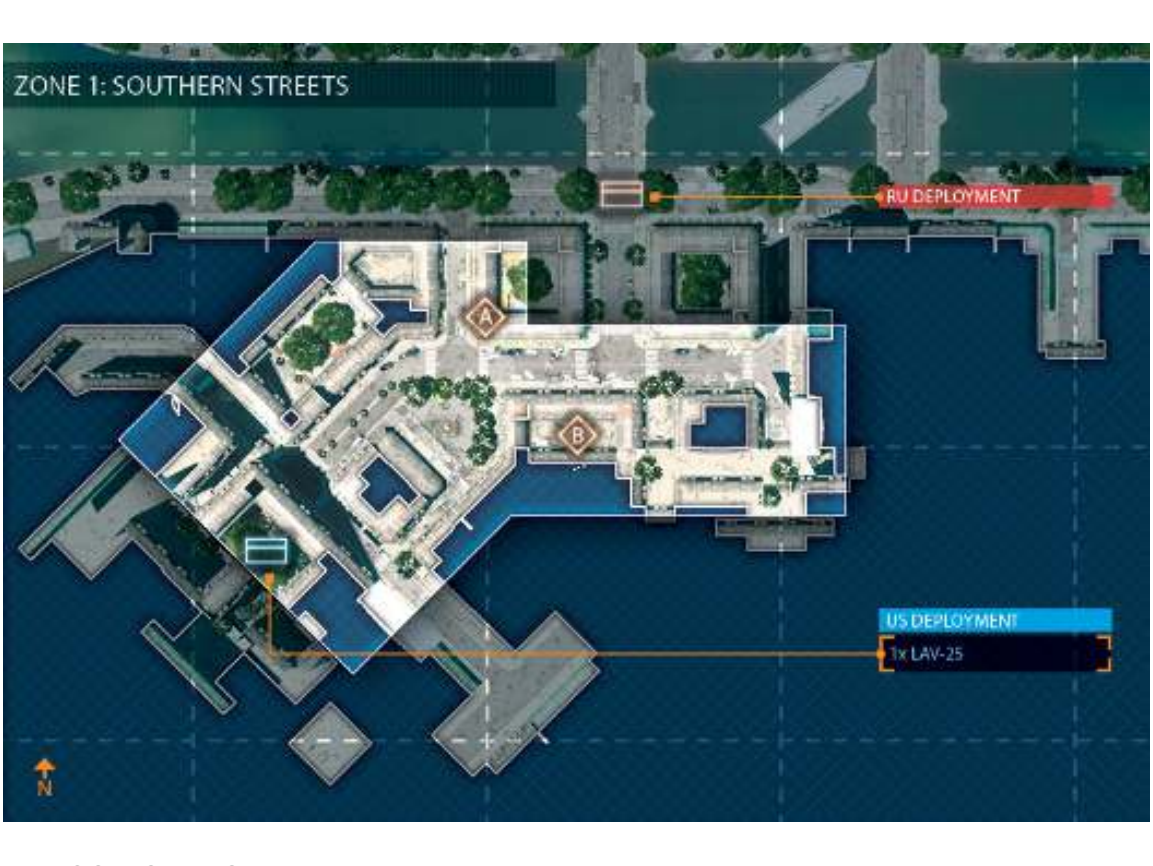
The US team has access to an LAV-25 throughout the duration of the match, which gives them a slight advantage. But the LAV-25 must be deployed wisely to prevent it from becoming nothing more than a flaming wreck.



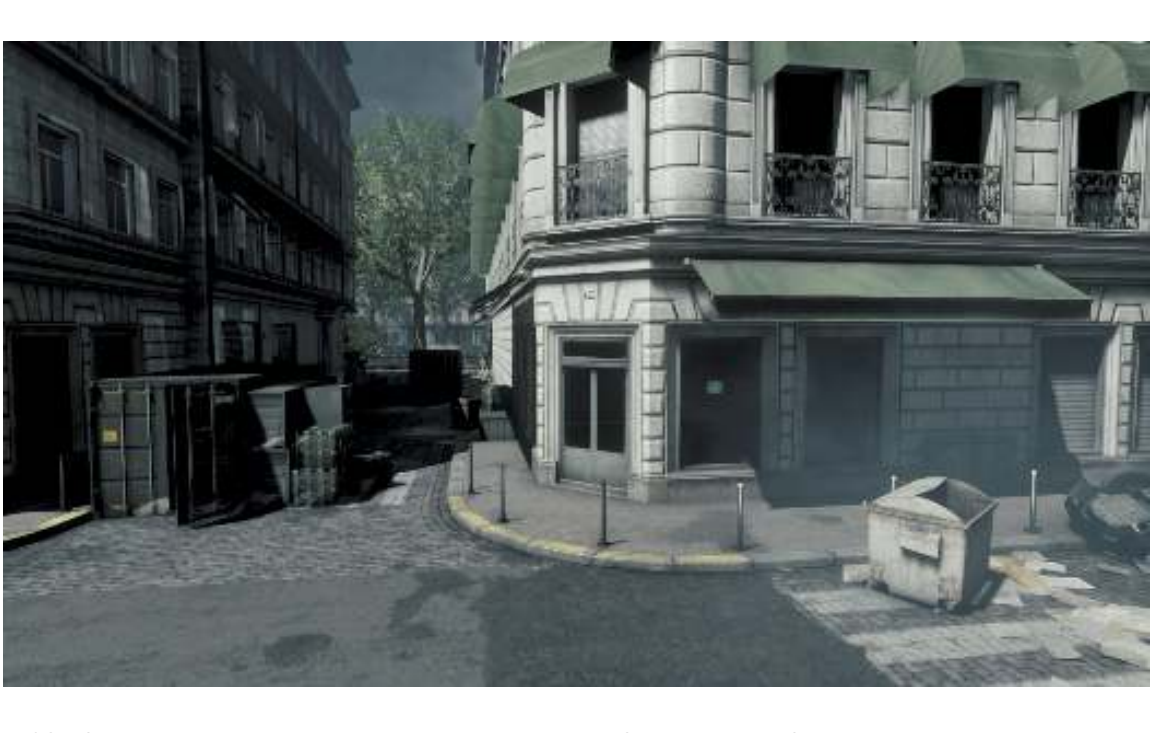
In each zone, there is one objective where the LAV-25 can't support the US advance directly, leaving it up to infantry to fight it out. It's in these areas where the RU team has the best chance of holding out for a victory.

Regardless of whether you're attacking or defending, prepare for some intense urban combat. As usual, make an effort to avoid the streets. Instead, utilize the less traveled side alleyways to approach the objectives from unpredictable directions.

ZONE 1: SOUTHERN STREETS



B M-COM STATION A



M-COM Station A is housed within a corner store on the west side of the street. RU defenders posted here should expect heavy action as the LAV-25 attacks from the south end of the street. While the LAV-25 can blow holes in the walls of the store, it can't damage the M-COM station.

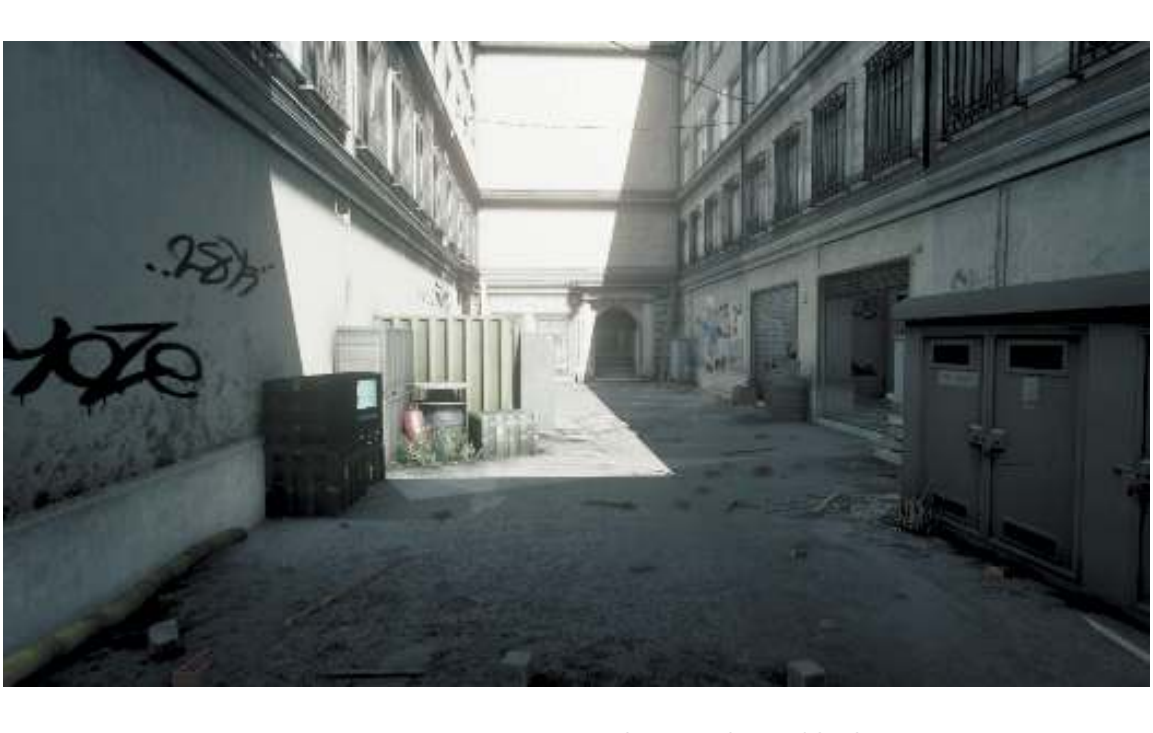
But in terms of providing fire support, the LAV-25 is absolutely deadly. So RU defenders posted here must take out the LAV-25 as quickly as possible.

After destroying the LAV-25, the RU team must secure the area around the store, while being sure to watch the street to the south as well as the adjacent narrow street to the west.

When playing as the US, the LAV-25 is key to securing the area around the store. Park the LAV-25 to the south and use it to bombard the RU team's positions while infantry advance along the street toward the store.

Always toss grenades into the store before entering to kill any defenders hiding near the M-COM station. Once a charge has been set, prepare for the RU counterattack approaching from the north.

M-COM STATION B



This objective is situated in an enclosed alley on the opposite side of the street from M-COM Station A. There is no vehicle access here, so the RU defenders don't have to worry about the LAV-25 providing direct fire support for the attackers.

The narrow passages leading into this alley serve the defenders well, allowing them to focus their fire on these choke points to gun down their opponents.

The southwestern passage is the most common entry point for the attackers and should be covered at all times. The objective can also be watched from the small garage on the south side of the alley.

This is a good hiding spot for attackers and defenders alike. But gaining access to this alley proves the most difficult part for the US team. While it's possible to push through the southwestern passage, look for flanking opportunities and try to attack from the north or west to catch the defenders off guard.

US DEPLOYMENT

Base Assets

Name	Quantity	Respawn Time
LAV-25	1	120 sec.

The US team begins the battle in the narrow streets and alleys on the southern tip of the map. The LAV-25 spawned here is extremely useful in supporting the advance toward the objectives to the north.

Instead of using it to charge headlong into throngs of RU troops, position it on the street south of the objectives and provide fire support from a distance.

The LAV-25's auto-cannon and machine gun turret are great for suppressed defenders positioned around M-COM Station A. But the IFV is likely to take a lot of fire, so make sure some engineers are nearby to constantly repair it.

Even if the LAV-25 doesn't score many kills, it serves as a useful enemy distraction, allowing friendly troops to approach the objectives. If the LAV-25 is destroyed, it takes a full two minutes for it to respawn.

So use this vehicle wisely to give your team the upper hand during this advance.

RU DEPLOYMENT

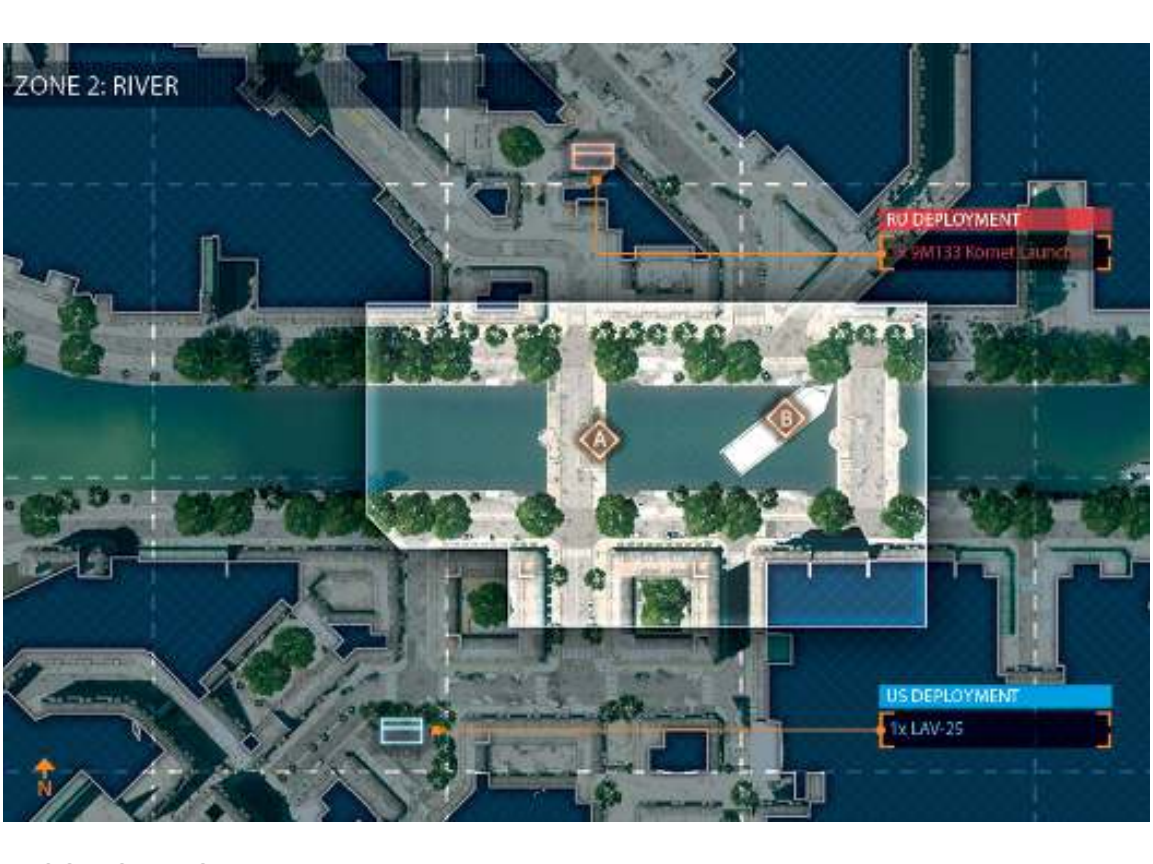
The RU team spawns near the western bridge spanning the Seine, just north of the objectives. This doesn't give them much time to reach the objectives before the US troops do.

And with no vehicles at their disposal, the RU defenders must sprint toward the objectives in an effort to form a defensive line. Division of labor is very important in this first stage, as the objectives must be covered by two distinct groups.

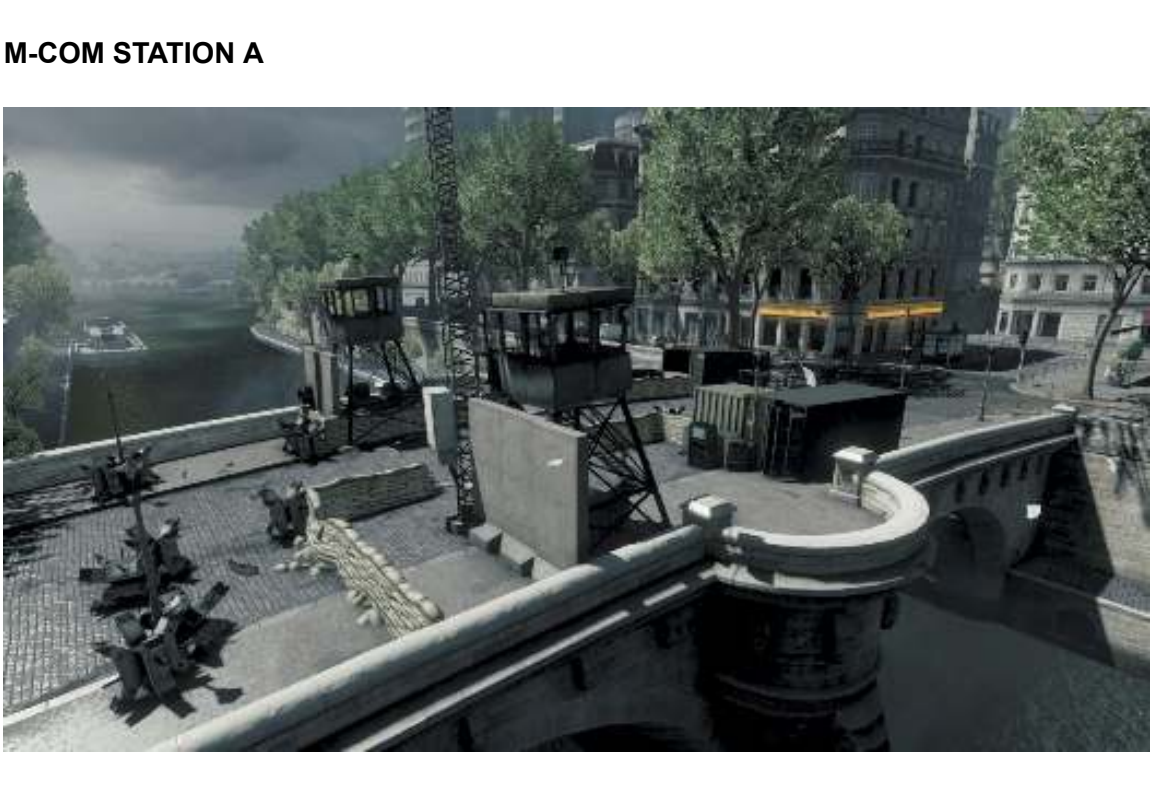
Those defending M-COM Station A should prepare to deal with the US team's LAV-25; engineers armed with anti-tank weapons are essential.

M-COM Station B is more isolated and is best defended by infantry armed with close-quarters weapons like carbines and shotguns. So before the round begins, decide which objective your squad will defend and choose your class and weapons accordingly.

ZONE 2: RIVER



M-COM STATION A



M-COM Station A is located on the heavily fortified west bridge, surrounded by a low sandbag wall and several crates. If the US team rushes this objective early, they have a chance of securing the bridge before the RU team can get into position.

So load up some troops in the LAV-25 and assault this objective aggressively. However, if the RU team reaches this position first, they have a good chance of holding back the US assault.

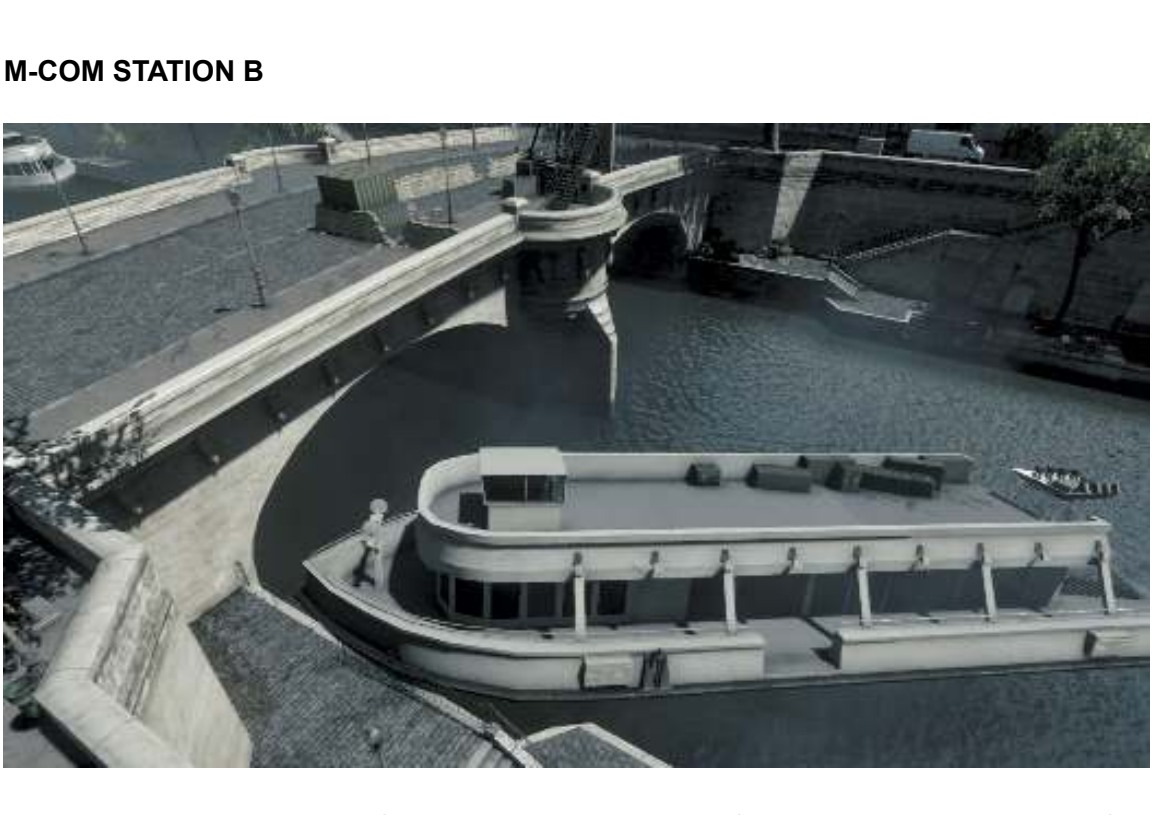
Defenders should quickly mine the south side of the bridge to prevent rushes by the LAV-25. Meanwhile, defenders hiding among the crates and sandbags can easily take attackers by surprise as they race toward the M-COM station.

Consider placing a Radio Beacon within the green shipping container by the objective to give your squad a presence on this bridge.

Once the bridge is locked down by the RU defenders, the US team's best chance is to wear them down by attacking with the LAV-25 from a safe distance.

Suppressing the RU troops at the bridgecan give infantry the opening they need to reach the objective and plant a charge.

M-COM STATION B



This objective is located within the listing ferry near the East Bridge. While the US team's LAV-25 can't approach or even fire at the ferry, it can help the attackers by securing the area around the East Bridge.

There are only a few ways to access the ferry. For the attackers, the easiest way to hop onboard is by jumping off the west side of the East Bridge and landing on top of the ferry.

Whenever possible, avoid swimming to the ferry, as it leaves you open to attack with no way to defend yourself. If you want to keep your feet dry, the northern riverbank offers the easiest way to hop onboard.

While simply reaching the ferry presents challenges for the US team, defending this objective isn't much easier. Obviously, holding the East Bridge is the best way to control traffic in this area as well as in the river below.

But the RU team must also post defenders along the riverbanks as well as within the ferry itself to sufficiently lock down M-COM Station B. If you find yourself stuck in the river, use the ladders along the riverbanks to climb out of the water.

US DEPLOYMENT

Base Assets

Name	Quantity	Respawn Time
LAV-25	1	120 sec.

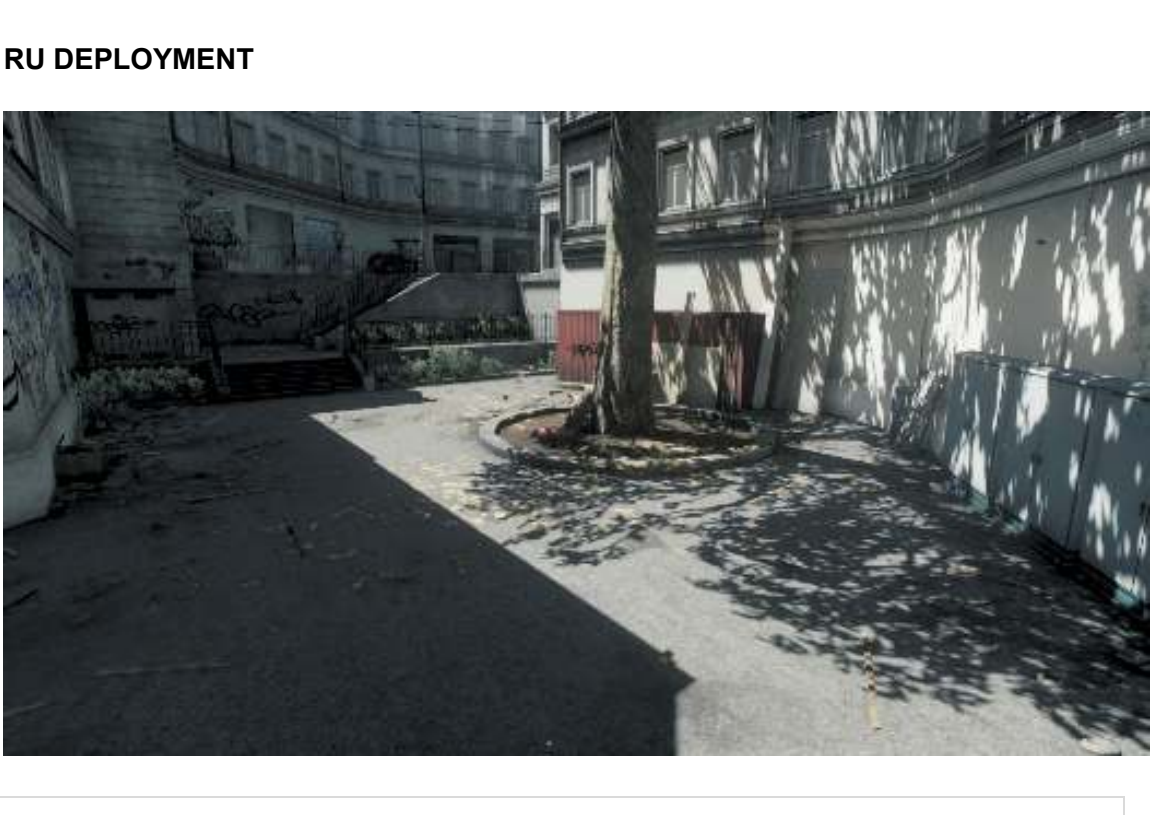
Having destroyed the first two objectives, the US now deploys from the small plaza across the street from the store. Once again, the LAV-25 is the most valuable asset in the next advance toward the objectives at the river.

As in the previous stage, use the LAV-25 as a stand-off weapons platform to hammer the defenders posted around M-COM Station A on the west bridge. But avoid driving onto the bridge itself, as it may be mined or booby-trapped with C4.

It's best to hold on the south side of the riverbank and provide fire support from a safe distance. Make an effort to destroy M-COM Station A before going after M-COM Station B in the ferry to the east.

This allows your team to use the west bridge as an overwatch position that is ideal for covering the advance on the second objective.

RU DEPLOYMENT



Base Assets

Name	Quantity	Respawn Time
9M133 Kornet Launcher	1	45 sec.

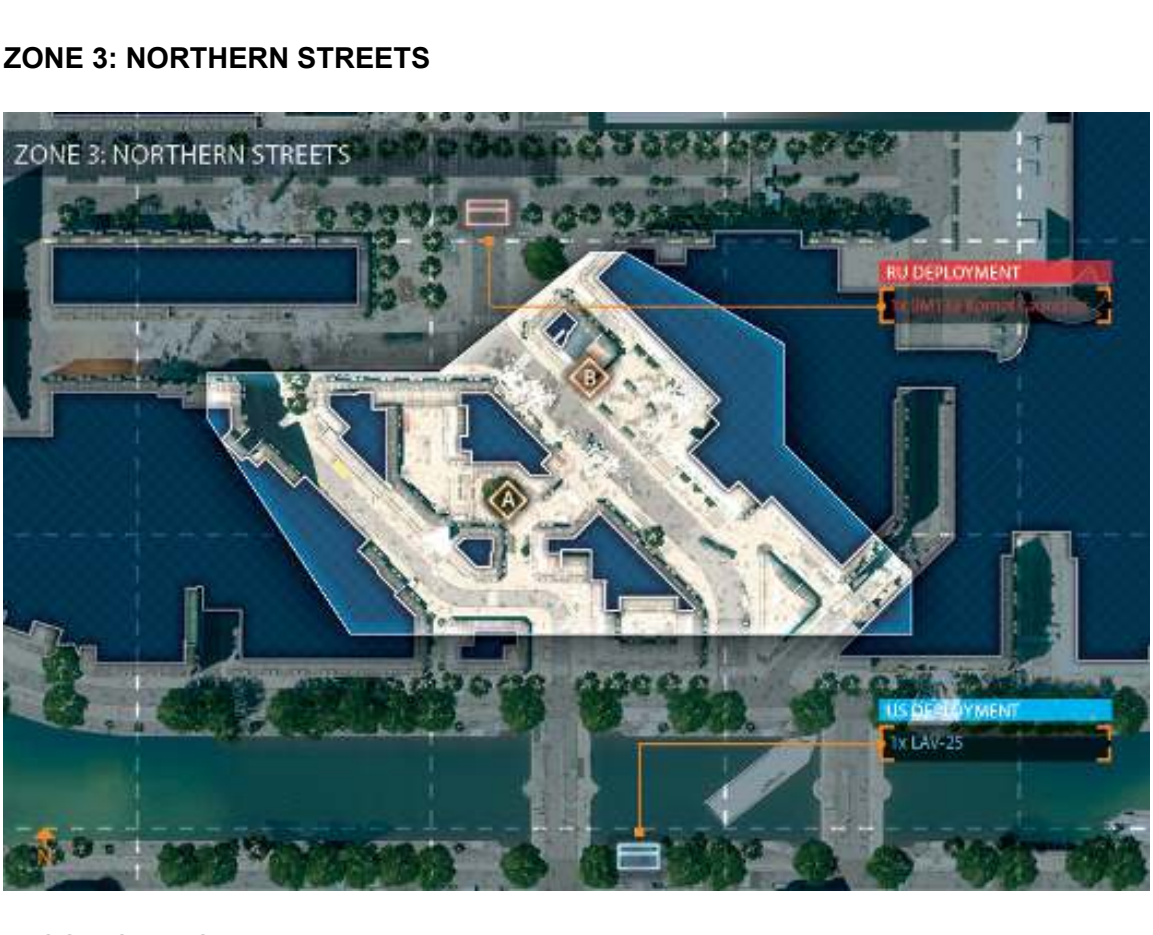
After losing their foothold on the south side of the river, the RU team deploys from an alley to the north. This time the defenders have a few extra seconds to reach the objectives along the river before the US team can advance.

Reinforcing M-COM Station A on the west bridge is the most critical, as it's likely to come under attack first. So move engineers to the west bridge to prepare for the impending US attack, which most likely will be led by their LAV-25.

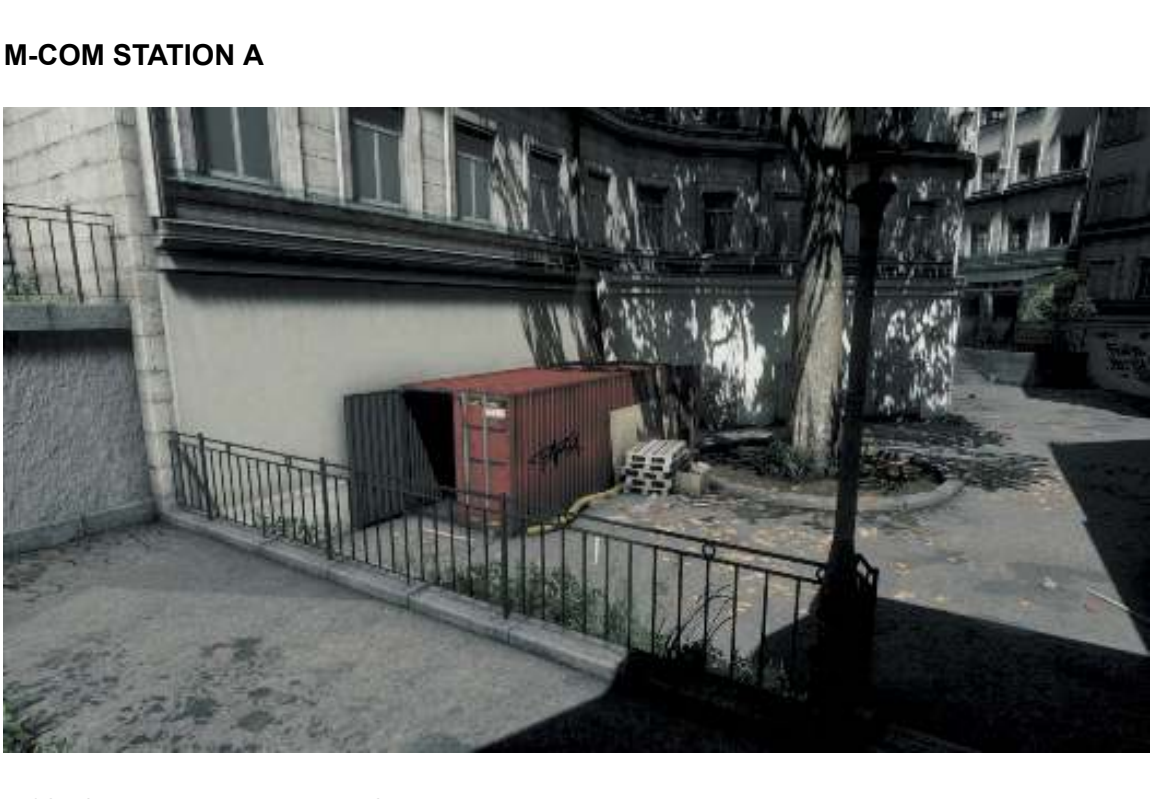
Defending M-COM Station B is equally important, so get troops near the ferry by the East Bridge. Controlling traffic along both bridges is critical to securing these objectives.

So position troops on the north side of the river and focus your fire on these narrow choke points to halt the US team's advance. Booby-trapping the bridges with mines, C4, and Claymores is also very effective.

ZONE 3: NORTHERN STREETS



M-COM STATION A



M-COM Station A is located in the Back Streets area, housed within the red shipping container. When spawning at their deployment area, the RU defenders can reach this area quickly by rushing through the alley to the north.

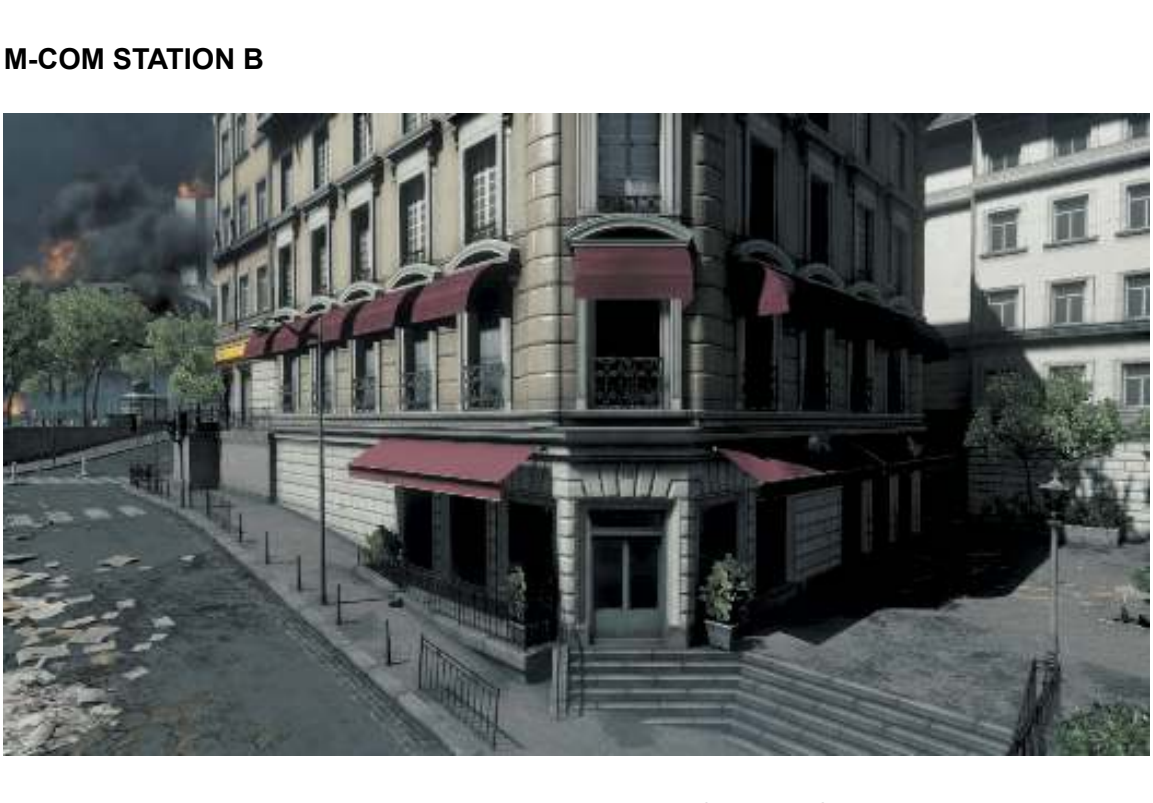
This gives them an elevated view of the shipping container and they can easily pick off attackers approaching from the south. Both ends of the shipping container are open, but attackers are most likely to enter from the east.

So consider placing C4 or Claymores near this entry point. When attacking this location, try to approach from the alleys to the south and east, preferably after M-COM Station B has been destroyed.

RU defenders and reinforcements are most likely to hold the high ground to the west. Securing the northern alley is the only way to effectively secure the Back Streets, so consider staging a flanking attack from this direction.

When approaching the shipping container, always toss grenades inside before entering to detonate booby traps and eliminate any defenders waiting inside. Once the charge is set, prepare to fend off counterattacks in the northern alley.

M-COM STATION B



This objective is located inside the small corner store on the northwest end of Monument Square. The wide street to the south allows the US team's LAV-25 to approach and bombard the area around the objective, so defenders must find suitable cover.

The Kornet launcher on the south side of the square has a great view of the street, so don't forget to use it to destroy the approaching LAV-25.

There are plenty of good hiding spots around Monument Square that are useful for both attackers and defenders. On the northeast side of the square is a second-story window that is ideal for covering the southern side of the store.

There are also upper-story windows across the street to the southwest, where sharpshooters can cover the street approach—this is an excellent overwatch position for US troops, so consider planting a Radio Beacon here.

Given the numerous hiding spots, attacking this objective is always dangerous. So utilize smoke and covering fire from the LAV-25 to safely reach the store and plant the charge.

Defenders may be hiding inside, so always toss a grenade through a window before rushing to the M-COM station.

US DEPLOYMENT

Base Assets

Name	Quantity	Respawn Time
LAV-25	1	120 sec.

Although the US team has destroyed the objectives at the river, they still deploy on the south side. They are forced to cross one of the two bridges to reach the objectives to the north.

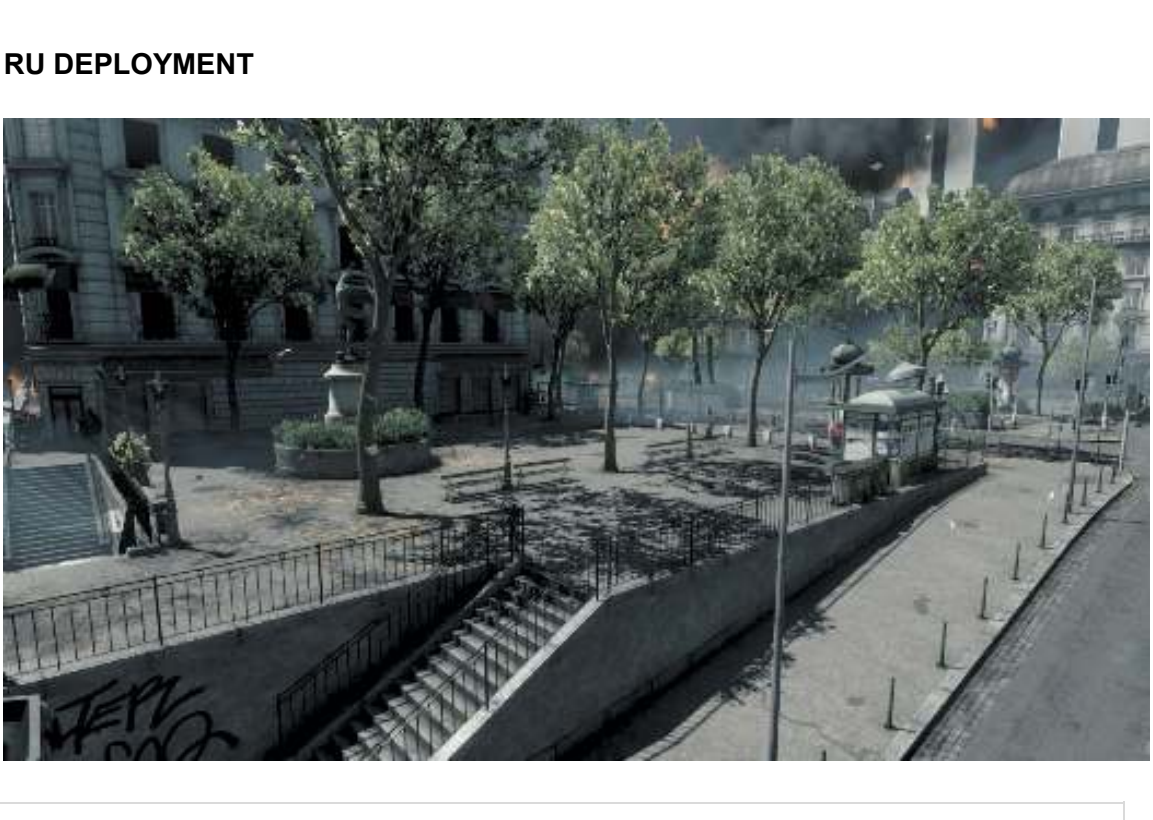
At the start of this stage, prepare to deal with a few RU stragglers loitering around the bridges. Quickly sweep the area for any surviving defenders before advancing toward the objectives.

The LAV-25 deploys near the west bridge, but is best used by advancing across the East Bridge and making a push toward M-COM Station B.

As in the previous zones, use the LAV-25 to pound Monument Square from a distance while infantry move in to plant the charge on the objective.

But the LAV-25 is of little use against M-COM Station A—infantry alone must enter the Back Streets where this objective is located.

RU DEPLOYMENT



Base Assets

Name	Quantity	Respawn Time
9M133 Kornet Launcher	1	45 sec.

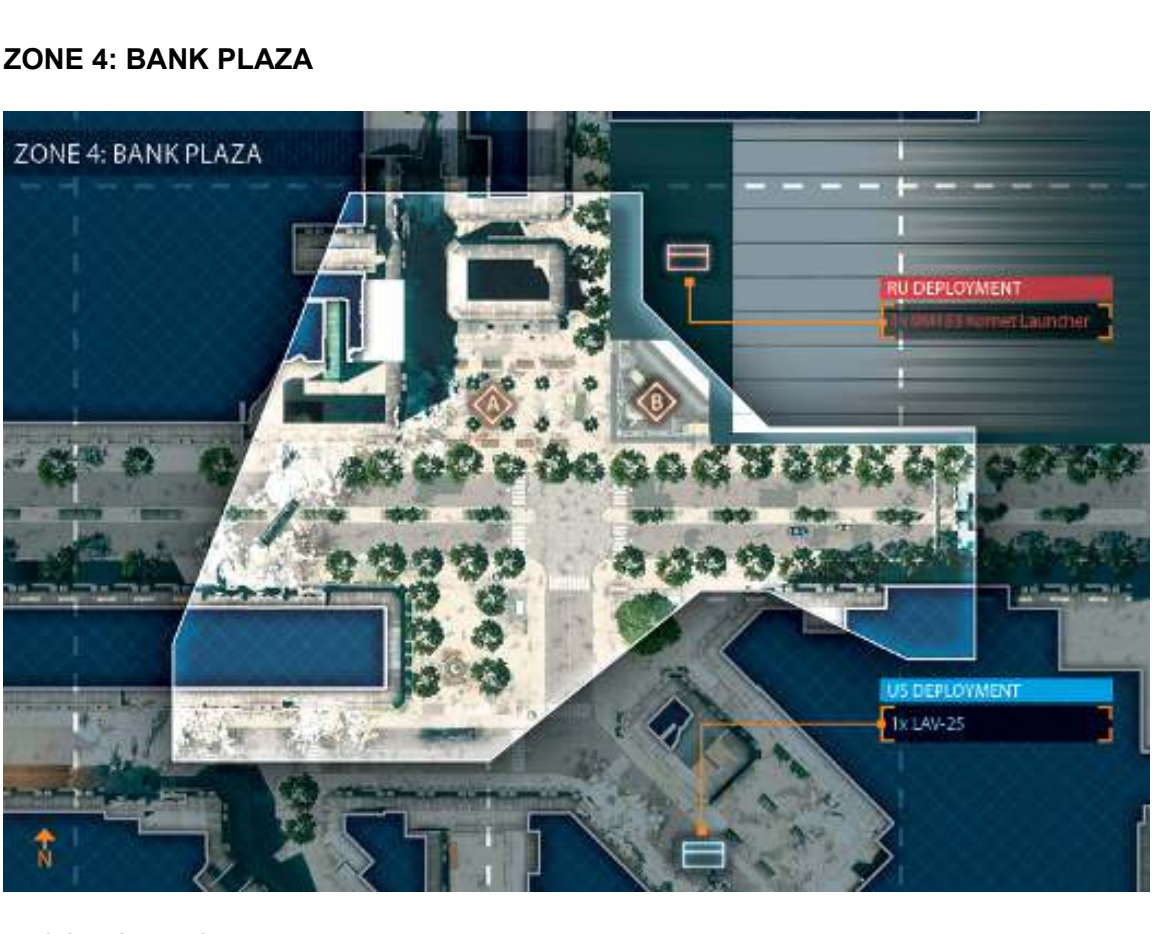
In the third stage of the battle, the RU team deploys near the intersection south of the bank. Get engineers to M-COM station B by Monument square as quickly as possible—this is the site most likely to come under attack by the US team's LAV-25.

But don't neglect M-COM Station A in the Back Streets. This objective is closest to the US deployment area and likely to be rushed by infantry. As in the previous zones, the environments surrounding each objective are different and require different tactics.

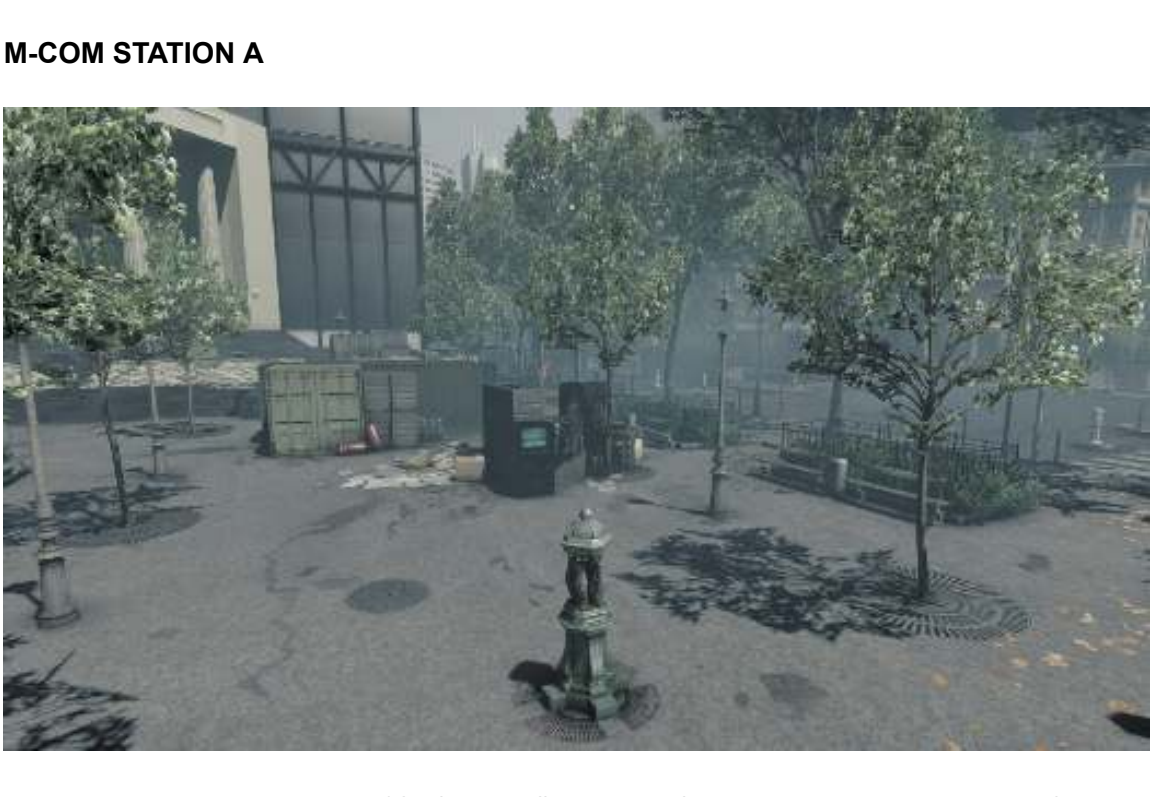
While defenders in Monument Square are best served by assault rifles, sniper rifles, and anti-tank weapons, the troops in the Back Streets are most effective when armed with close-quarters weapons like carbines, submachine guns, and shotguns.

So figure out where you're going to defend before choosing your gear.

ZONE 4: BANK PLAZA



M-COM STATION A



Located in the plaza outside the bank, M-COM Station A offers little cover for attackers attempting to set a charge. Once again, the attackers must rely on their LAV-25 to distract and suppress the RU defenders posted around this objective.

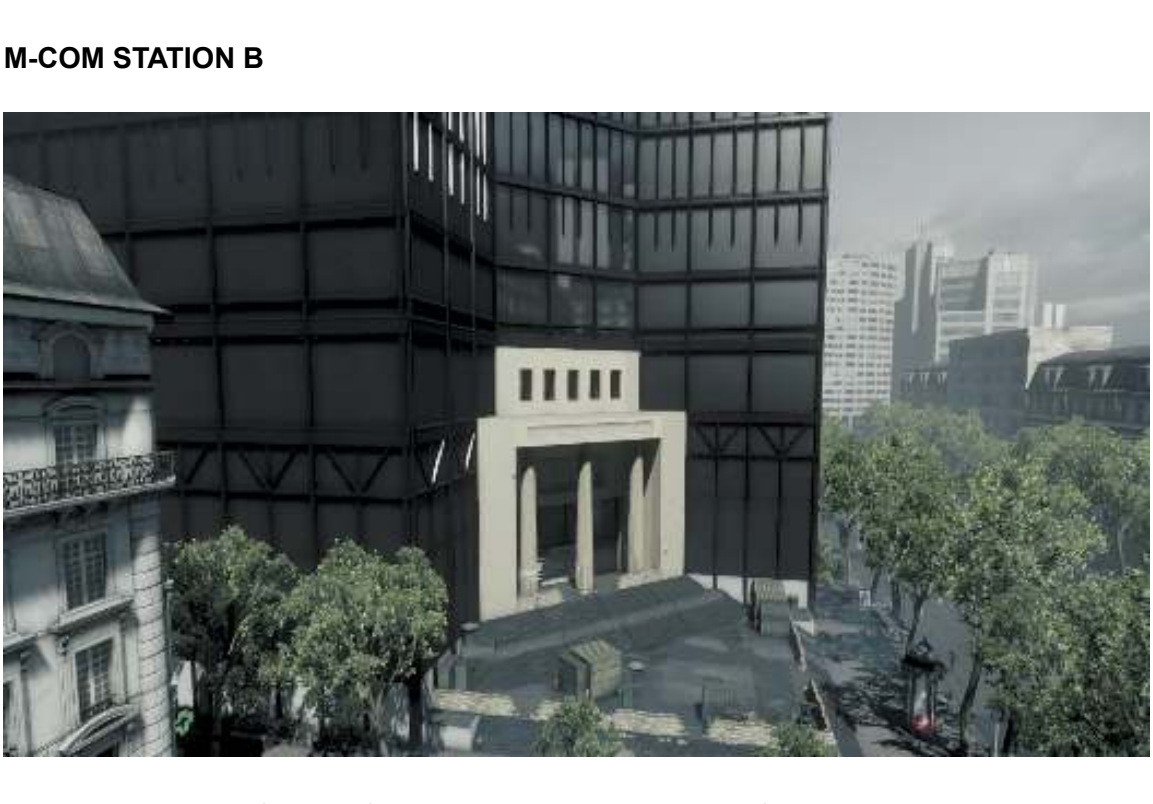
With some careful maneuvering, it's possible to drive the LAV-25 onto the plaza and park it right next to the M-COM station. Then, infantry can use the vehicle as a shield while setting the charge.

The LAV-25 may not last long in such attacks, but at least its wreckage stays behind to serve as cover. If the LAV-25 isn't available or can't move into position, always deploy smoke on the objective before attempting to set the charge.

The RU defenders can effectively lock down this location by hiding along the perimeter of the plaza. If manpower allows, a forward defensive line to the south can also hamper the US advance as they rush along the street from their deployment area.

Patrol the square across the street to the southwest, too, as this is a popular staging area for US troops.

M-COM STATION B



Because it is located only a few meters from the RU deployment area at the back of the bank, the RU team has a good chance of holding out by defending this objective. M-COM Station B sits on the floor of the bank's lobby, surrounded by crates and large stone planters.

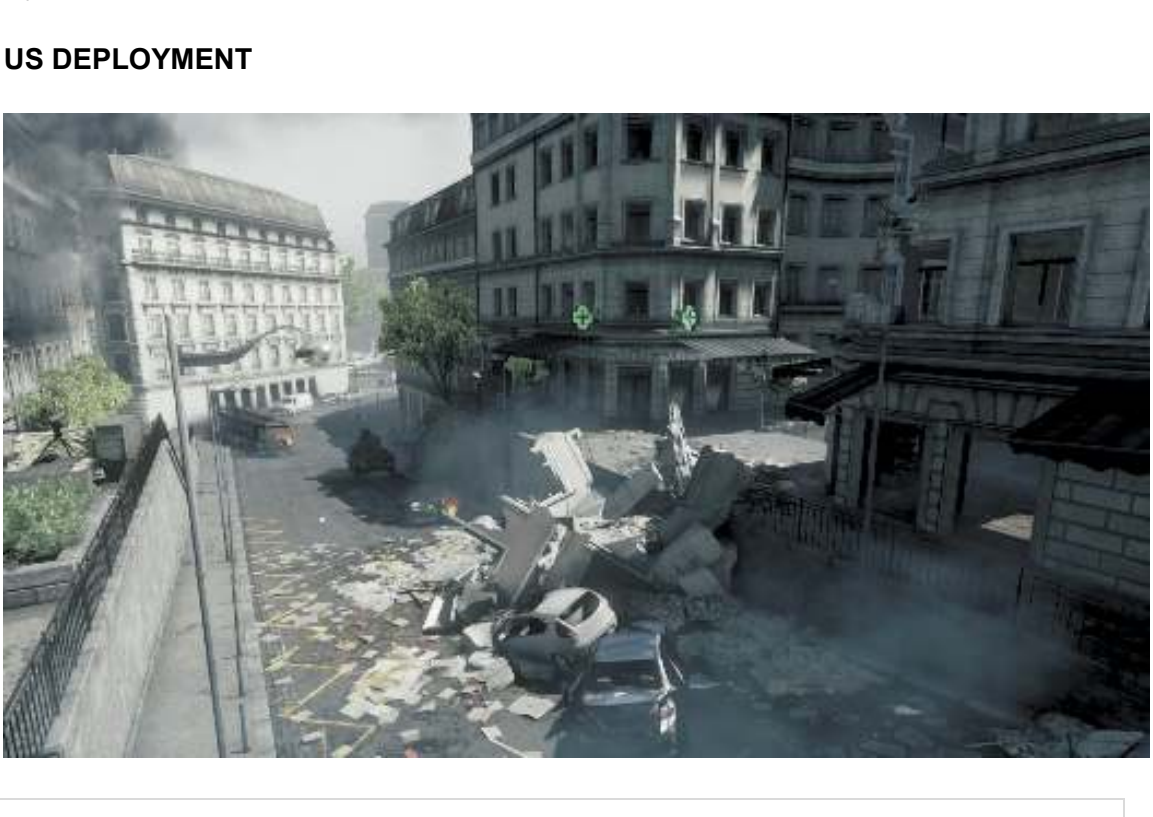
The objects around the objective make it difficult for defenders to gain a long sight line here, so they should prepare to deal with attacking troops at close range. There are two entry points into the bank.

The most obvious is the main entrance. The steps leading up to the main entrance are lined with sandbags, which offer decent cover for defenders posted here. There is also a side entrance on the west side of the bank that is accessible from the plaza.

This narrow entrance is less likely to be guarded and provides easy access onto the lobby floor via a short flight of steps. Always toss grenades around the objective to eliminate defenders hiding nearby before attempting to set a charge.

Once a charge is set, ambush defenders rushing out of the corridor to the north while waiting for the M-COM station to explode.

US DEPLOYMENT



Base Assets

Name	Quantity	Respawn Time
LAV-25	1	120 sec.

Victory is close, but the US team still has two more objectives to destroy before they can celebrate. During this final stage of the battle, the US attackers deploy from Monument Square.

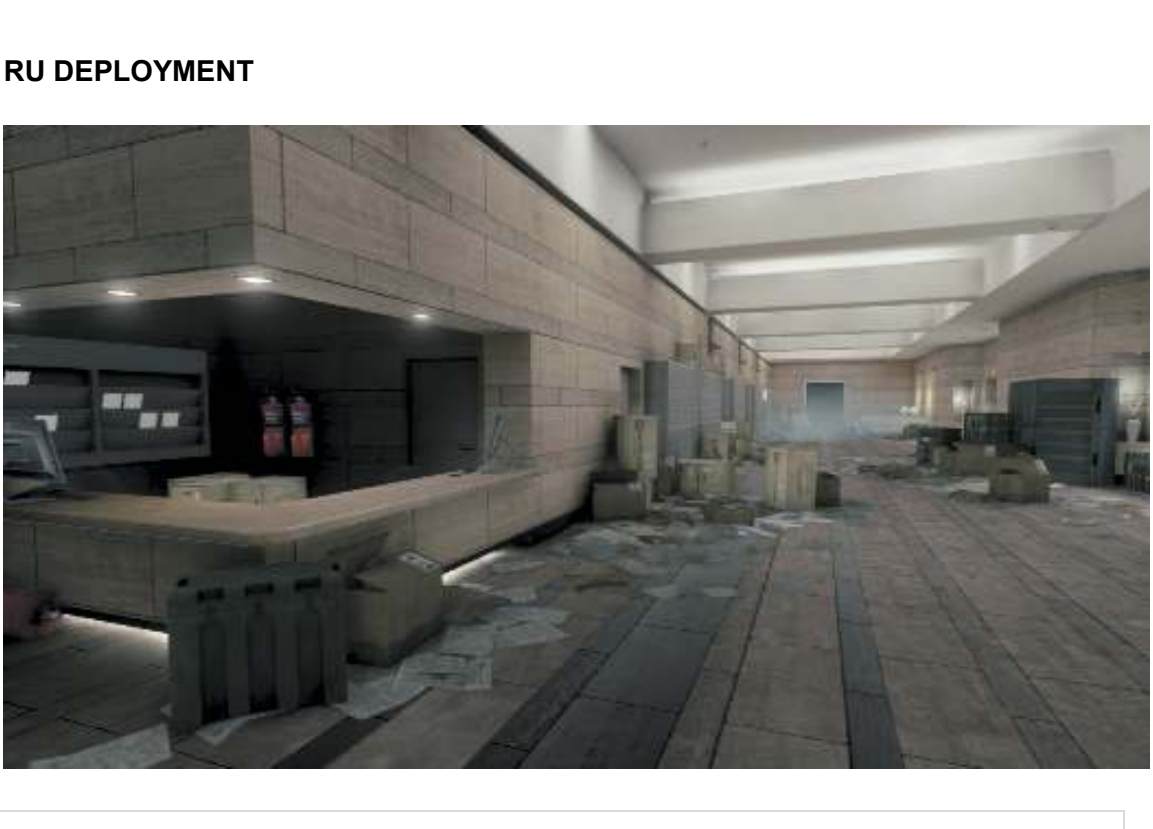
The streets and intersection south of the bank plaza are wide open, offering very little cover for US troops. Once again, rely on the LAV-25 to serve as a distraction while troops infiltrate the plaza from the west.

The small square across the street from the plaza serves as a good staging area for the US team, so consider placing Radio Beacons here to give your squads a spawn point near the action.

While the LAV-25 can help suppress defenders posted around M-COM Station A in the plaza, US infantry must enter the bank building on their own to knock out M-COM Station B. If possible, try to take out M-COM Station B first.

Otherwise the RU team will have an easy time defending it, given its close proximity to their deployment area inside the bank.

RU DEPLOYMENT



Base Assets

Name	Quantity	Respawn Time
9M133 Kornet Launcher	1	45 sec.

For the final stage of the battle, the RU team must hold out at the bank plaza. Deploying from within a rear corridor in the bank, the RU team has just enough time to prepare for the US team's assault.

Get troops out of the bank and around the plaza to the west to defend M-COM Station A. But don't leave the bank's interior undefended either, as this is where M-COM Station B is located.

Engineers and troops armed with intermediate- to long-range weapons are best posted in the plaza to deal with the LAV-25 and the US infantry advancing along the street to the south. Close-quarters weapons are ideal for defenders posted inside the bank.

Attacks may come from the main entrance as well as from the side entrance to the west, so be sure to cover each entry point.

Holding the plaza is tricky, but the RU team has a good chance of staging an upset by locking down the bank, thereby protecting M-COM Station B and securing a victory.

Rush

Sharqi Peninsula

This vital position on the Persian Gulf possesses a TV station with a powerful transmitter that aids the ongoing Russian campaign by broadcasting propaganda.

Click here for interactive maps

US rapid deployment forces have captured this coastal position and now face a determined counterattack by converging Russian forces.

Zone 1

US Deployment

Base Assets

Vehicle	Image	Quantity	Respawn Time
M1 Abrams		1	60 sec.

This lazy seaside resort of villas, markets, and beach houses is about to become a modern battlefield as US forces attempt to hold onto their newly captured communications prize.

Unlike the Conquest modes, in Rush mode it is the US team that is on the offensive.

Attacking from the west, the US must push through objectives at the City Entrance and Construction Site before finally securing the TV Station.

This is largely an infantry battle, as the US possesses a single tank in only two of the zones. The RU team will need a few engineers to deal with the US tank when it's present, but other than that, the battle is best fought by assault, support, and recon troops.

Zone 3

US Deployment

Base Assets

Vehicle	Image	Quantity	Respawn Time
M1 Abrams		1	60 sec.

As in most urban settings, combat usually takes place at close- to intermediate range.

But recon troops equipped with sniper rifles can find some long sight lines at the Construction Site as well as from the rooftop of the TV Station.

So before deploying, consider your surroundings and choose your class and weapons accordingly.

Rush

Strike at Karkand

Control of the industrial facility and harbor at Karkand motivates this assault by US forces, where they find Russian forces marshalling to defend the industrial city and determined to meet the attack with stiff resistance.

Click here for interactive maps

The terrain surrounding Karkand is sufficiently open to allow for sweeping fields of fire, but the open ground increases the danger posed by anti-vehicle missiles and sniping.

RU Deployment

Base Assets

Vehicle	Image	Quantity	Respawn Time
T-90A		1	90 sec.

It is vital for both sides to secure firebases in Karkand's sheltered city center.

Zone 2

US Deployment

Base Assets

Vehicle	Image	Quantity	Respawn Time
M220 TOW Launcher		1	30 sec.

Strike at Karkand is a classic Conquest map, but this is the first time the industrial city has been setup for an epic Rush battle.

RU Deployment

Base Assets

Vehicle	Image	Quantity	Respawn Time
T-90A		1	90 sec.

The conflict takes place over four separate zones. The action starts out on the north side of the city, around the Hotel, before moving south near the Square and Market.

Zone 3

US Deployment

Base Assets

Vehicle	Image	Quantity	Respawn Time
M1 Abrams		1	60 sec.

In the final phase, the US attackers must push across the river to reach the final objectives located at the Warehouse and Gatehouse.

RU Deployment

Base Assets

Vehicle	Image	Quantity	Respawn Time
T-90A		1	90 sec.

While tanks are available in each zone, infantry dominate this fight. So prepare for some gritty urban combat as you fight for control of this besieged city.

Zone 4

US Deployment

Base Assets

Vehicle	Image	Quantity	Respawn Time
LAV-25		1	60 sec.
M1 Abrams		1	60 sec.

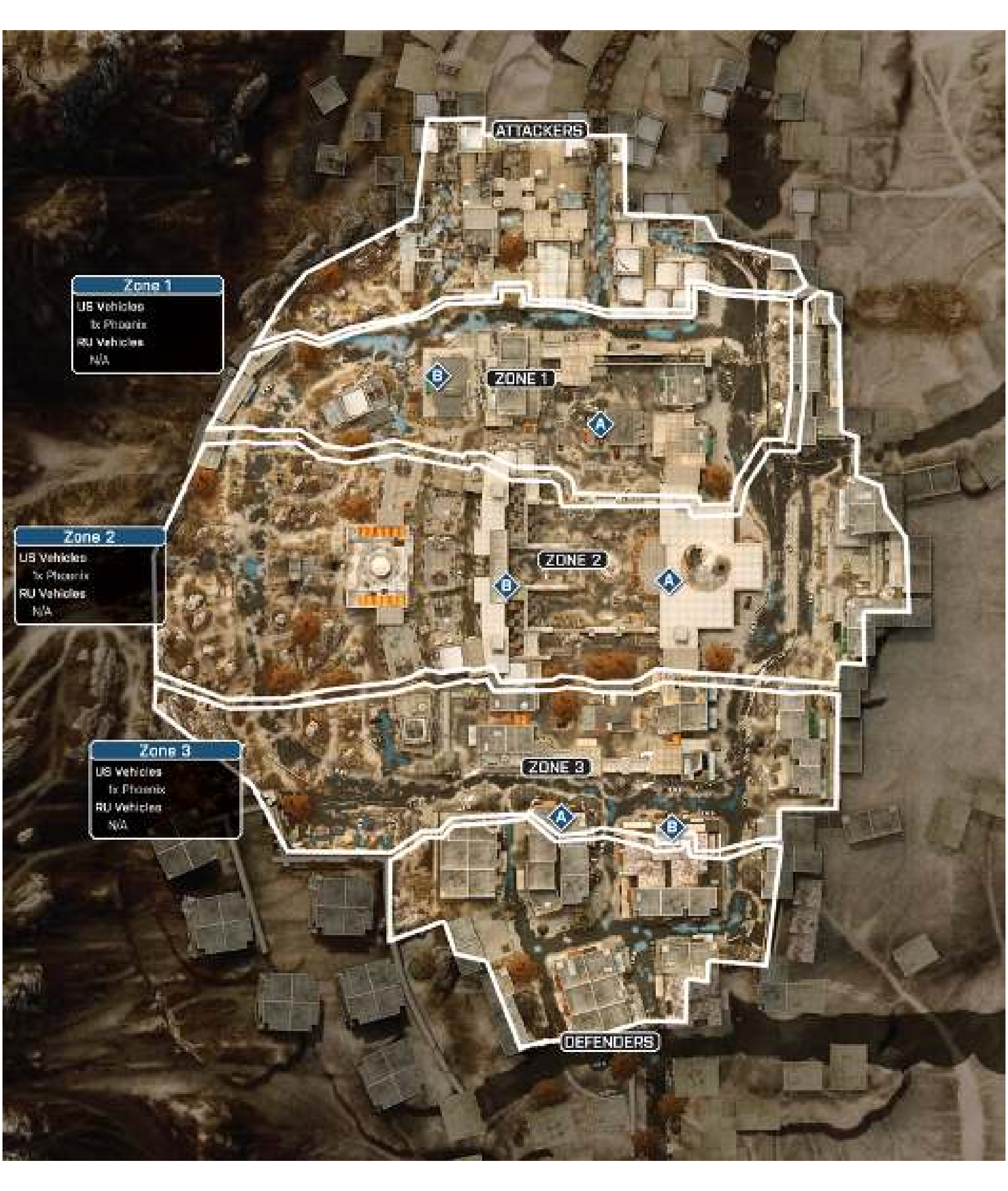
RU Deployment

Base Assets

Vehicle	Image	Quantity	Respawn Time
T-90A		1	90 sec.

Rush

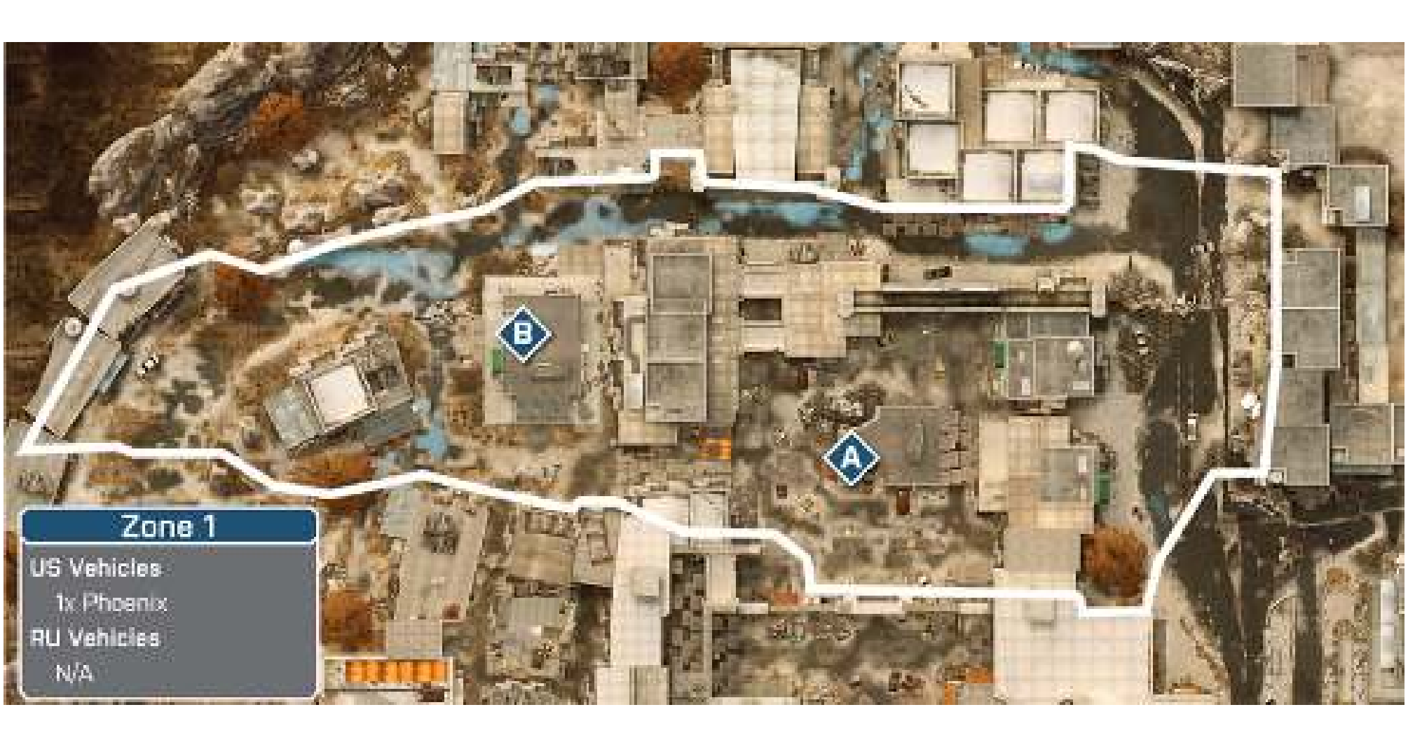
Talah Market



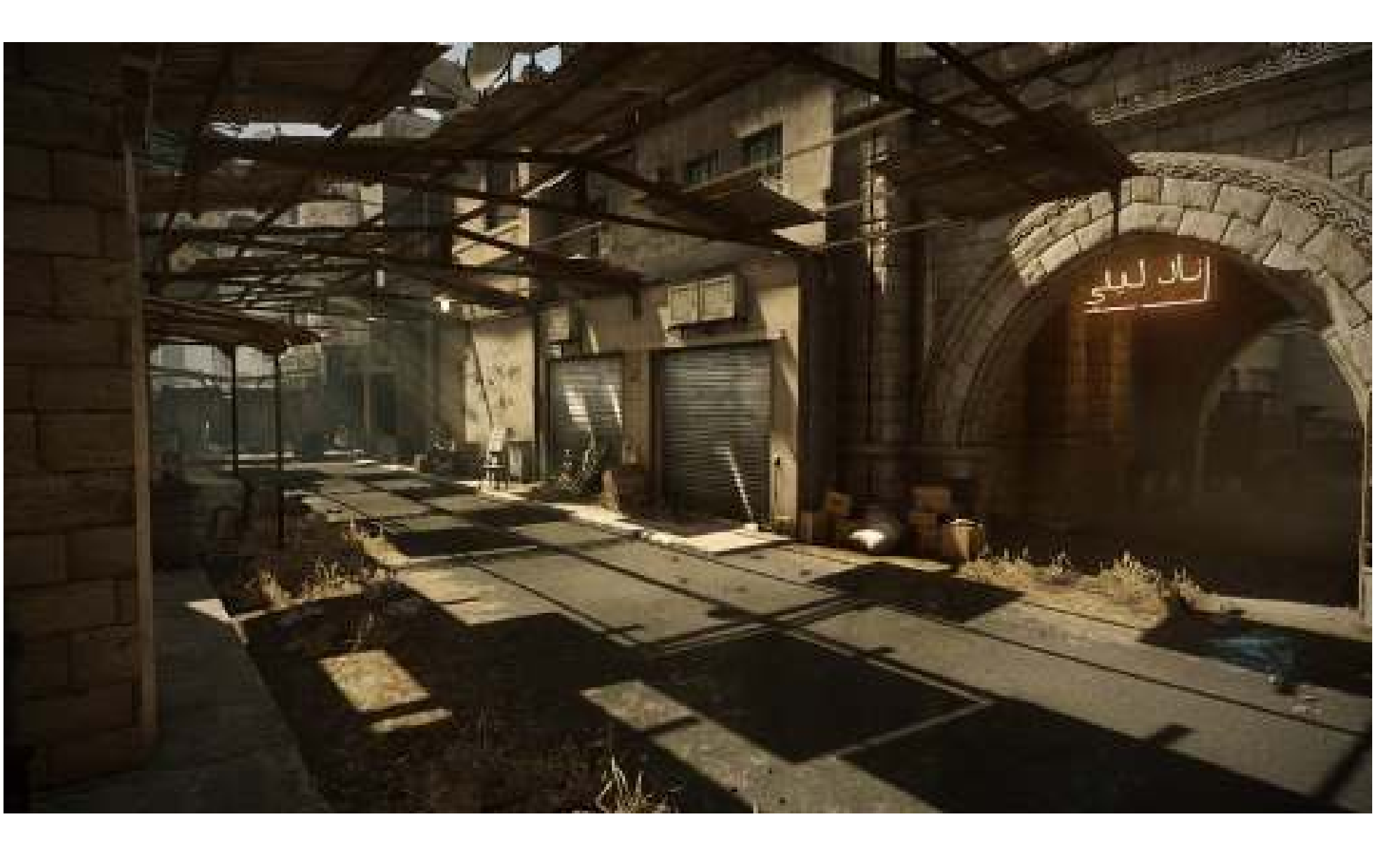
Click here for interactive maps

This is a relatively small-scale Rush battle, spread across three zones. With only one vehicle present on the map at any given moment, this is largely an infantry battle, as the US attackers cut a swath through the battlefield from north to south. While the battle progresses in a linear north-south fashion, most of the map is open for exploration, allowing for flanking maneuvers. This requires both teams to stay on their toes and consider alternative paths to the six M-COM stations. The attacking team is best served by fielding assault and support troops as well as a few recon soldiers equipped with MAVs. Recon troops are even more essential for the defenders given their ability to deploy T-UGS motion sensors. These sensors are ideal for detecting flanking attacks. Likewise, defenders may wish to keep some engineers on reserve to deal with the US team's Phoenix. Most of the fighting takes place at close to intermediate range, so choose your loadout accordingly—assault rifles and carbines are the most versatile options.

Zone 1: Courtyard



US Deployment



Deployment Area Assets

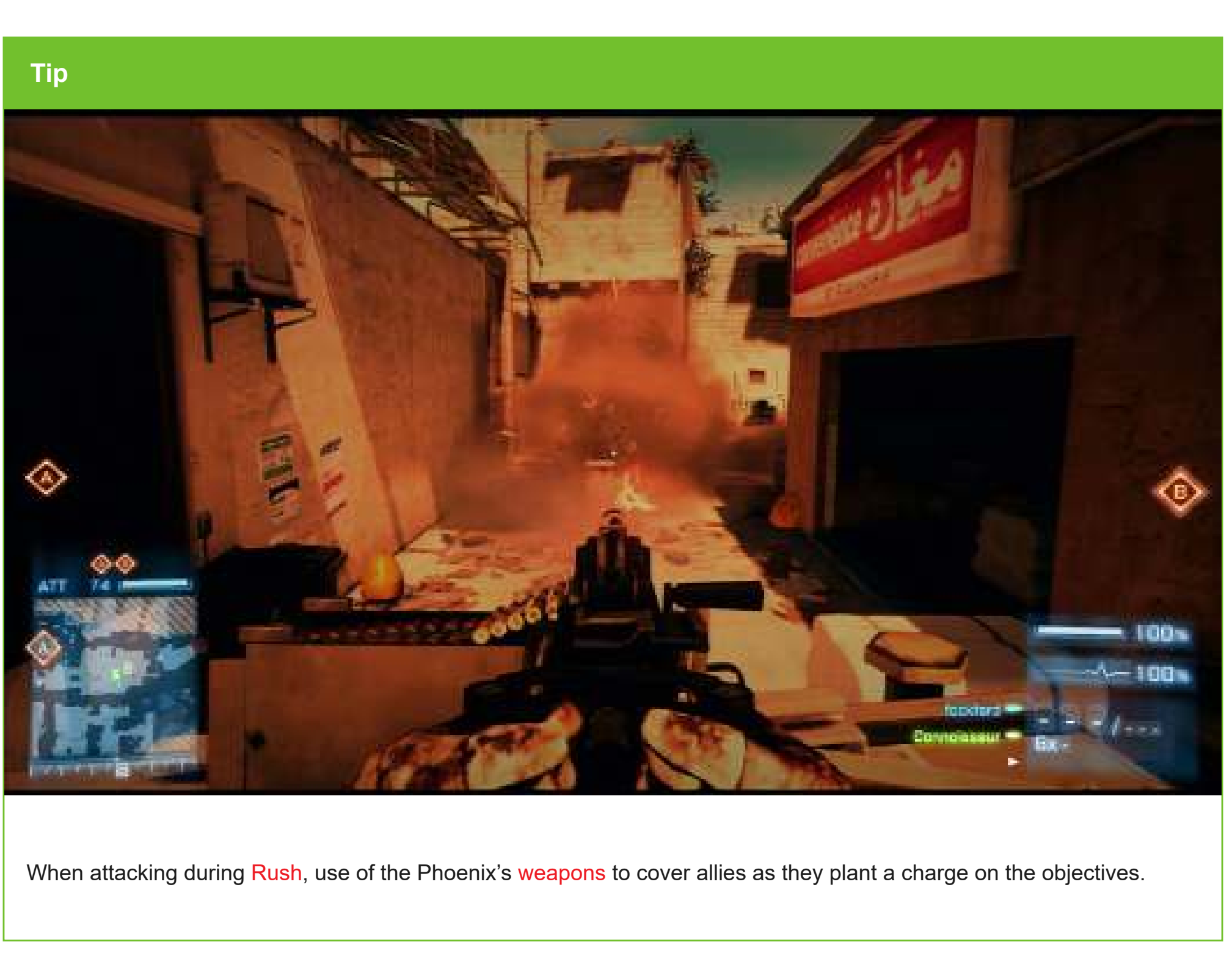
Name	Quantity	Respawn Time
Phoenix	1	30 sec.

At the start of the battle the US team deploys from the narrow streets and alleyways on the north side of the map, along with a single Phoenix. The cramped, urban terrain surrounding the objectives in this zone make the Phoenix less effective as a transport vehicle. Instead, deploy it along the street, north of the objectives, and use its weapons to suppress the defenders. Providing fire support here can help friendly troops cross the street without coming under constant fire. Keep the Phoenix positioned to the east or west and avoid direct contact with enemy infantry to prevent getting taken out with rocket launchers or C4. While the Phoenix provides covering fire, the rest of the team should make an aggressive push toward the objectives early during the match, before the defenders can adequately secure them. Make a move for M-COM Station B first, then utilize Radio Beacons to maintain a presence nearby before attacking M-COM Station A.

RU Deployment

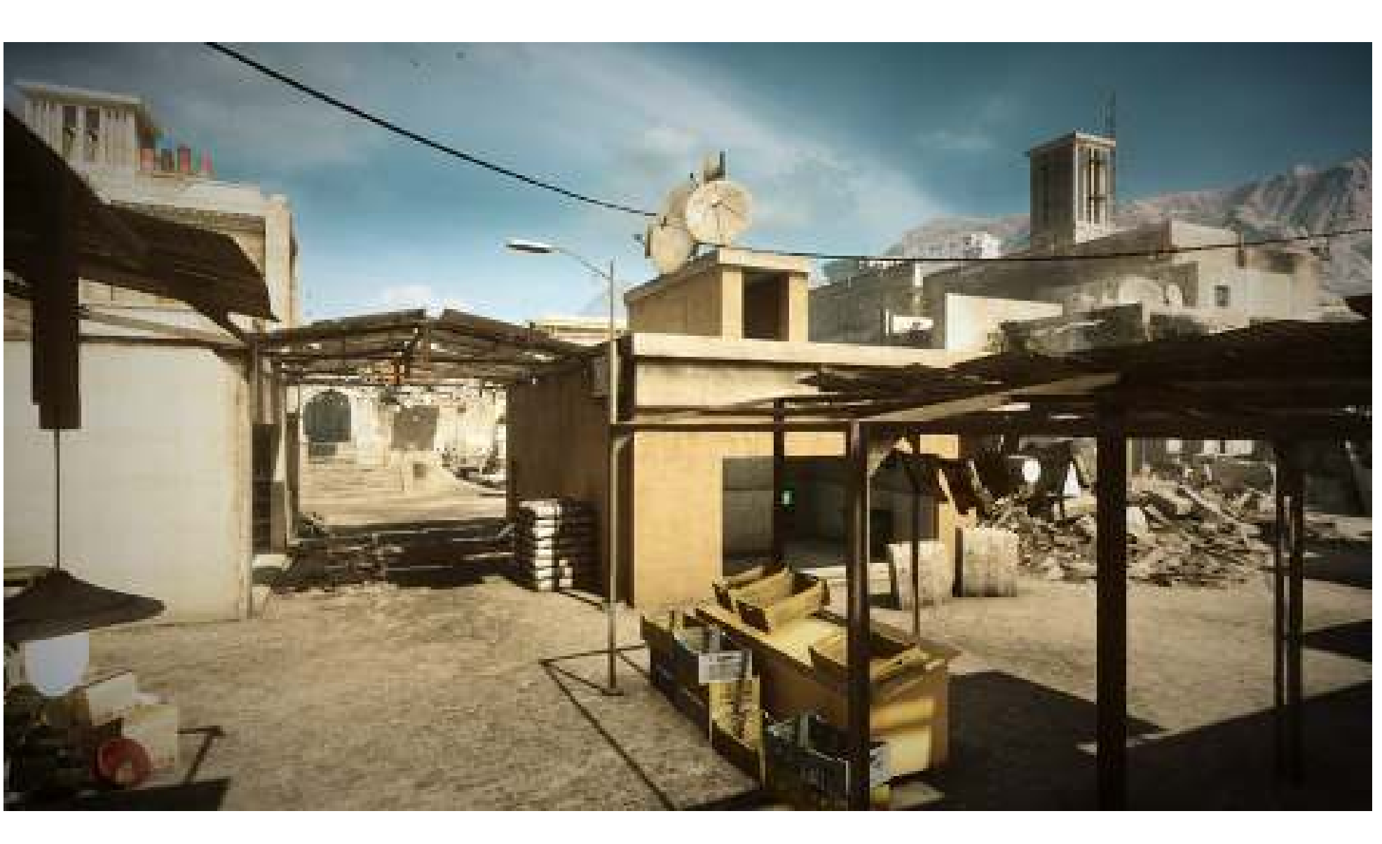
As in all Rush battles, the defenders have no extra time to prepare their defenses in the first phase. Therefore, the RU defenders must rush from their deployment area, near the Square, and take up positions around the objectives before the US team arrives. The early-round footrace often leads to some close-quarter fire fights as both teams swarm around the objectives. Carbines, PDWs, and shotguns are all very effective during these close-quarter engagements. With no vehicles at their disposal, the RU team must rely solely on infantry to hold back the attackers. The US team's Phoenix poses a minimal threat to either objective. However, fielding a few engineers is always helpful when attempting to silence the Phoenix's weapons. Recon troops equipped with MAVs and T-UGS motion sensors are also useful for spotting incoming attackers, which helps your team respond by intercepting enemy troops before they can plant a charge on either objective.

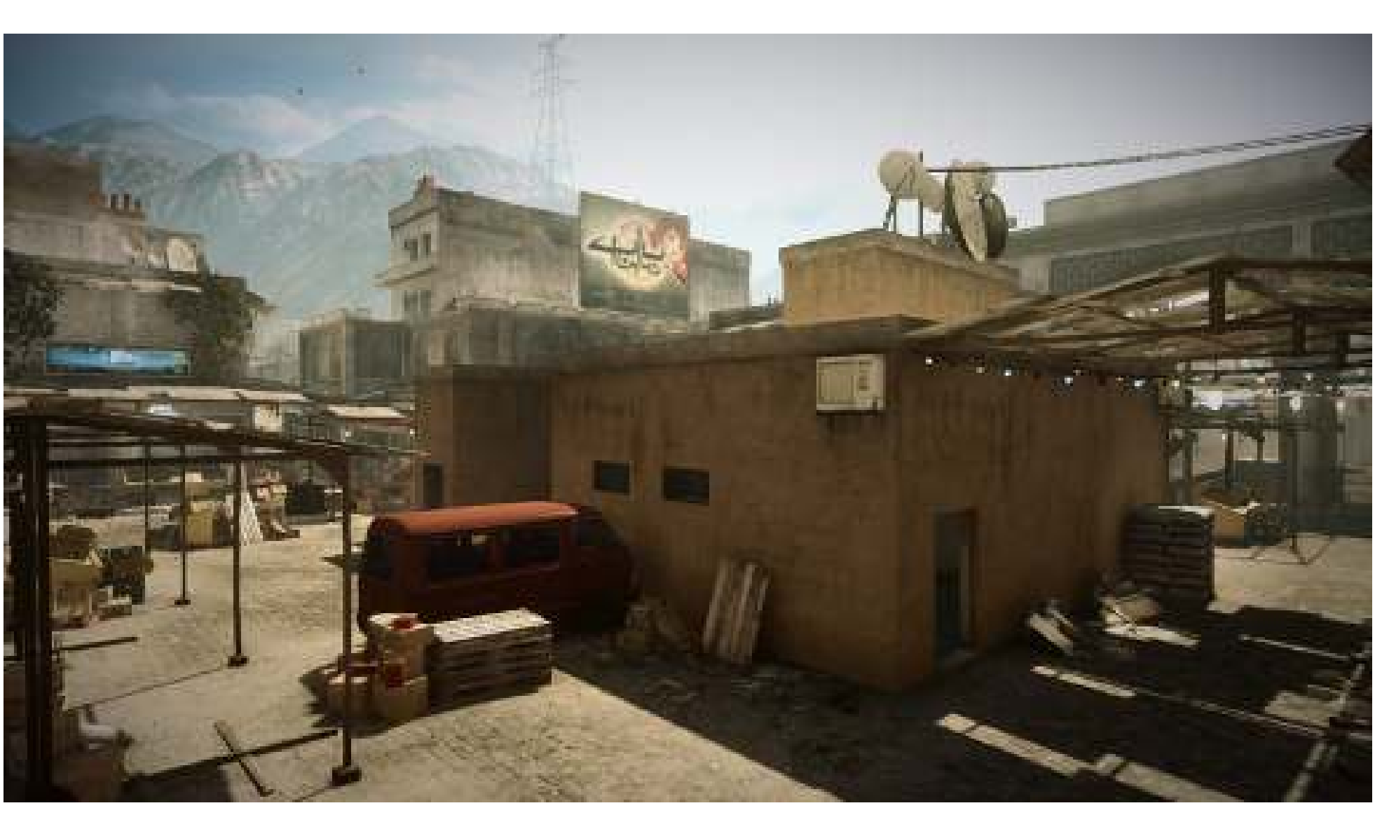
Tip

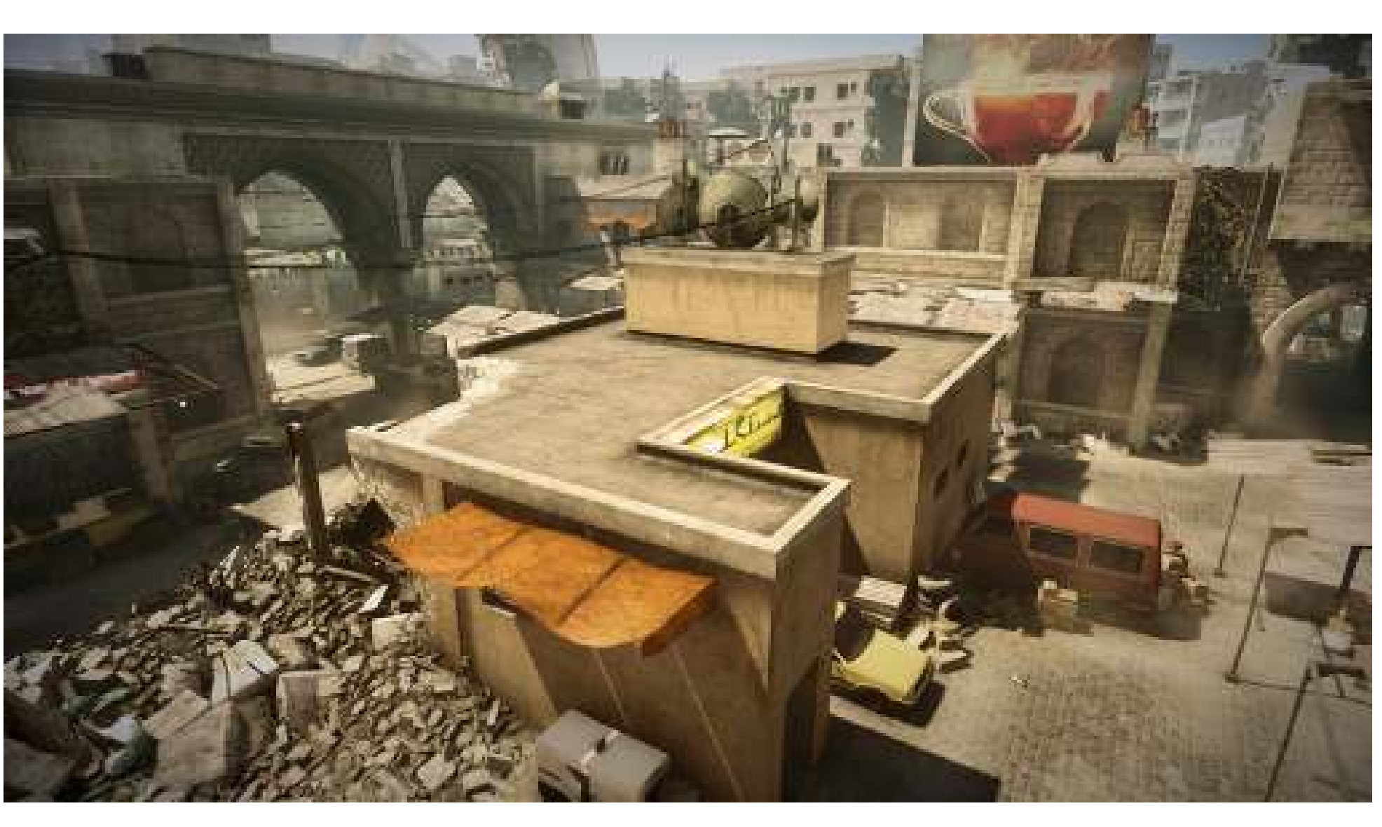


When attacking during Rush, use of the Phoenix's weapons to cover allies as they plant a charge on the objectives.

M-COM Station A

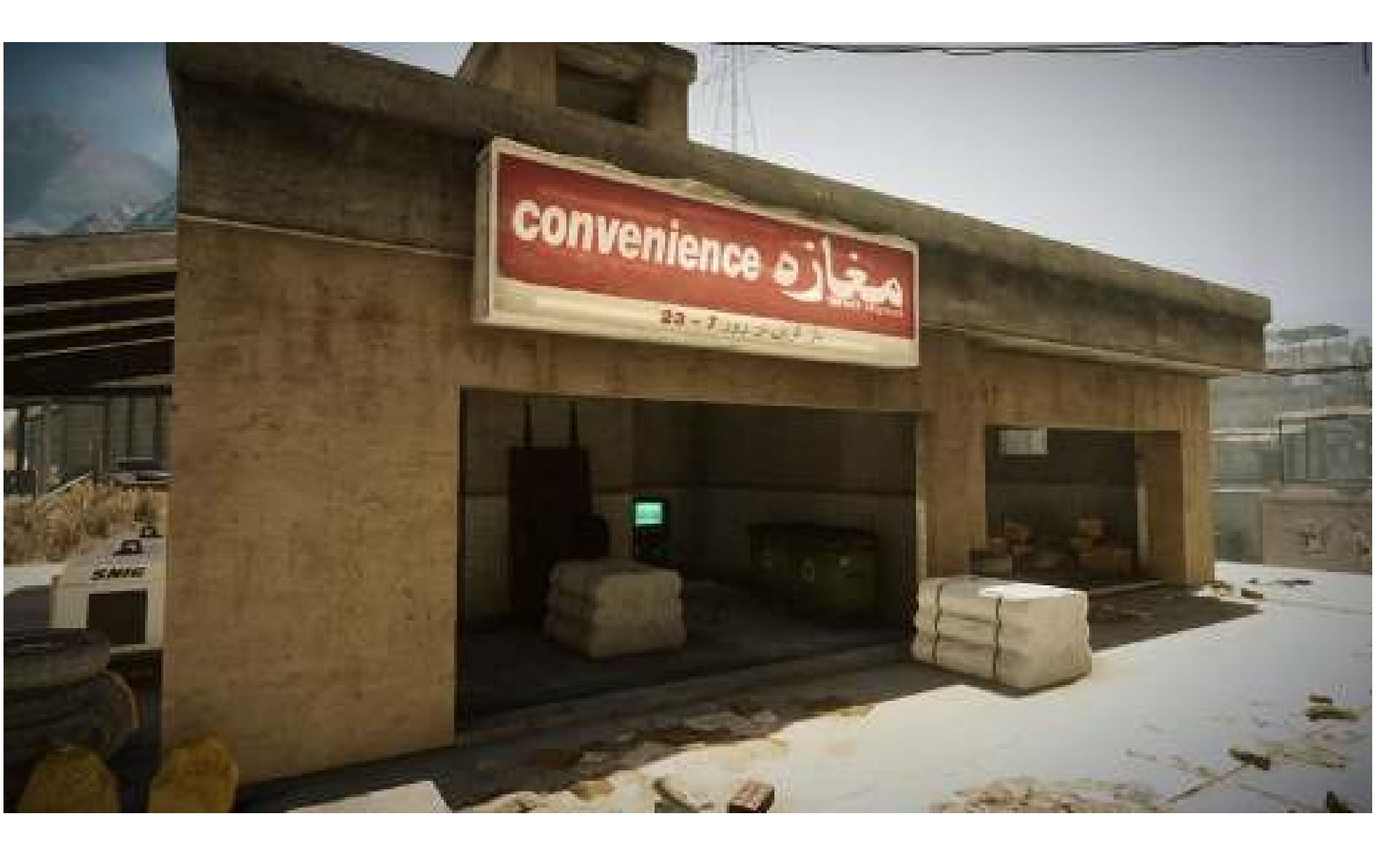


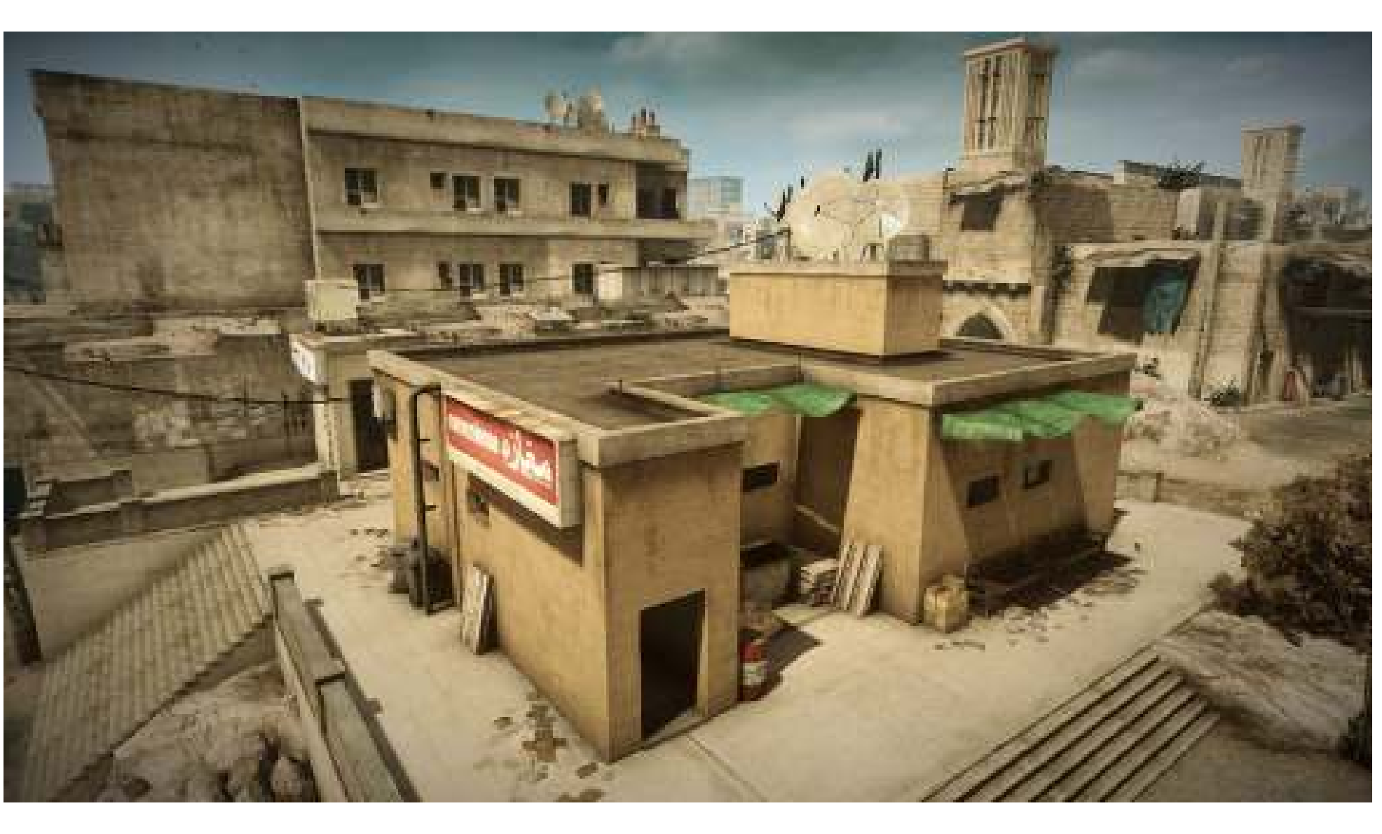


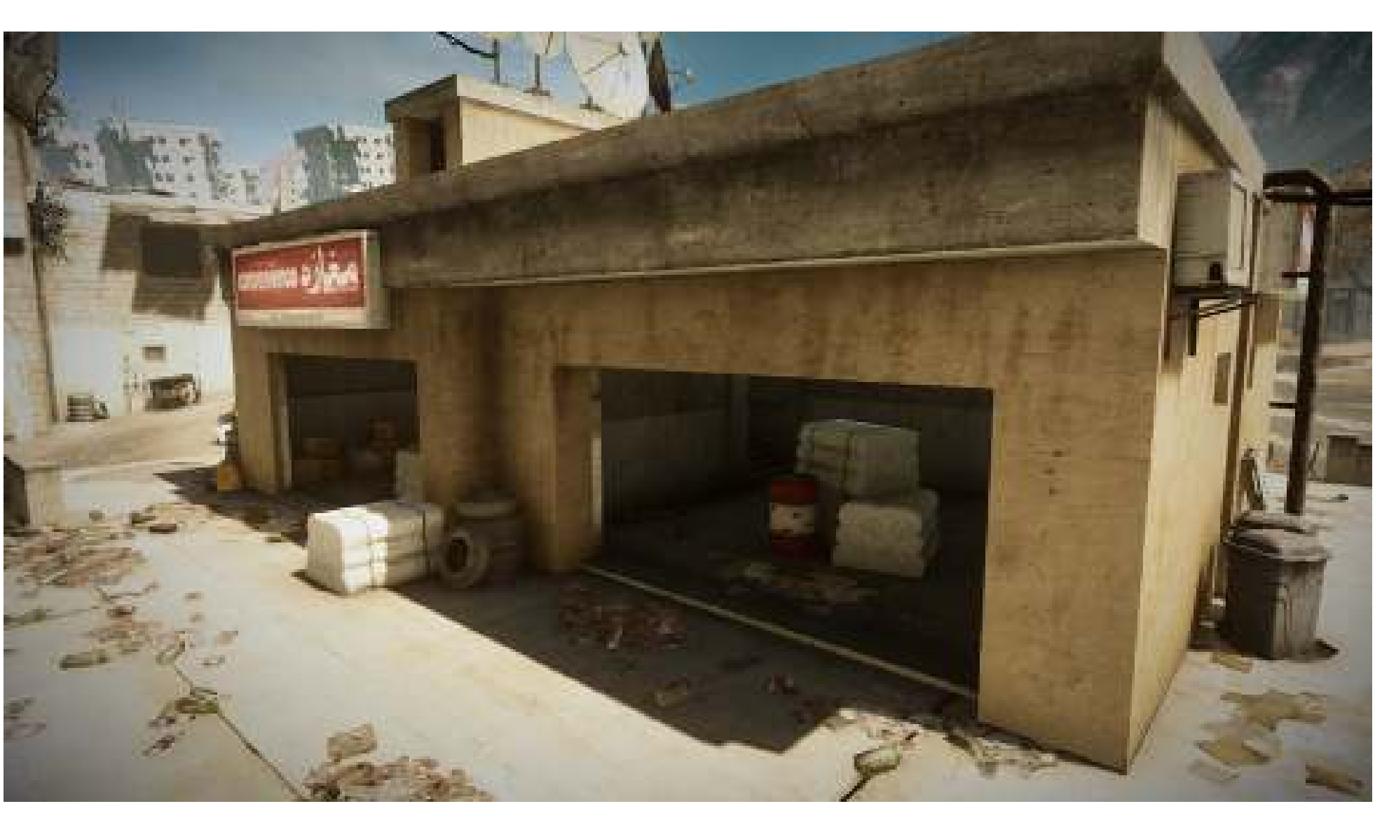


M-COM Station A is located within the damaged garage-like structure at the Courtyard. The objective is easily accessed through the large door on the north side of the structure, but this isn't the only entry point. There are also doorways on the south side of the building. Furthermore, the perimeter walls of the structure can be destroyed with explosives to provide more access points. The roof of the building can be accessed via a set of internal stairs located on the southern side. While the rooftop offers a good view of the Courtyard and surrounding area, it offers little cover. So if you find yourself on the rooftop, always drop prone to make yourself less visible. Defenders are better off defending this objective from the ground, preferably by hiding among the objects and debris on the north side of the Courtyard. The dual archways on the north side of the Courtyard are a popular avenue of attack, so look for opportunities to flank attackers rushing toward the objective. To avoid being ambushed, attackers should consider approaching this objective from the east or west.

M-COM Station B

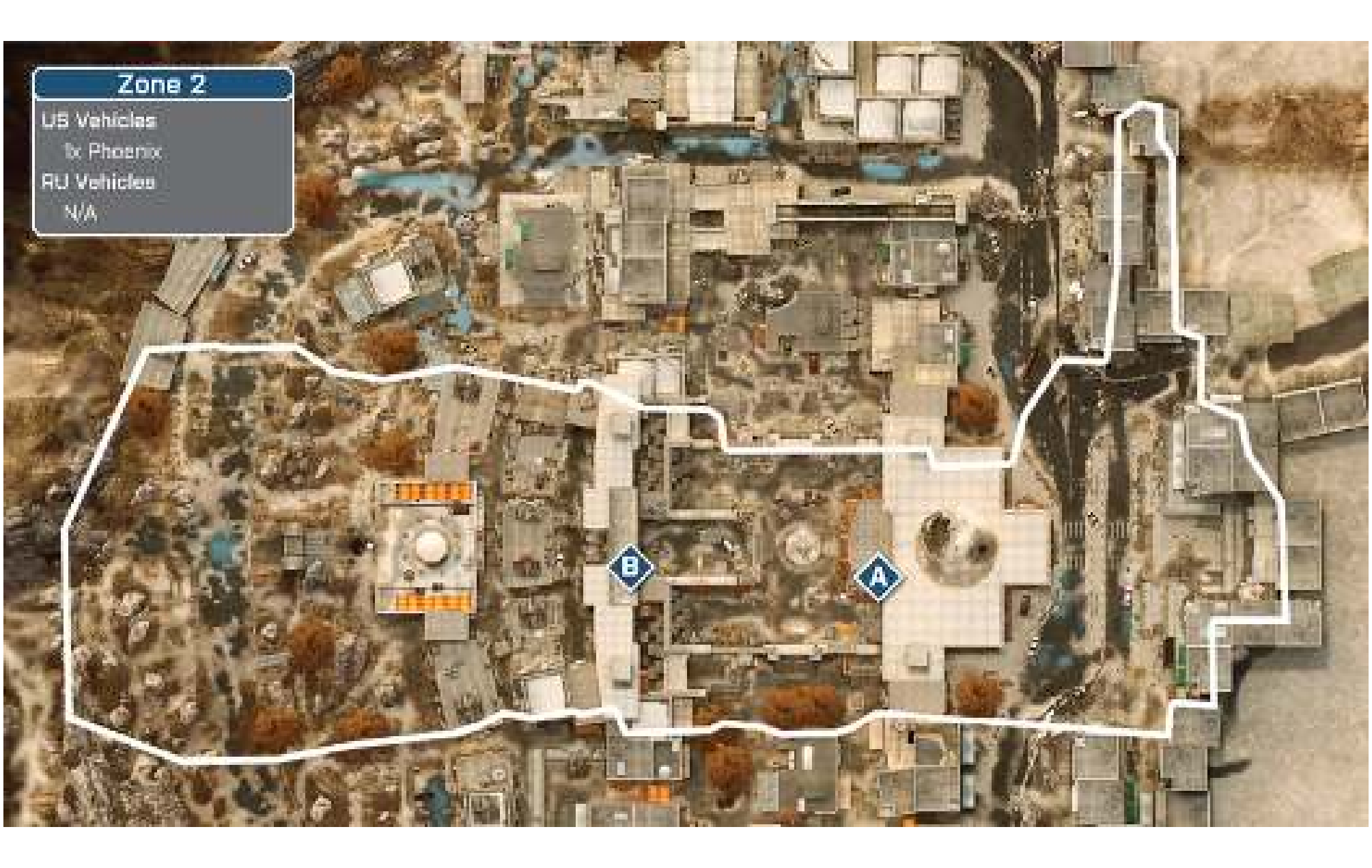






Like M-COM Station A, this objective is also housed within a garage-like building. This structure is located northwest of the Courtyard; it's only a few meters from the US team's deployment area. As a result, the RU team has a tough time securing this location before the US attackers arrive. In many instances, the RU team may arrive just as the attackers are setting a charge. While it's possible to fend off early-round attacks, sometimes the RU defenders are better off sacrificing this objective while consolidating their forces around M-COM Station A. In any case, expect fighting here to occur at close range, particularly within the garage. If the garage's interior is well defended, the attackers should consider bombarding the structure with explosive weapons such as mortars and rocket launchers in an effort to deny the defenders cover and concealment. Once the objective is destroyed, the US team should consider using this location as a forward base by deploying Radio Beacons inside the garage.

Zone 2: Square



US Deployment

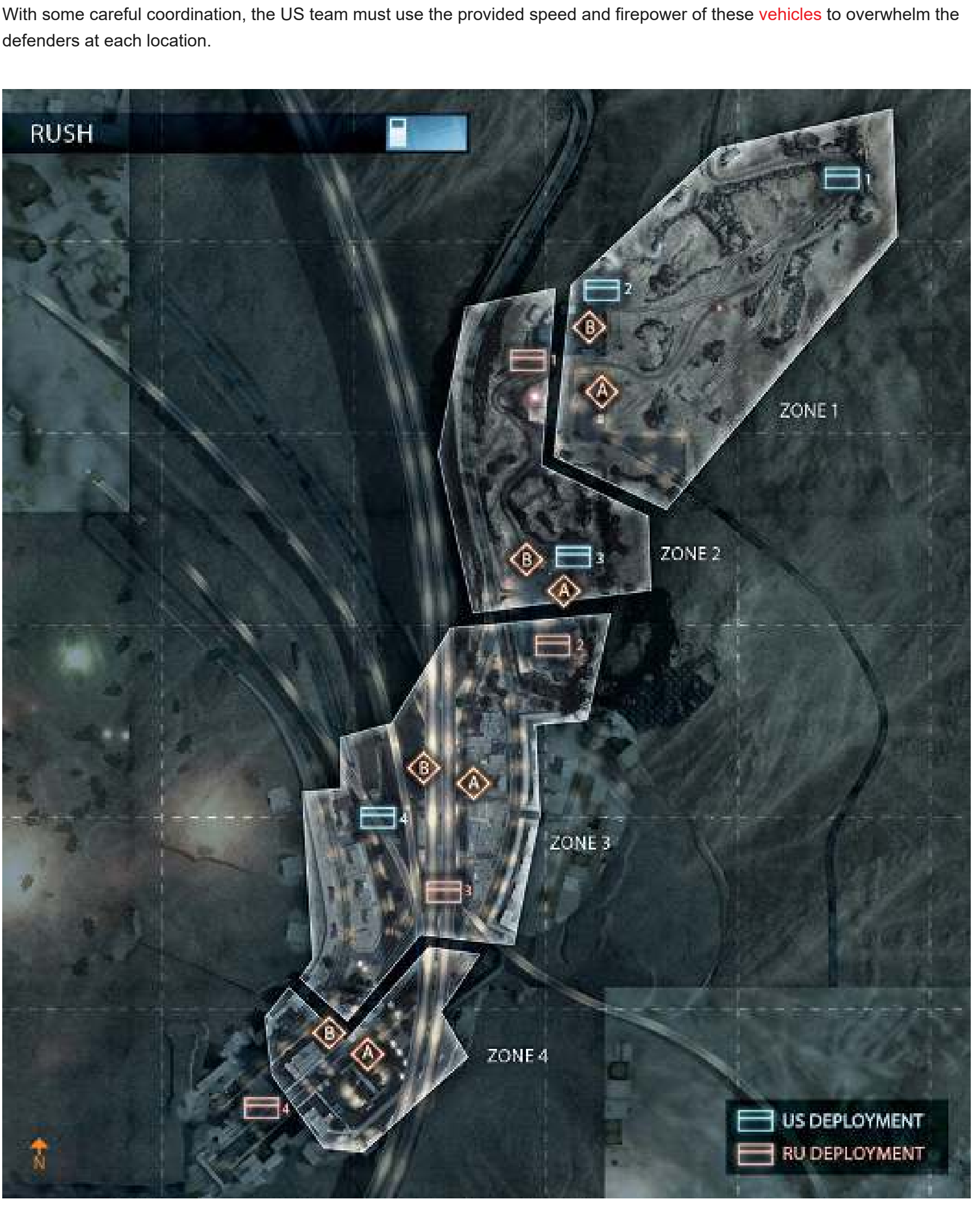
Rush

Tehran Highway

Set on the outskirts of Tehran, this conflict requires the US team to push through four urban zones during a night assault. The fight starts out on the north end of the map before trickling down through the city streets to the south.

Although the US team has the most vehicles in each stage, these assets must be deployed wisely to avoid falling victim to ambushes staged by RU tanks and engineers. Despite the risks, a timid approach never fares well here for the US team.

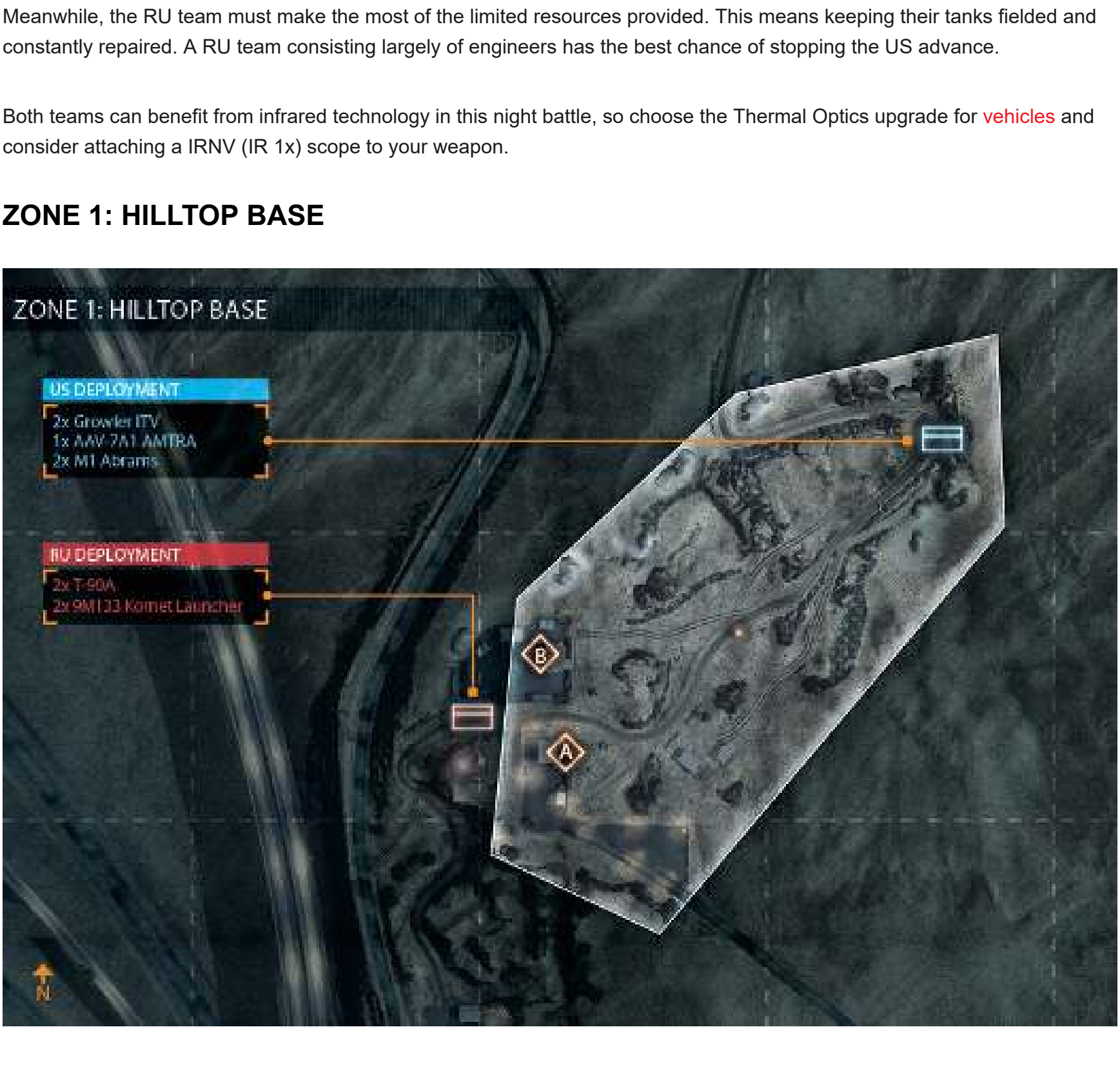
With some careful coordination, the US team must use the provided speed and firepower of these vehicles to overwhelm the defenders at each location.



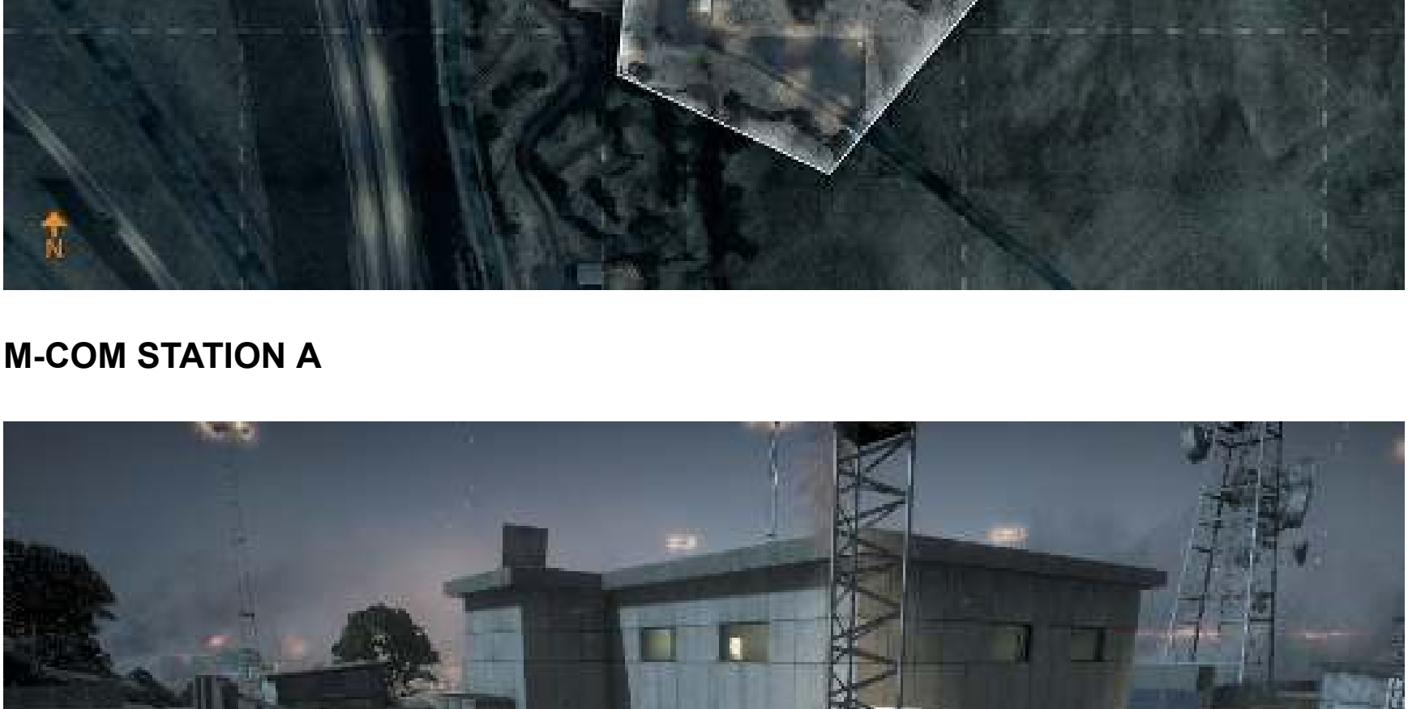
Meanwhile, the RU team must make the most of the limited resources provided. This means keeping their tanks fielded and constantly repaired. A RU team consisting largely of engineers has the best chance of stopping the US advance.

Both teams can benefit from infrared technology in this night battle, so choose the Thermal Optics upgrade for vehicles and consider attaching a IRNV (IR 1x) scope to your weapon.

ZONE 1: HILLTOP BASE



M-COM STATION A



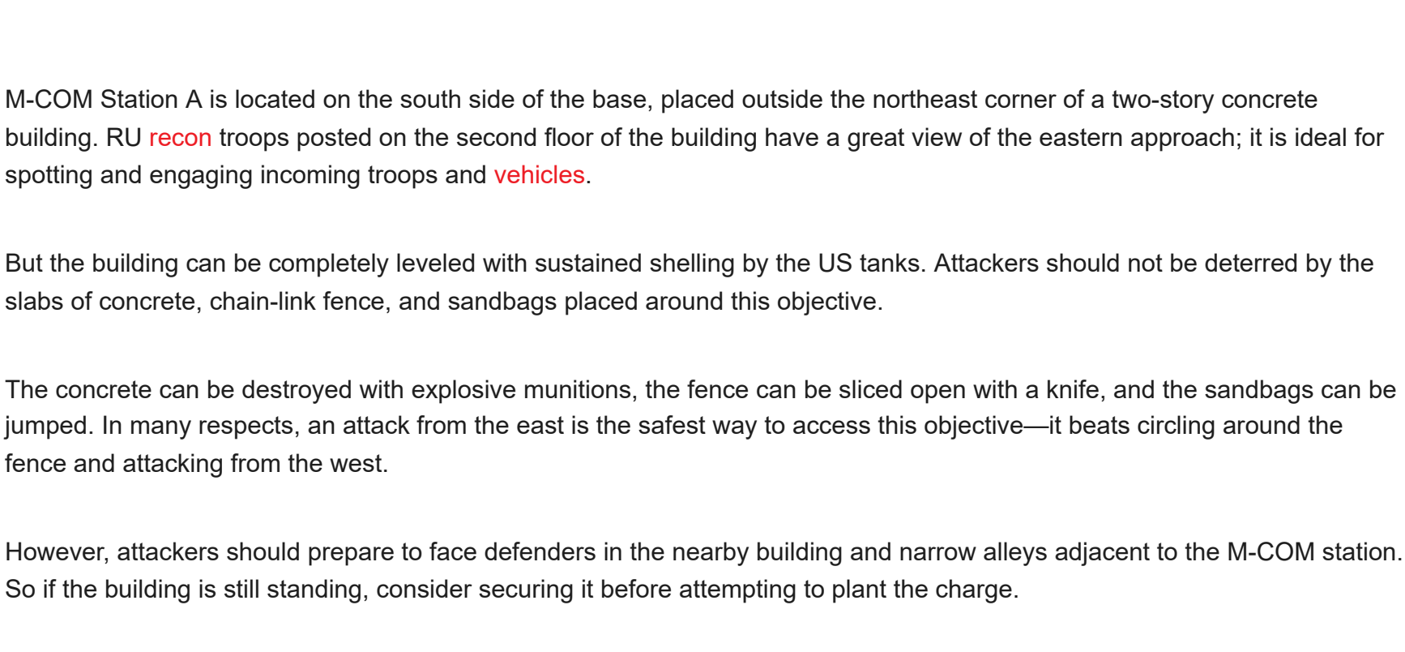
M-COM Station A is located on the south side of the base, placed outside the northeast corner of a two-story concrete building. RU recon troops posted on the second floor of the building have a great view of the eastern approach; it is ideal for spotting and engaging incoming troops and vehicles.

But the building can be completely leveled with sustained shelling by the US tanks. Attackers should not be deterred by the slabs of concrete, chain-link fence, and sandbags placed around this objective.

The concrete can be destroyed with explosive munitions, the fence can be sliced open with a knife, and the sandbags can be jumped. In many respects, an attack from the east is the safest way to access this objective—it beats circling around the fence and attacking from the west.

However, attackers should prepare to face defenders in the nearby building and narrow alleys adjacent to the M-COM station. So if the building is still standing, consider securing it before attempting to plant the charge.

M-COM STATION B



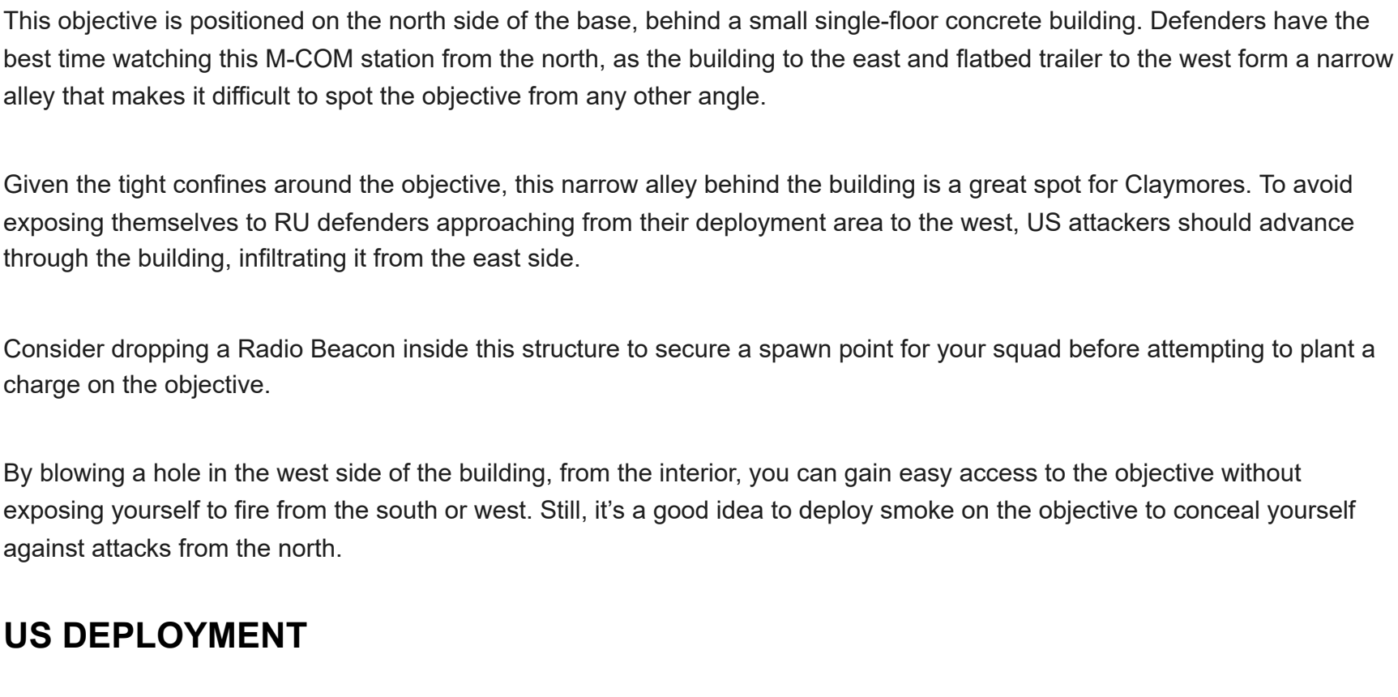
This objective is positioned on the north side of the base, behind a small single-floor concrete building. Defenders have the best time watching this M-COM station from the north, as the building to the east and flatbed trailer to the west form a narrow alley that makes it difficult to spot the objective from any other angle.

Given the tight confines around the objective, this narrow alley behind the building is a great spot for Claymores. To avoid exposing themselves to RU defenders approaching from their deployment area to the west, US attackers should advance through the building, infiltrating it from the east side.

Consider dropping a Radio Beacon inside this structure to secure a spawn point for your squad before attempting to plant a charge on the objective.

By blowing a hole in the west side of the building, from the interior, you can gain easy access to the objective without exposing yourself to fire from the south or west. Still, it's a good idea to deploy smoke on the objective to conceal yourself against attacks from the north.

US DEPLOYMENT



Base Assets

Name	Quantity	Respawn Time
Growler ITV	2	5 sec.
AAV-7A1 AMTRAC	1	30 sec.
M1 Abrams	2	60 sec.

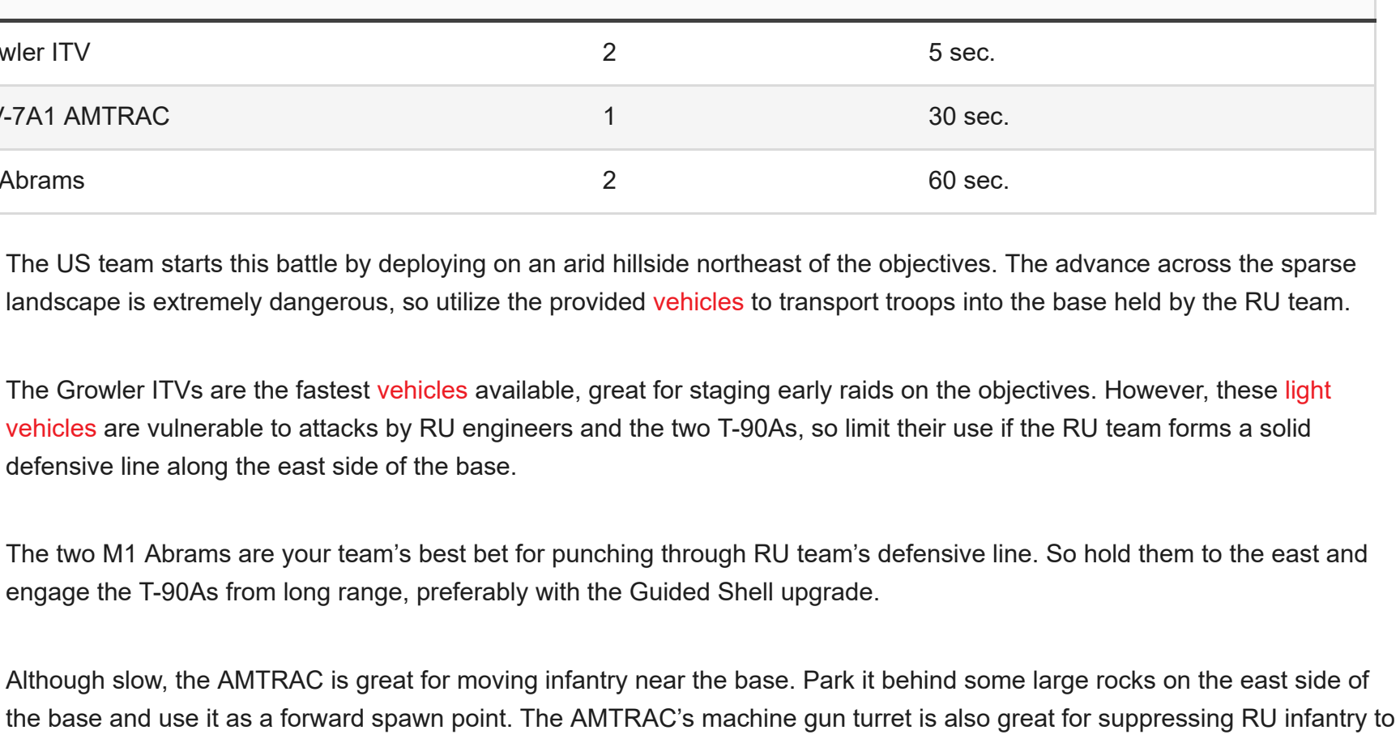
The US team starts this battle by deploying on an arid hillside northeast of the objectives. The advance across the sparse landscape is extremely dangerous, so utilize the provided vehicles to transport troops into the base held by the RU team.

The Growler ITVs are the fastest vehicles available, great for staging early raids on the objectives. However, these light vehicles are vulnerable to attacks by RU engineers and the two T-90As, so limit their use if the RU team forms a solid defensive line along the east side of the base.

The two M1 Abrams are your team's best bet for punching through RU team's defensive line. So hold them to the east and engage the T-90As from long range, preferably with the Guided Shell upgrade.

Although slow, the AMTRAC is great for moving infantry near the base. Park it behind some large rocks on the east side of the base and use it as a forward spawn point. The AMTRAC's machine gun turret is also great for suppressing RU infantry to the west.

RU DEPLOYMENT



Base Assets

Name	Quantity	Respawn Time
T-90A	2	60 sec.
9M133 Kornet Launcher	2	60 sec.

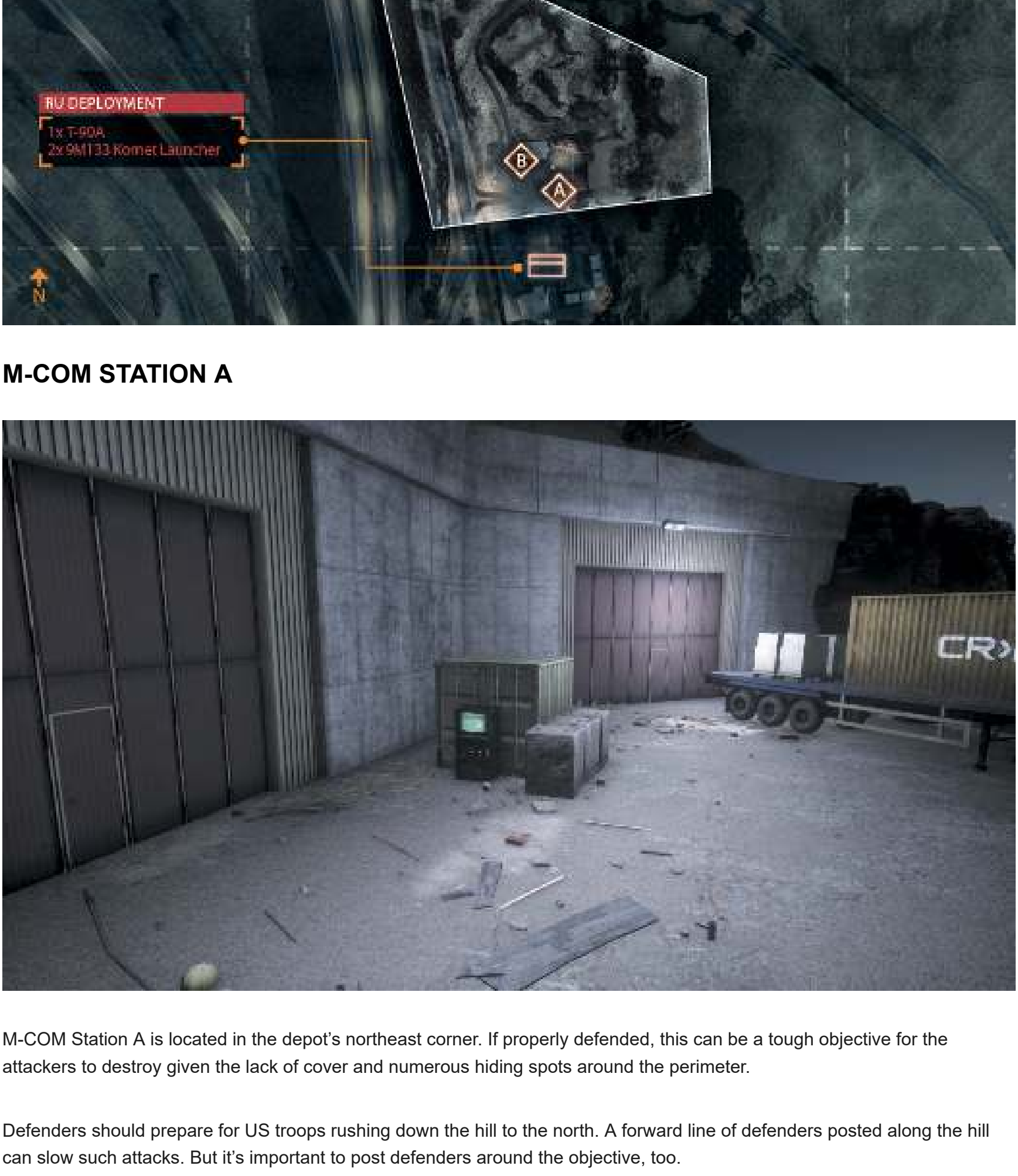
At the start of the match, the RU team has only a few seconds to spare before the US team comes rolling into the base. So don't waste anytime moving troops and the two T-90As to the east side of the base to counter the US assault.

The dusty approach to the east provides little cover for the attackers, so try to confront the US team here before they can infiltrate the base. Initially, the speedy Growler ITVs pose the biggest threat because they are capable of transporting troops within the base.

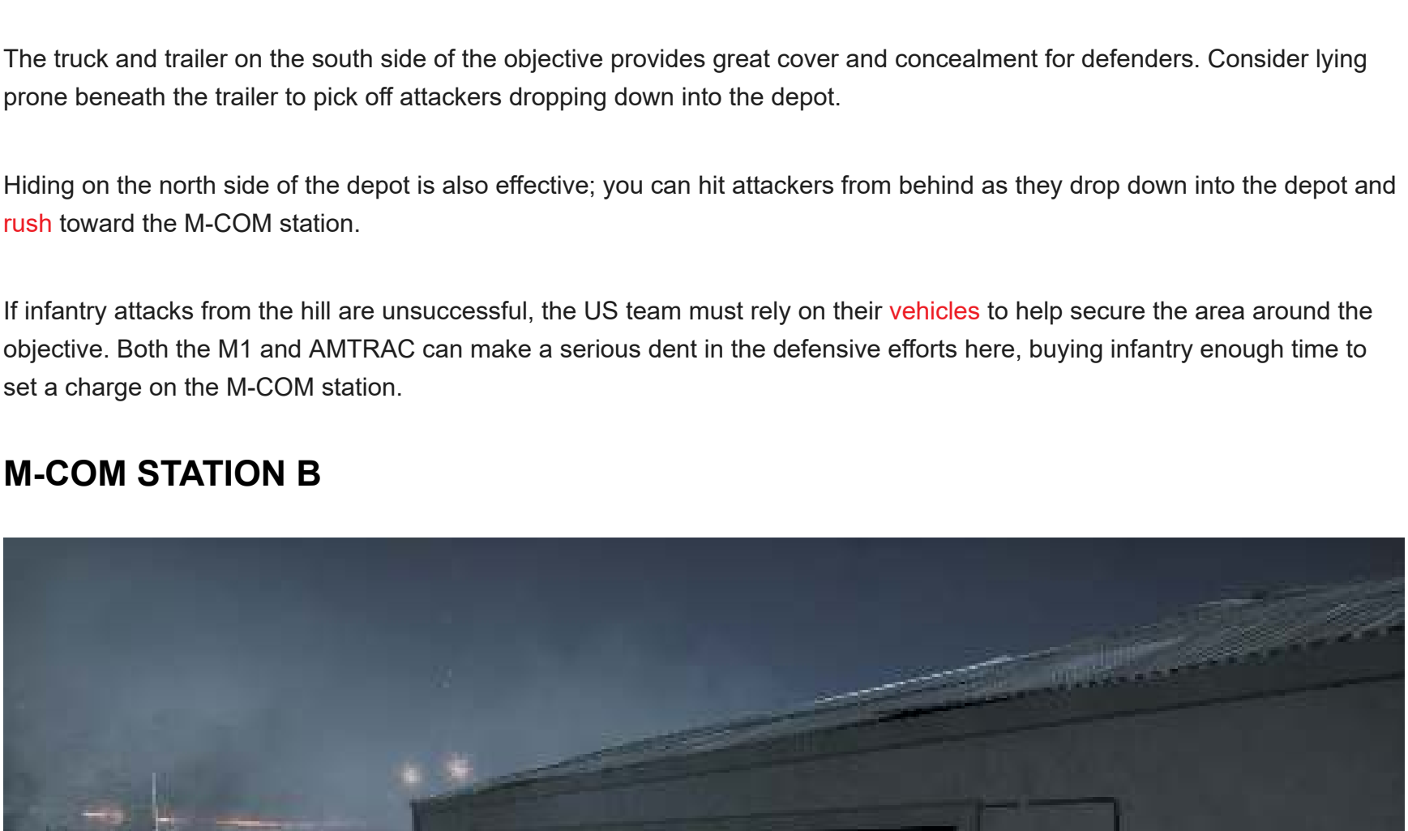
So be ready to blast these light vehicles with rockets and tank rounds. Carefully hunt down any survivors that escape. The T-90As and Kornet launchers are essential for knocking out the incoming M1 tanks and AMTRAC.

Engineers can assist by firing rockets or by dropping mines along the base's eastern entry points. While forming a defensive line to the east is important, don't push too far away from the objectives. Keep at least two squads back inside the base to watch the objectives, defending them from sneaky flanking attacks by US infantry.

ZONE 2: DEPOT



M-COM STATION A



M-COM Station A is located in the depot's northeast corner. If properly defended, this can be a tough objective for the attackers to destroy given the lack of cover and numerous hiding spots around the perimeter.

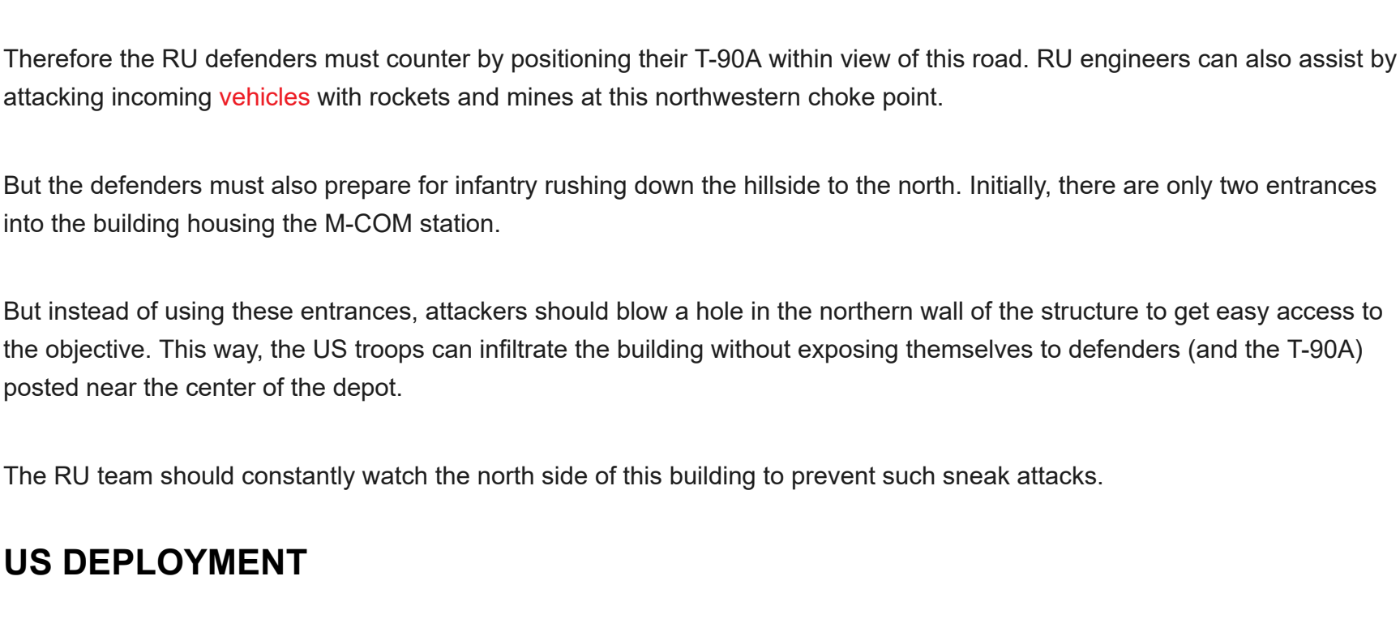
Defenders should prepare for US troops rushing down the hill to the north. A forward line of defenders posted along the hill can slow such attacks. But it's important to post defenders around the objective, too.

The truck and trailer on the south side of the objective provides great cover and concealment for defenders. Consider lying prone beneath the trailer to pick off attackers dropping down into the depot.

Hiding on the north side of the depot is also effective; you can hit attackers from behind as they drop down into the depot and rush toward the M-COM station.

If infantry attacks from the hill are unsuccessful, the US team must rely on their vehicles to help secure the area around the objective. Both the M1 and AMTRAC can make a serious dent in the defensive efforts here, buying infantry enough time to set a charge on the M-COM station.

M-COM STATION B



This objective is located on the depot's northwest corner within a small concrete building. The dirt road to the west is a popular avenue of attack for the US team, they deploy troops and heavy firepower here.

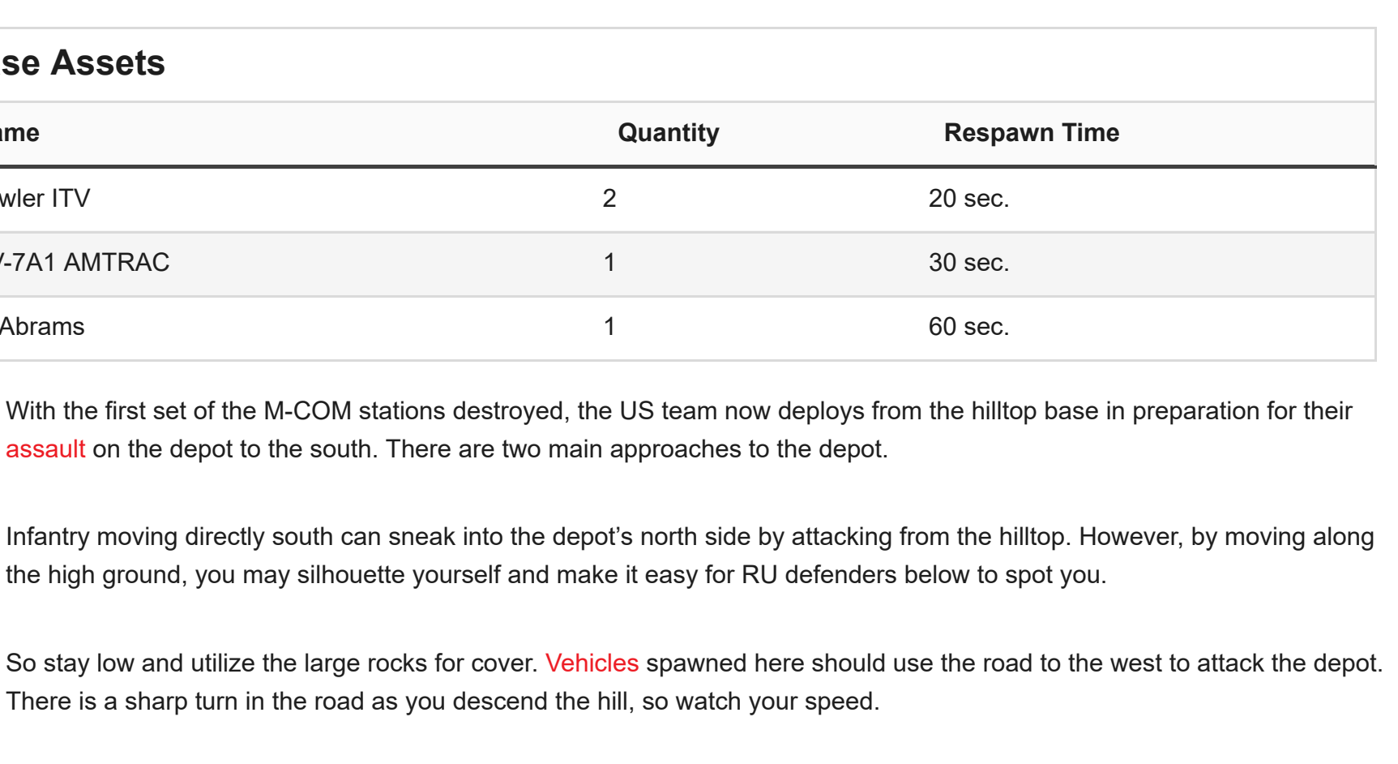
Therefore the RU defenders must counter by positioning their T-90A within view of this road. RU engineers can also assist by attacking incoming vehicles with rockets and mines at this northwestern choke point.

But the defenders must also prepare for infantry rushing down the hillside to the north. Initially, there are only two entrances into the building housing the M-COM station.

But instead of using these entrances, attackers should blow a hole in the northern wall of the structure to get easy access to the objective. This way, the US troops can infiltrate the building without exposing themselves to defenders (and the T-90A) posted near the center of the depot.

The RU team should constantly watch the north side of this building to prevent such sneak attacks.

US DEPLOYMENT



Base Assets

Name	Quantity	Respawn Time
Growler ITV	2	20 sec.
AAV-7A1 AMTRAC	1	30 sec.
M1 Abrams	1	60 sec.

With the first set of the M-COM stations destroyed, the US team now deploys from the hilltop base in preparation for their assault on the depot to the south. There are two main approaches to the depot.

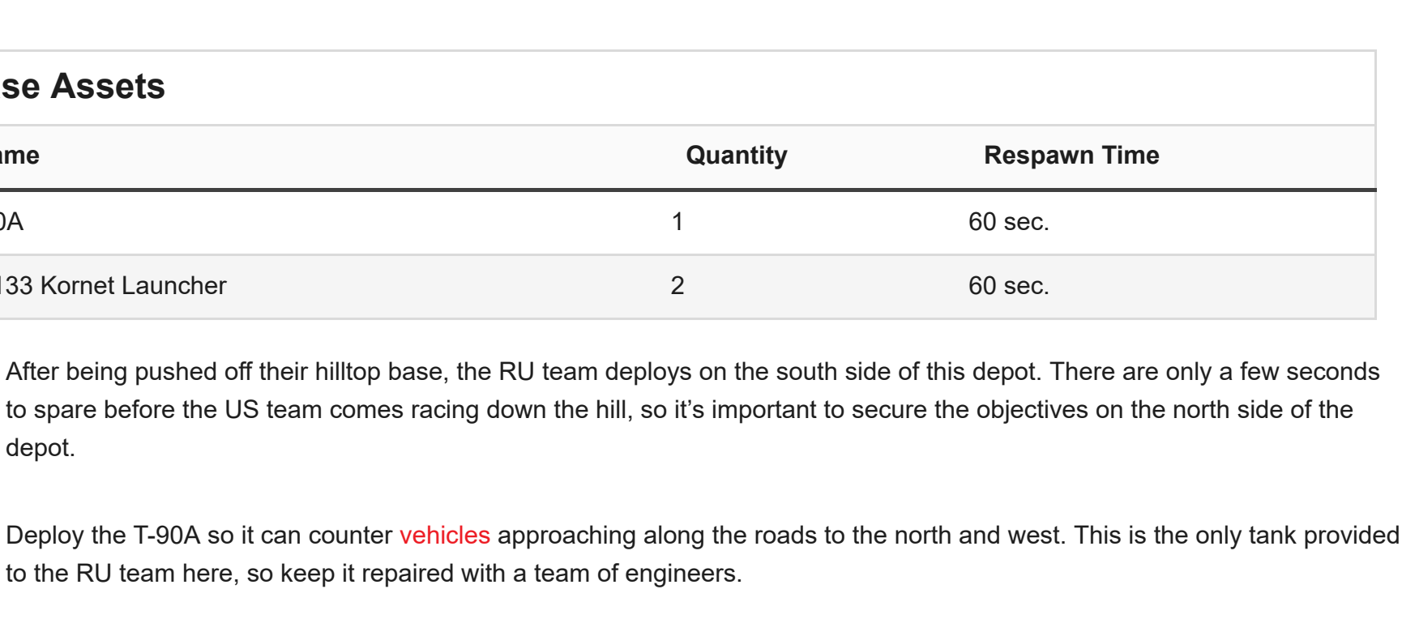
Infantry moving directly south can sneak into the depot's north side by attacking from the hilltop. However, by moving along the high ground, you may silhouette yourself and make it easy for RU defenders below to spot you.

So stay low and utilize the large rocks for cover. Vehicles spawned here should use the road to the west to attack the depot. There is a sharp turn in the road as you descend the hill, so watch your speed.

The M1 Abrams and AMTRAC attacking along this road serve as a welcome distraction to troops descending the hill. So use the vehicles to attack from the west side of the depot while troops push in from the north.

If possible, park the AMTRAC near the northwest corner of the depot and use it to spawn troops near M-COM Station B.

RU DEPLOYMENT



Base Assets

Name	Quantity	Respawn Time
T-90A	1	60 sec.
9M133 Kornet Launcher	2	60 sec.

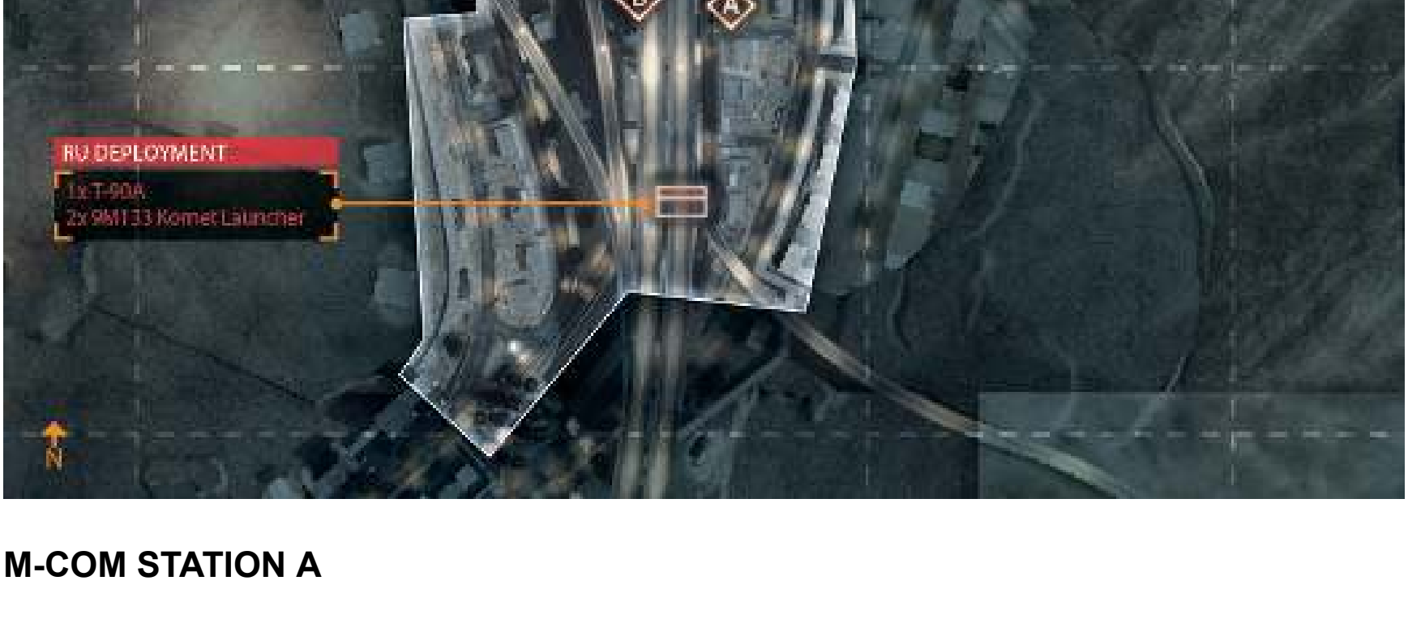
After being pushed off their hilltop base, the RU team deploys on the south side of this depot. There are only a few seconds to spare before the US team comes racing down the hill, so it's important to secure the objectives on the north side of the depot.

Deploy the T-90A so it can counter vehicles approaching along the roads to the north and west. This is the only tank provided to the RU team here, so keep it repaired with a team of engineers.

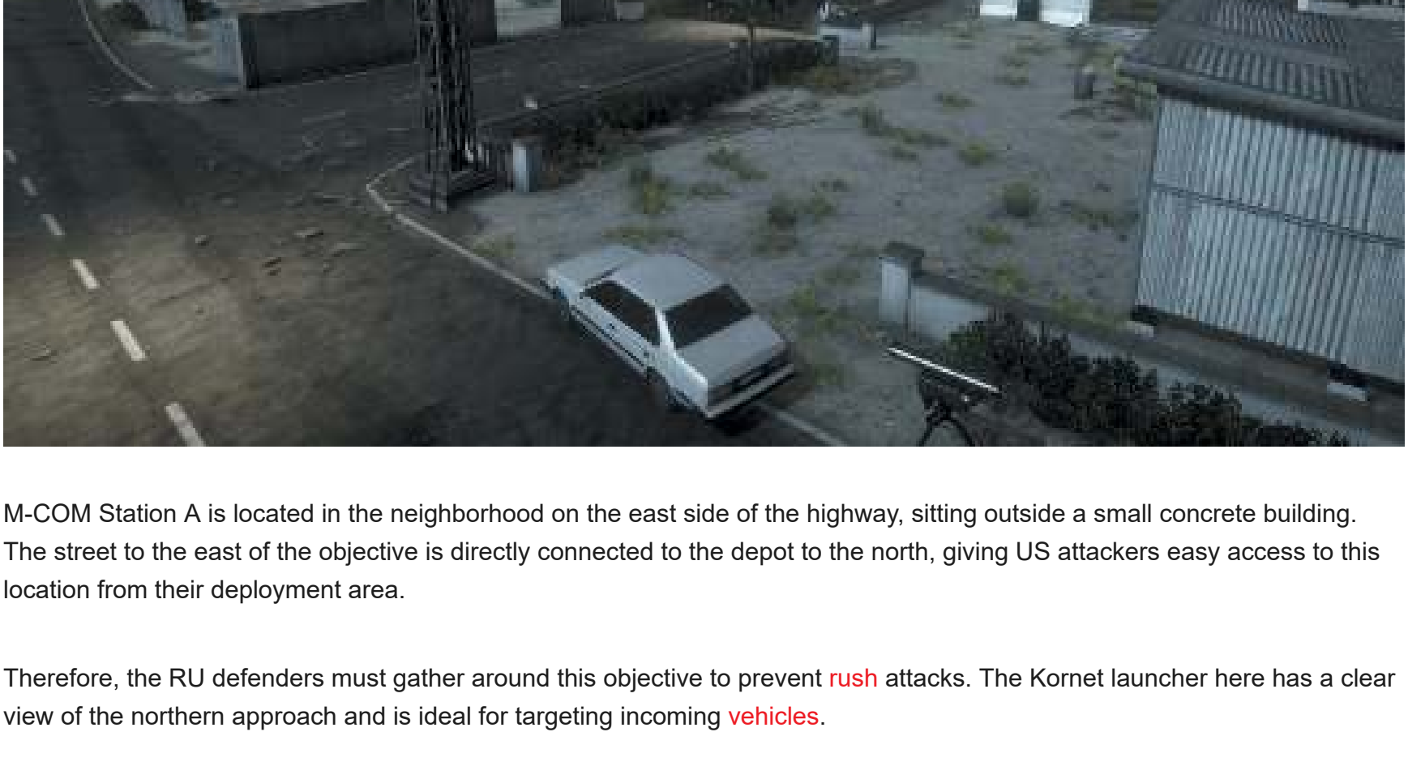
Engineers can assist the tank by targeting incoming vehicles with rockets or by placing mines along the depot's northwestern entry points. While the T-90A covers the roads, position infantry on the hillside to the north and east to ambush US troops rushing toward the objectives.

Expect large waves of US attackers to come charging down the hill, dropping down into the depot from the north. Constantly patrol the north side of the depot to search for attackers.

ZONE 3: HIGHWAY



M-COM STATION A



M-COM Station A is located in the neighborhood on the east side of the highway, sitting outside a small concrete building. The street to the east of the objective is directly connected to the depot to the north, giving US attackers easy access to this location from their deployment area.

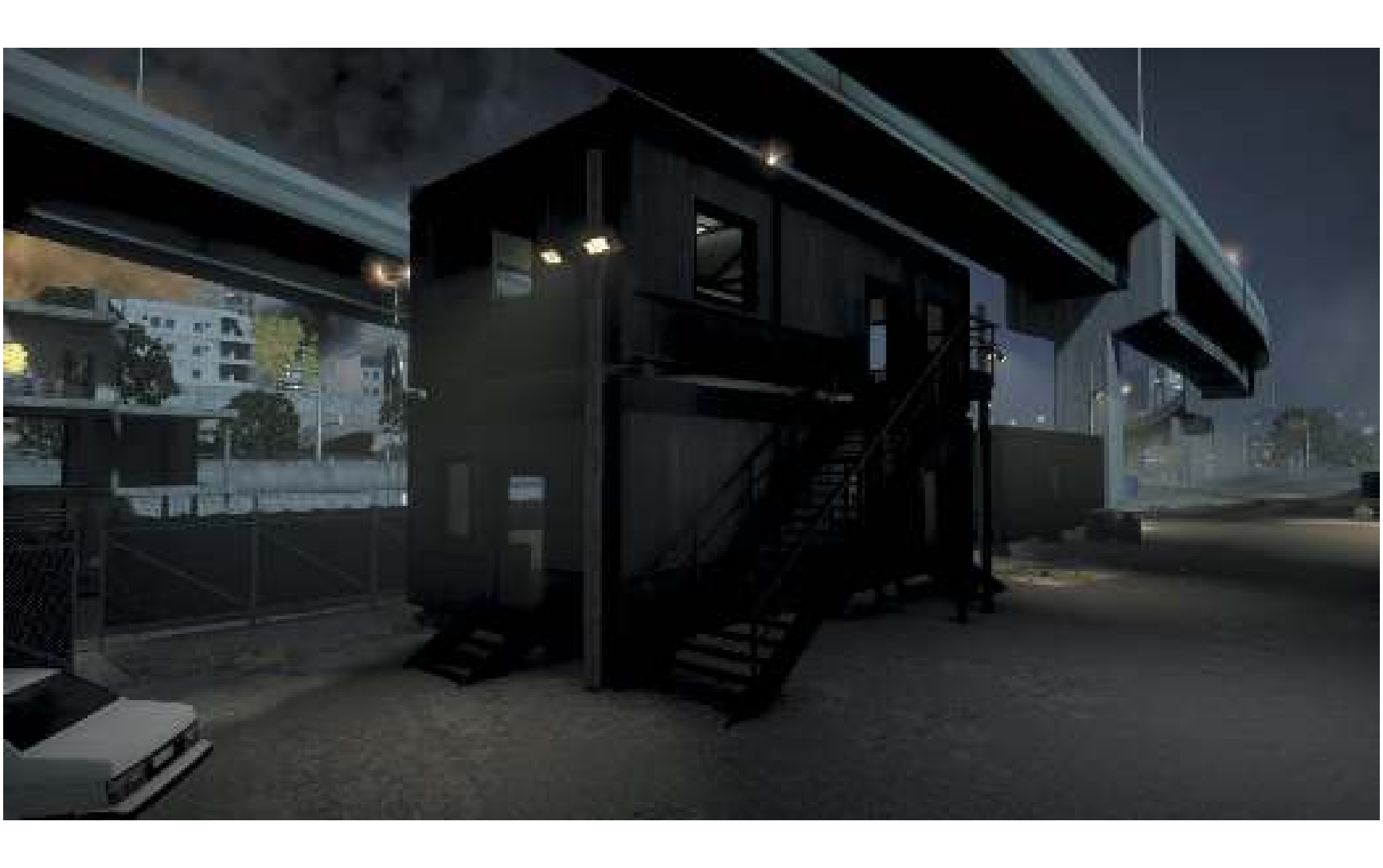
Therefore, the RU defenders must gather around this objective to prevent rush attacks. The Kornet launcher here has a clear view of the northern approach and is ideal for targeting incoming vehicles.

But attacking infantry may push through the neighboring buildings to the north as well, avoiding the long sight lines of the eastern street. This is the preferred method of attack when approaching this objective on foot.

When possible, try to occupy the building directly west of the objective. From inside, you can blow a hole in the wall just behind the objective and access the M-COM station from the rear to plant a charge.

This is a great way to avoid exposing yourself to defenders positioned in the courtyard and street to the east.

M-COM STATION B



This objective is located on the west side of the highway, within a trailer by the Construction Site. The street to the east is the most popular avenue of attack, so defenders should watch this approach at all times. The Kornet launcher here is well positioned to target vehicles approaching from the north. The RU team may also want to consider parking their T-90A along this street to counter vehicle and infantry attacks. While the eastern street offers the quickest path to the objective for the attackers, it is not the safest. Instead, try to flank the objective from the west. There's a short flight of steps on this side of the trailer that infantry can use to sneak up on the objective. If you prefer a more direct assault, use the M1 Abrams and AMTRAC to aggressively attack the area around the trailer. This is a great way to distract the surrounding defenders, allowing infantry to infiltrate the trailer and set a charge on the M-COM station.

Rush

Wake Island

The Imperial Japanese Navy conquered the coral atoll of Wake Island in 1941. The island remained in Japanese control until the end of the war in 1945.

Click here for interactive maps

Zone 1

US Deployment

Base Assets

Vehicle	Image	Quantity	Respawn Time
AAV-7A1 AMTRAC		1	60 sec.
M1 Abrams		1	60 sec.
AH-1Z Viper		1	90 sec.
RHIB		1	30 sec.

Now, 70 years later, the US Marines have returned to this small island in an attempt to secure the airfield, now occupied by Russian forces.

RU Deployment

Base Assets

Vehicle	Image	Quantity	Respawn Time
9K22 Tunguska		1	90 sec.

With air, ground, and sea units prepared for deployment, this small horseshoe-shaped island is once again the site of an intense battle between two superpowers.

Zone 2

US Deployment

Base Assets

Vehicle	Image	Quantity	Respawn Time
AAV-7A1 AMTRAC		1	60 sec.
M1 Abrams		1	60 sec.
AH-1Z Viper		1	90 sec.
RHIB		1	30 sec.

Conquest battles on Wake Island are nothing new, but this is the first time a Rush battle has been brought to these shores.

RU Deployment

Base Assets

Vehicle	Image	Quantity	Respawn Time
T-90A		1	90 sec.
9K22 Tunguska		1	90 sec.

The battle begins near the North Village before moving to the North Base and Airfield. Although they occupy the Airfield, the RU team has no access to jets or helicopters during this battle.

Zone 3

US Deployment

Base Assets

Vehicle	Image	Quantity	Respawn Time
DPV		1	30 sec.
M1 Abrams		1	60 sec.
AH-1Z Viper		1	90 sec.
AAV-7A1 AMTRAC		1	60 sec.

However, they do have a Tunguska-M they can use to defend against air attacks by the US team’s attack helicopter.

RU Deployment

Base Assets

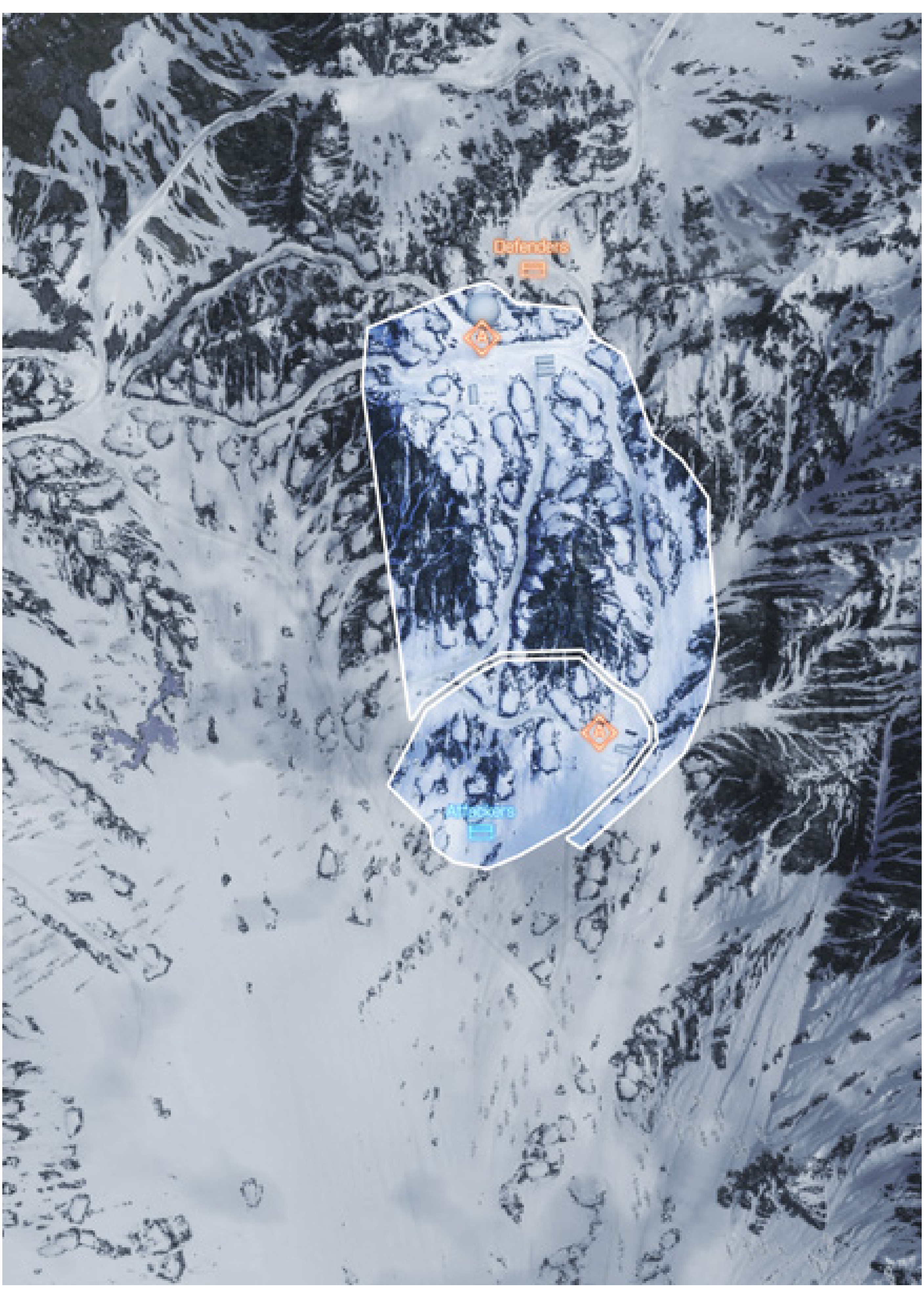
Vehicle	Image	Quantity	Respawn Time
T-90A		1	90 sec.
9K22 Tunguska-M		1	90 sec.

The narrow peninsula offers little room for ground troops to maneuver. But through the use of RHIBs and their AMTRAC, the US team can stage successful amphibious flanking attacks.

Because they are facing threats approaching from the land, air, and sea, the RU team must be very flexible and keep their heads on a swivel to avoid being surprised by the US attackers.

Squad Rush

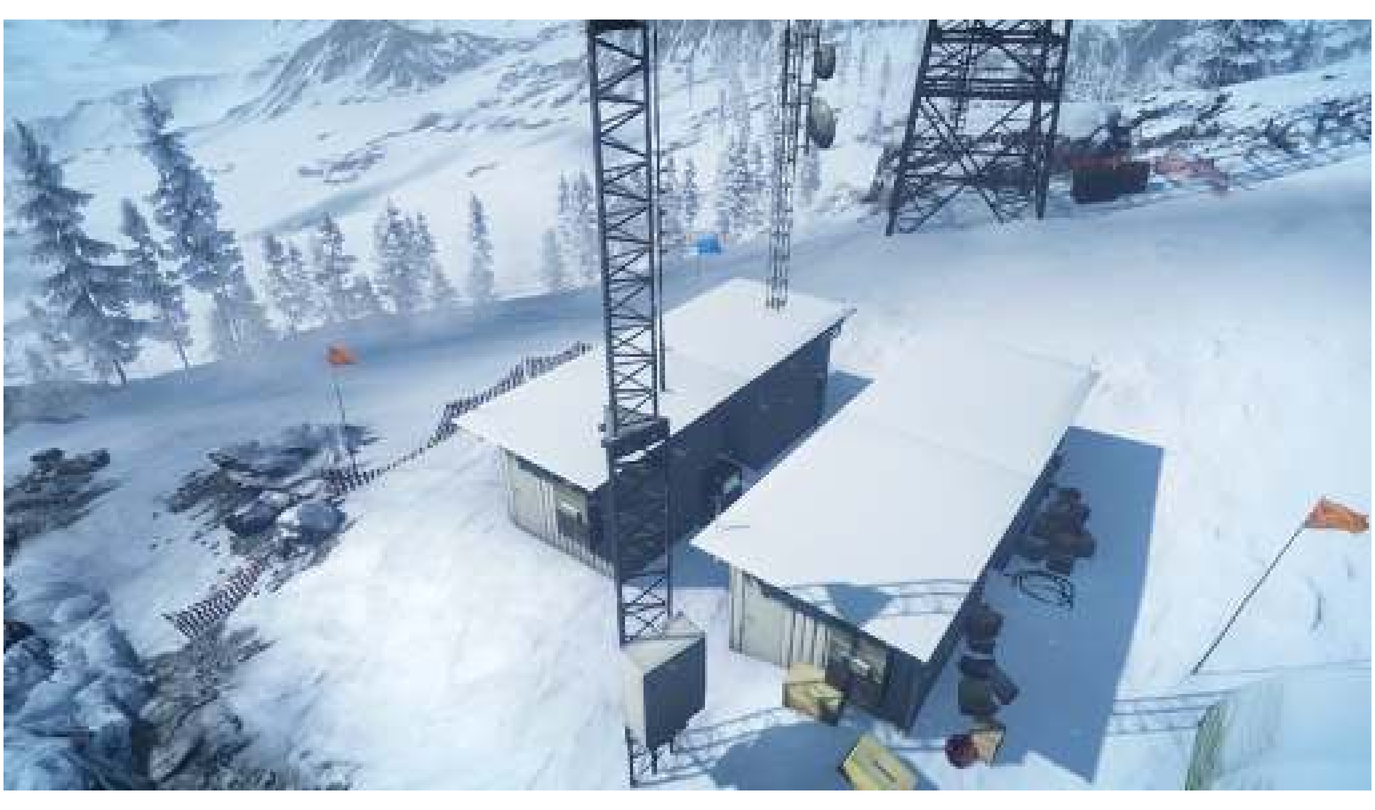
Alborz Mountains

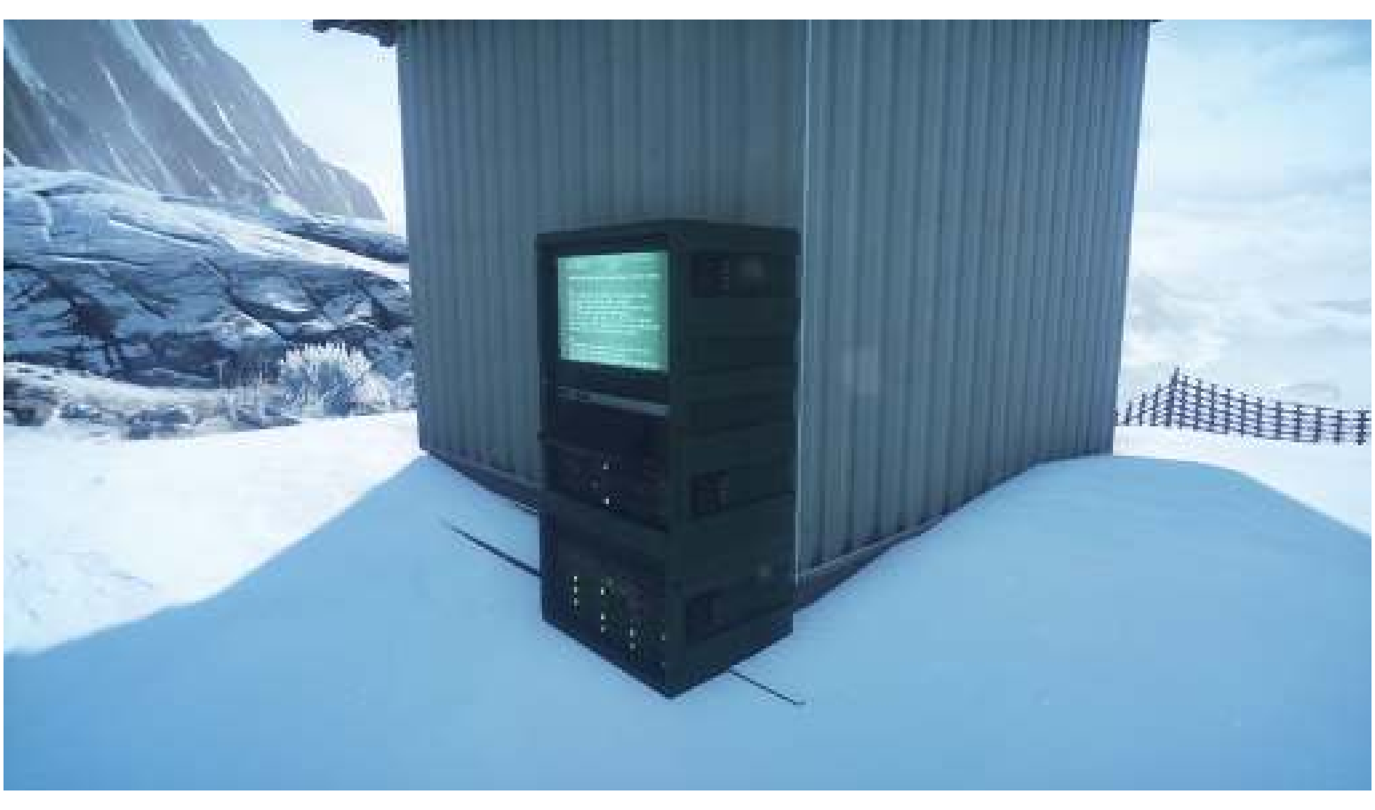


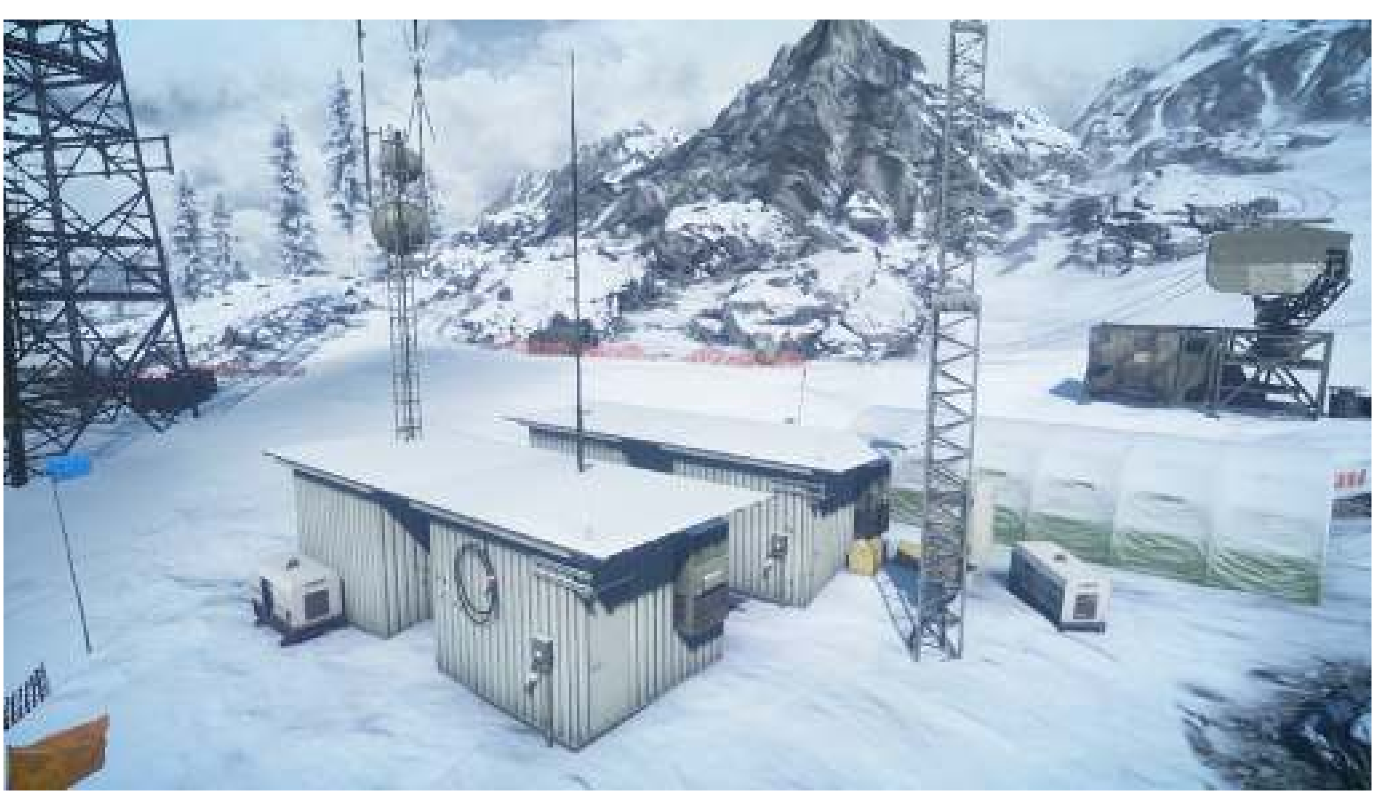
This battle takes place in the high elevation of the mountain range, with objectives located at the communication station and radar station. The terrain here is rocky, with very few trees to serve as cover or concealment. As a result, most engagements occur at intermediate to long range. Choose your equipment accordingly before spawning into the match. While sniper rifles can be effective, the bulk of your squad (whether attacking or defending) should bring along assault rifles. Reconnaissance is equally important, so make sure at least one member of your squad spawns in as a recon soldier and is equipped with a MAV. Having an eye in the sky pays off in spades, allowing your squad to hunt down the opposing team one by one. The defenders may also want to bring along a radio beacon so they can maintain a spawn point near the objective. The attackers should rely primarily on squad spawns to keep up the pressure in each zone.

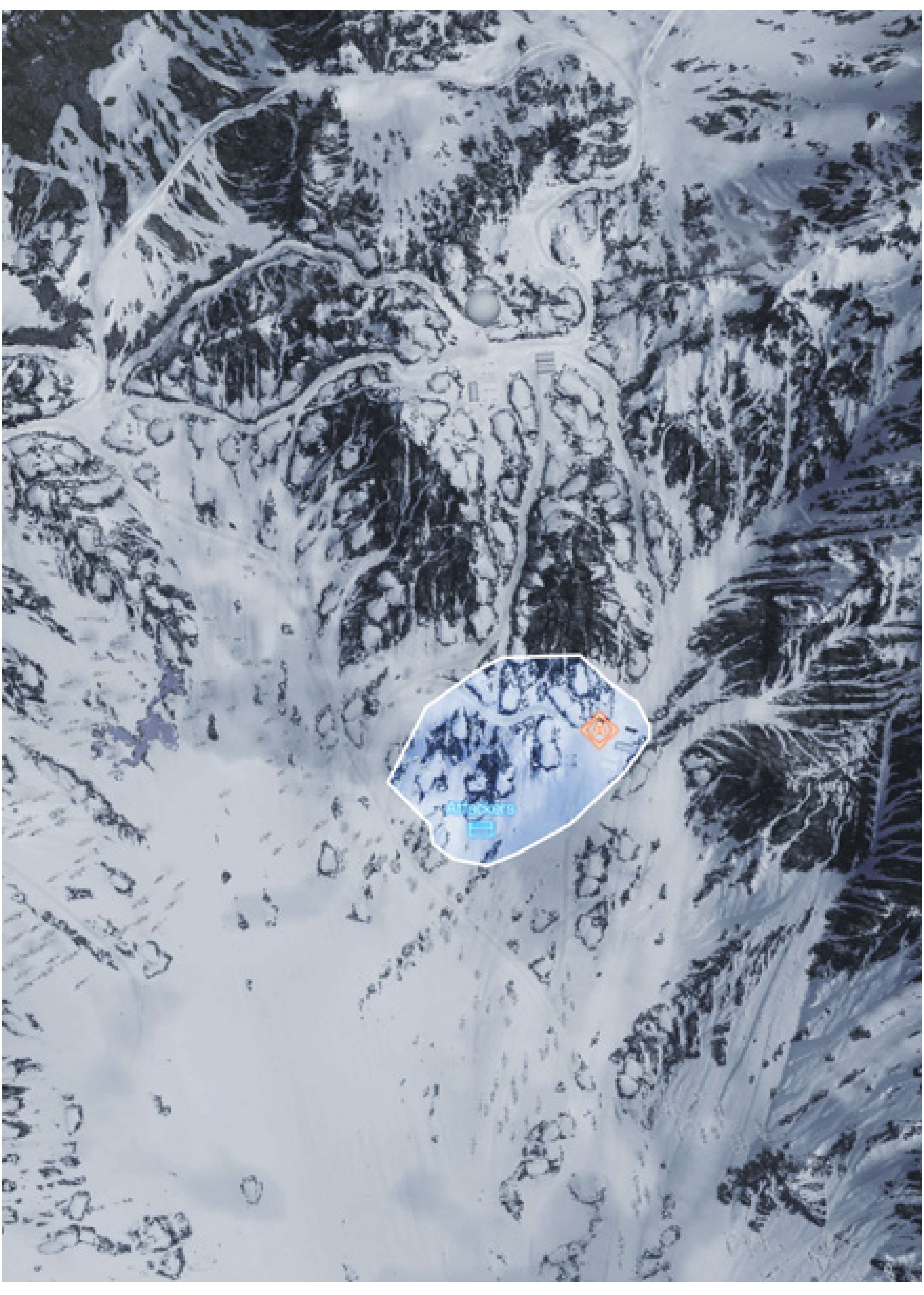
Click here for interactive maps

Zone 1: Communication Station



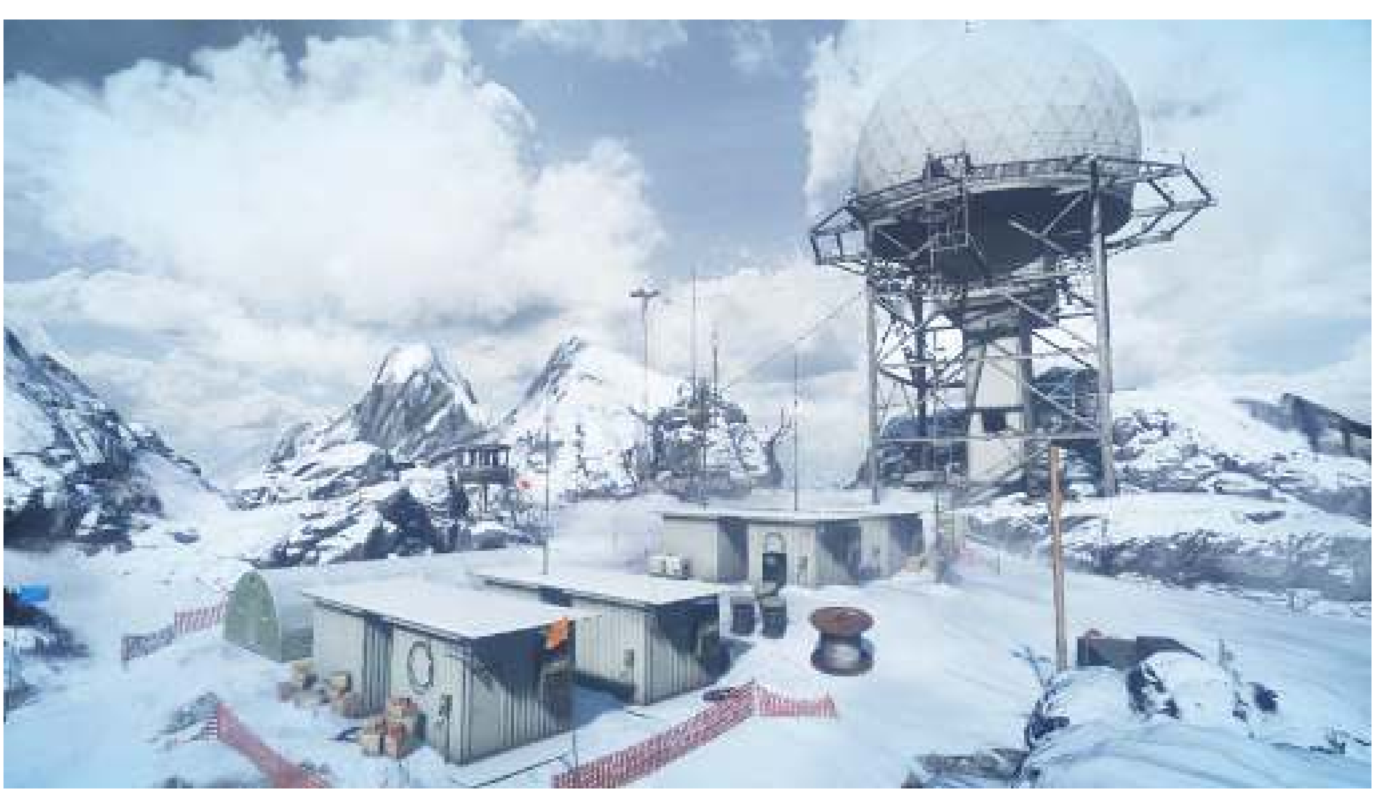


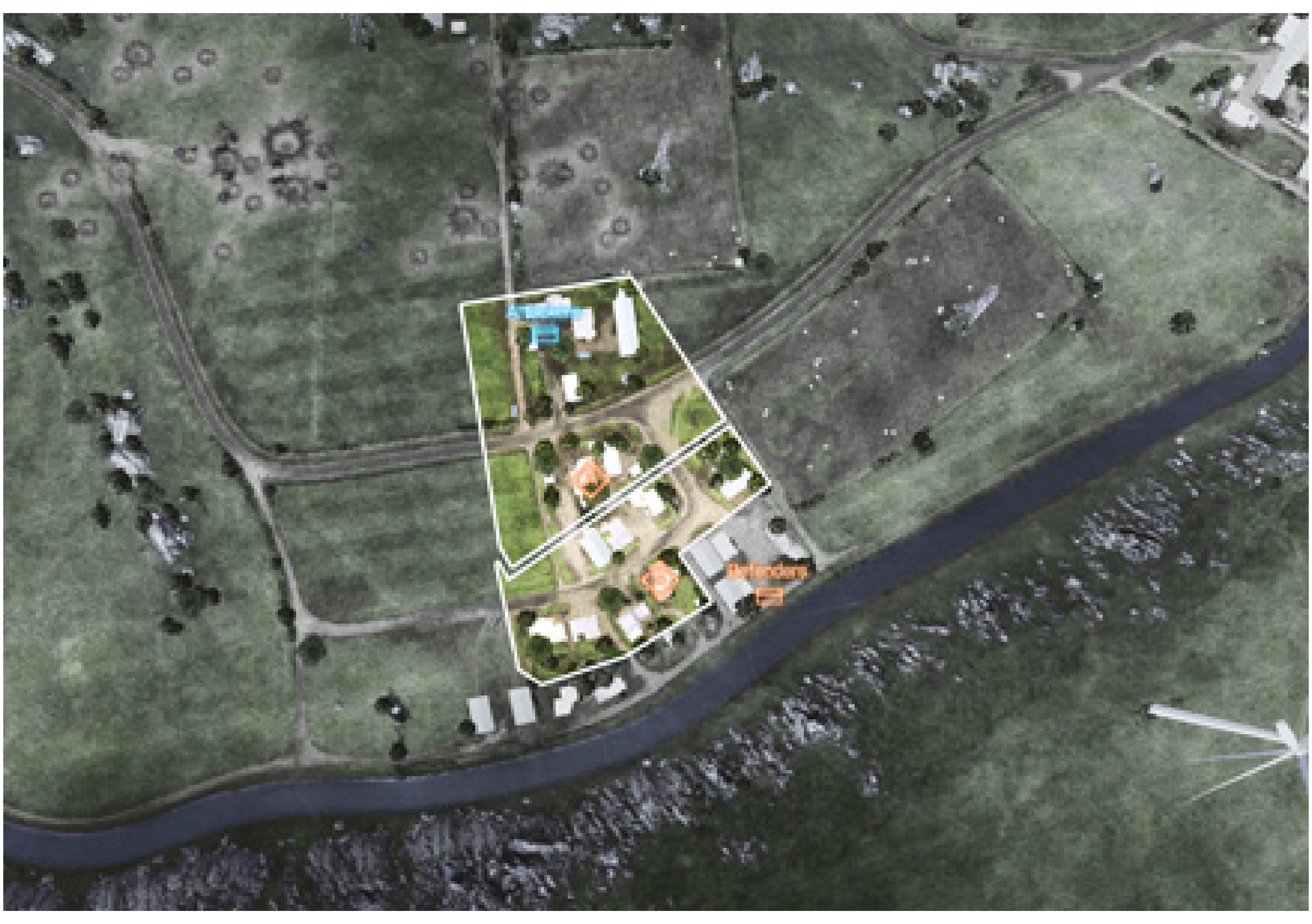




The first objective is located at the communication station, tucked between a cluster of small structures. Early in the round the defenders should deploy claymores and a T-UGS motion sensor near the objective in an effort to prevent a quick attack. Both teams can benefit from the deployment of a MAV. Given the lack of overhead cover, MAVs are very effective for identifying the locations of your opponents. Although the terrain is rather open in this area, fighting near the M-COM station takes place at close range. As a result, consider bringing along a compact assault rifle or carbine for greater versatility when engaging targets at various ranges. If carrying a larger weapon, switching to a pistol with a high-capacity magazine (like the G18 or 93R) can make close-quarters firefights around the objective much easier. Instead of rushing the objective from the south, the attacking team should take their time moving in, preferably flanking from the west where there's more cover and concealment among the rocks.

Zone 2: Radar Station

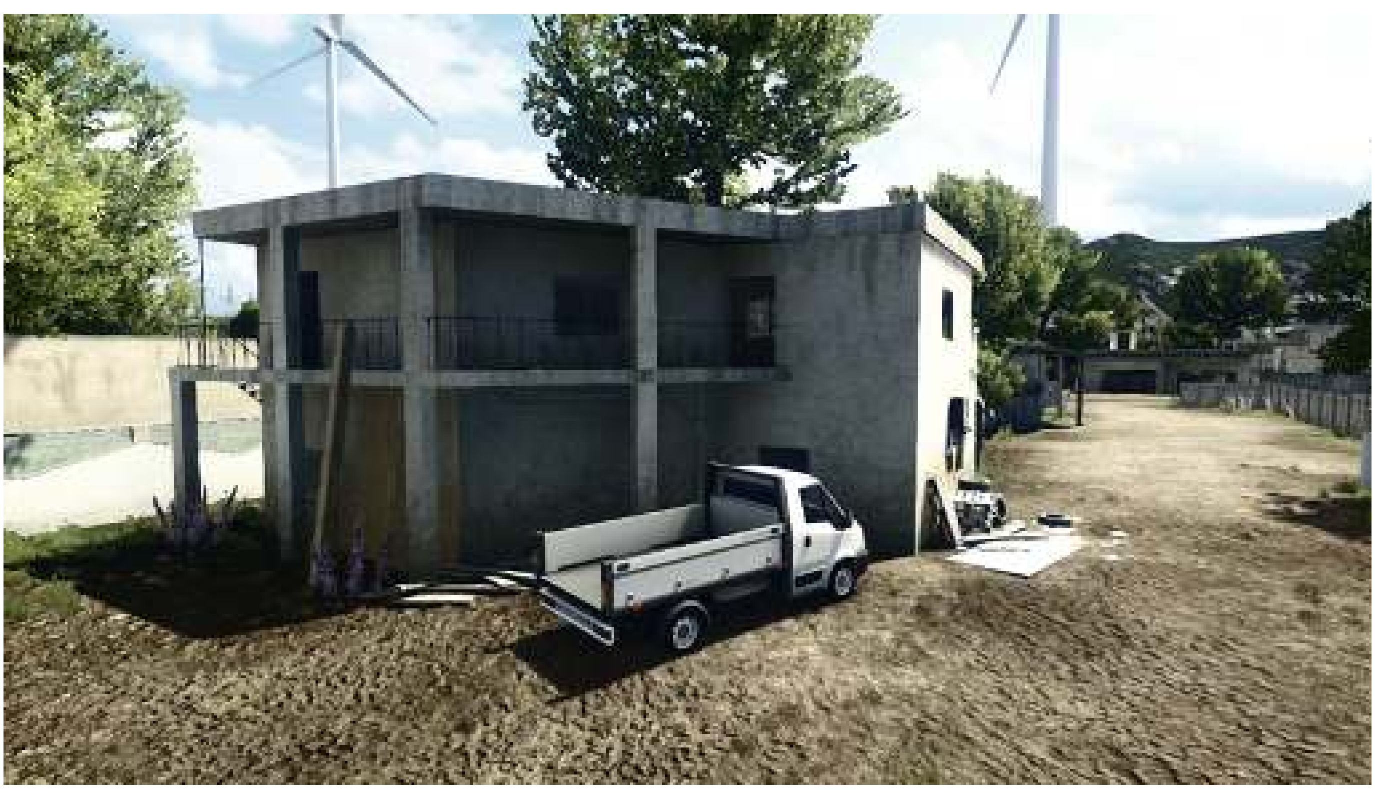


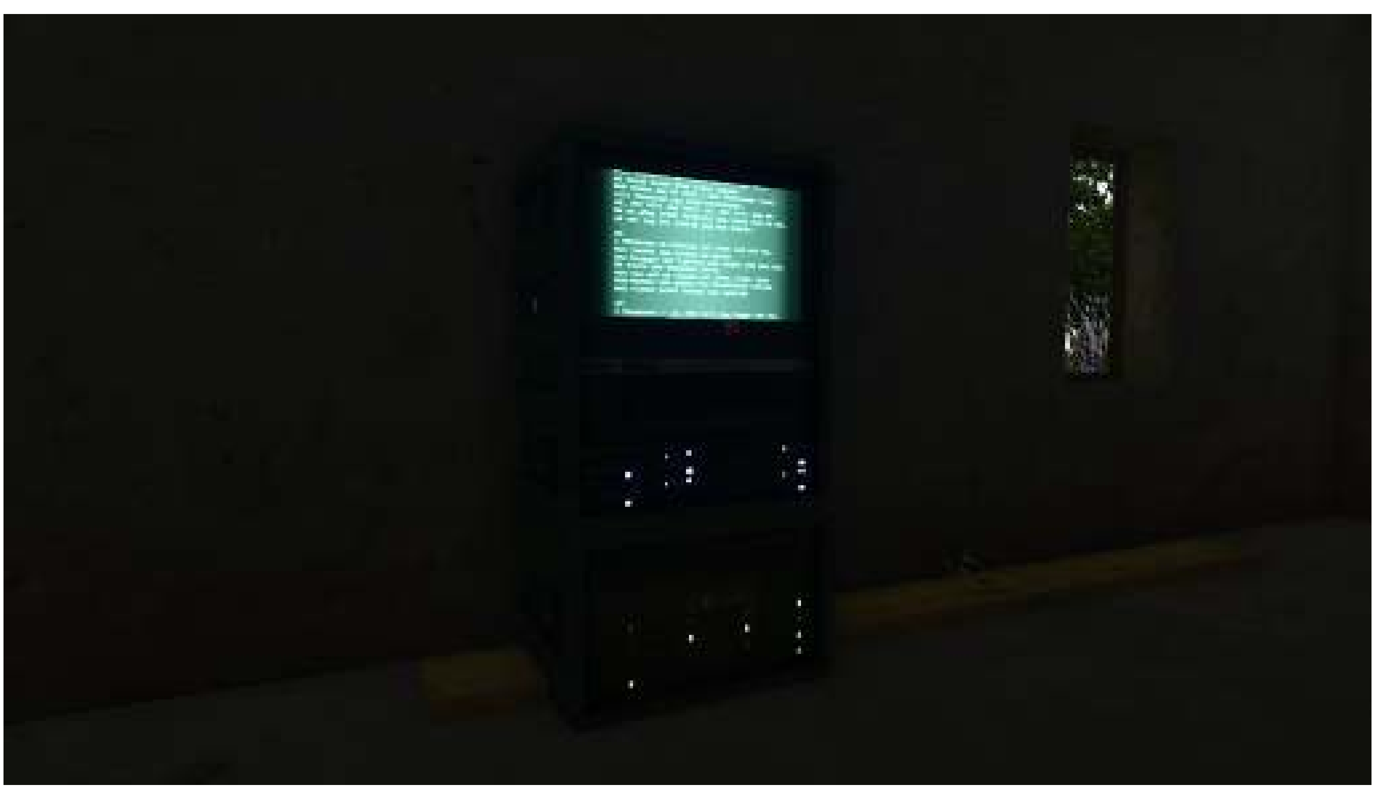


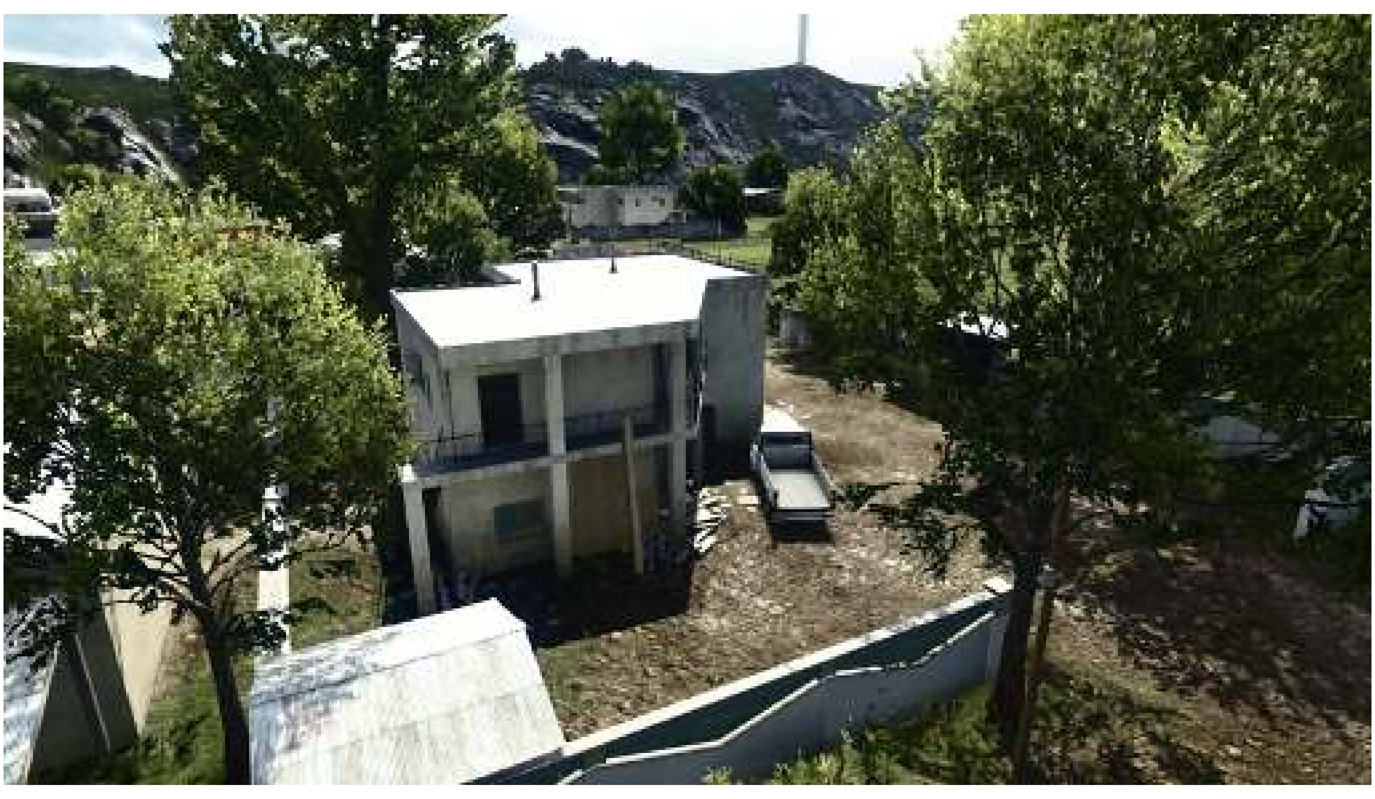
This small-scale Rush battle takes place entirely within the village, requiring both teams to brush up on their urban combat tactics. As in most Squad Rush battles, detecting your opponents plays a large part in securing a victory. But given the number of structures in the village, MAV units are largely ineffective, as they can't see through rooftops. Therefore both teams should rely on T-UGS motion sensors to help locate opponents scurrying about the village. Expect a healthy dose of house-to-house fighting in this battle. In these close quarters, carbines, shotguns, and PDWs are all very effective. But rocket launchers and grenade launchers can also prove beneficial for breaching walls or simply denying the enemy cover. Both objectives are located within dark houses, so consider attaching a tactical light to your weapon in an effort to blind opponents gathered near the M-COM stations. Laser sights are also effective for blinding enemies, but they do little to illuminate these dark spaces.

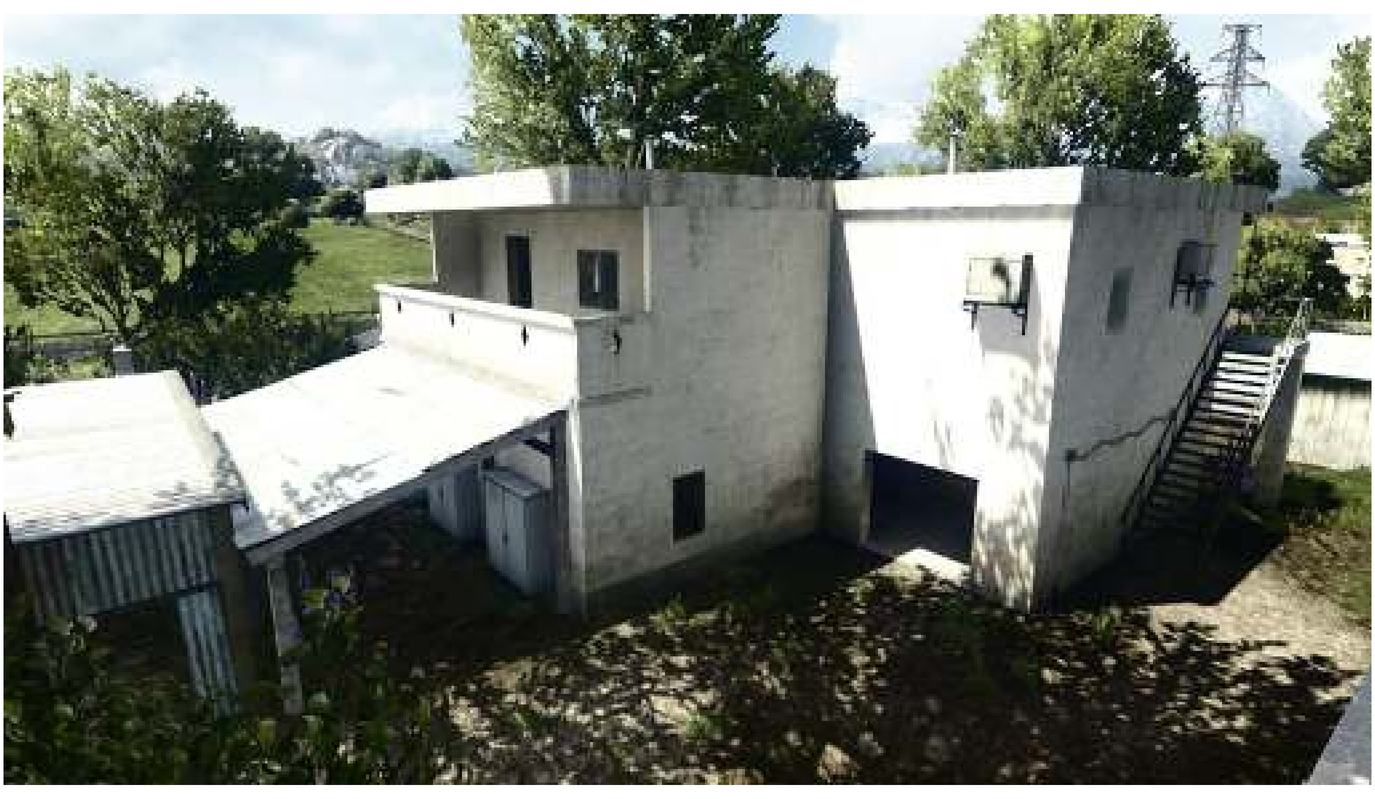
Click here for interactive maps

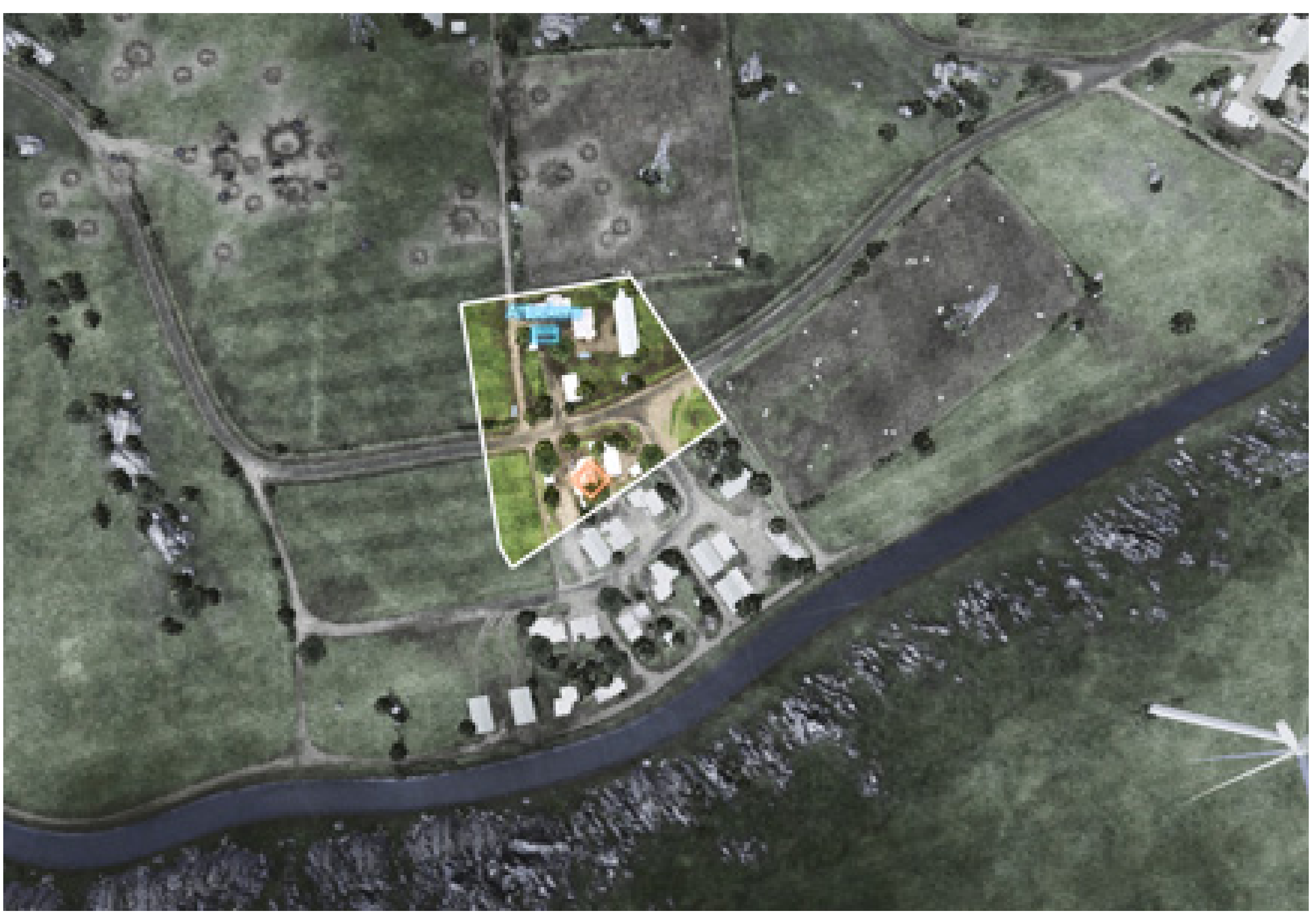
Zone 1







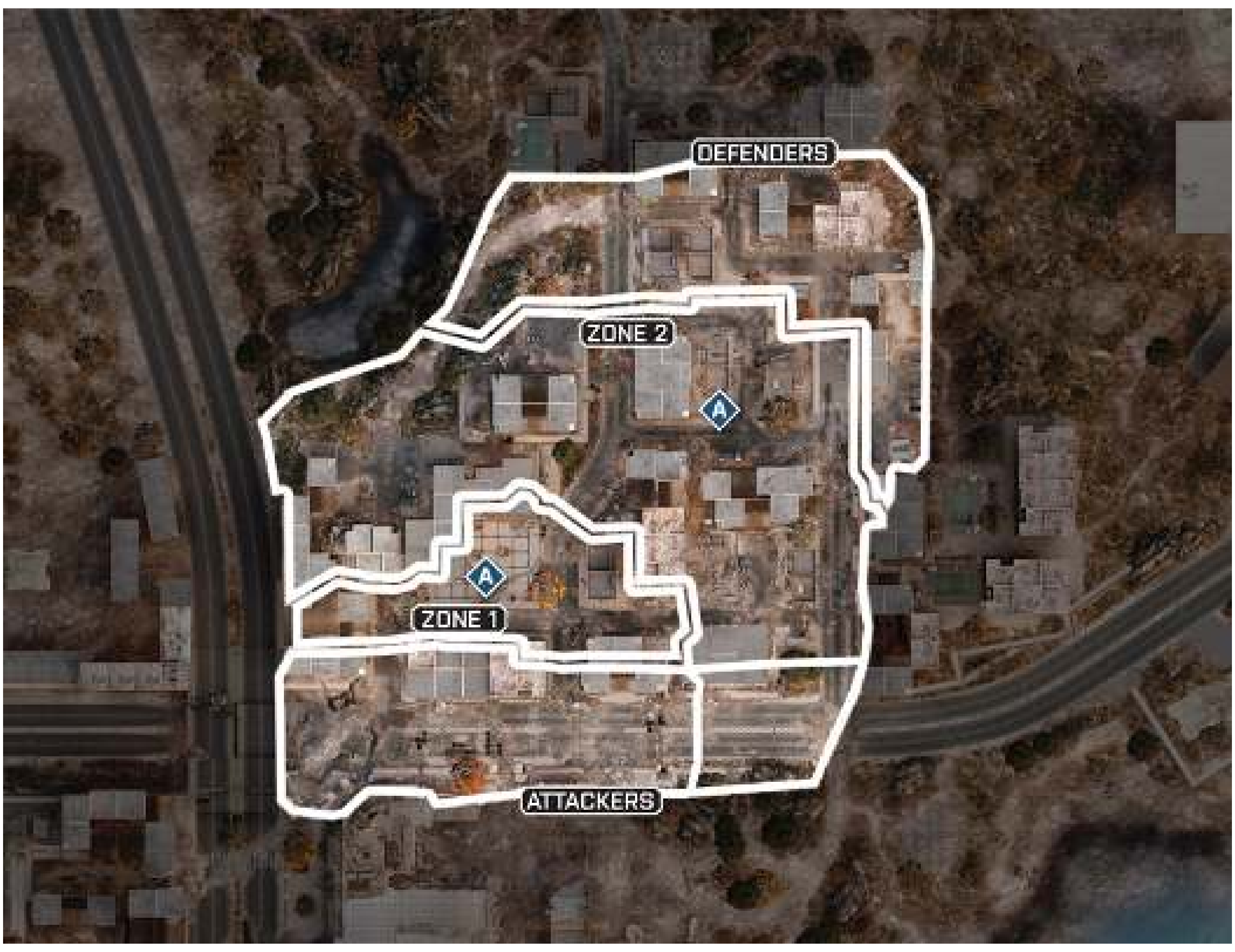




The first M-COM station is on the north side of the village on the ground floor of a farmhouse. The structures of the farm to the north offer the US attackers some cover and concealment during their initial advance. However, the road directly north of the objective is wide open, making it a popular kill zone for defenders. The attackers should always deploy smoke before crossing this road. While there are several entry points into the farmhouse, attackers are better off making their own doorway by blasting a hole in one of the perimeter walls, preferably with a SMAW rocket launcher. Whether attacking or defending, prepare for close-quarters combat within the dark interior of the house. PDWs and shotguns fitted with tactical lights are ideal

Squad Rush

Azadi Palace



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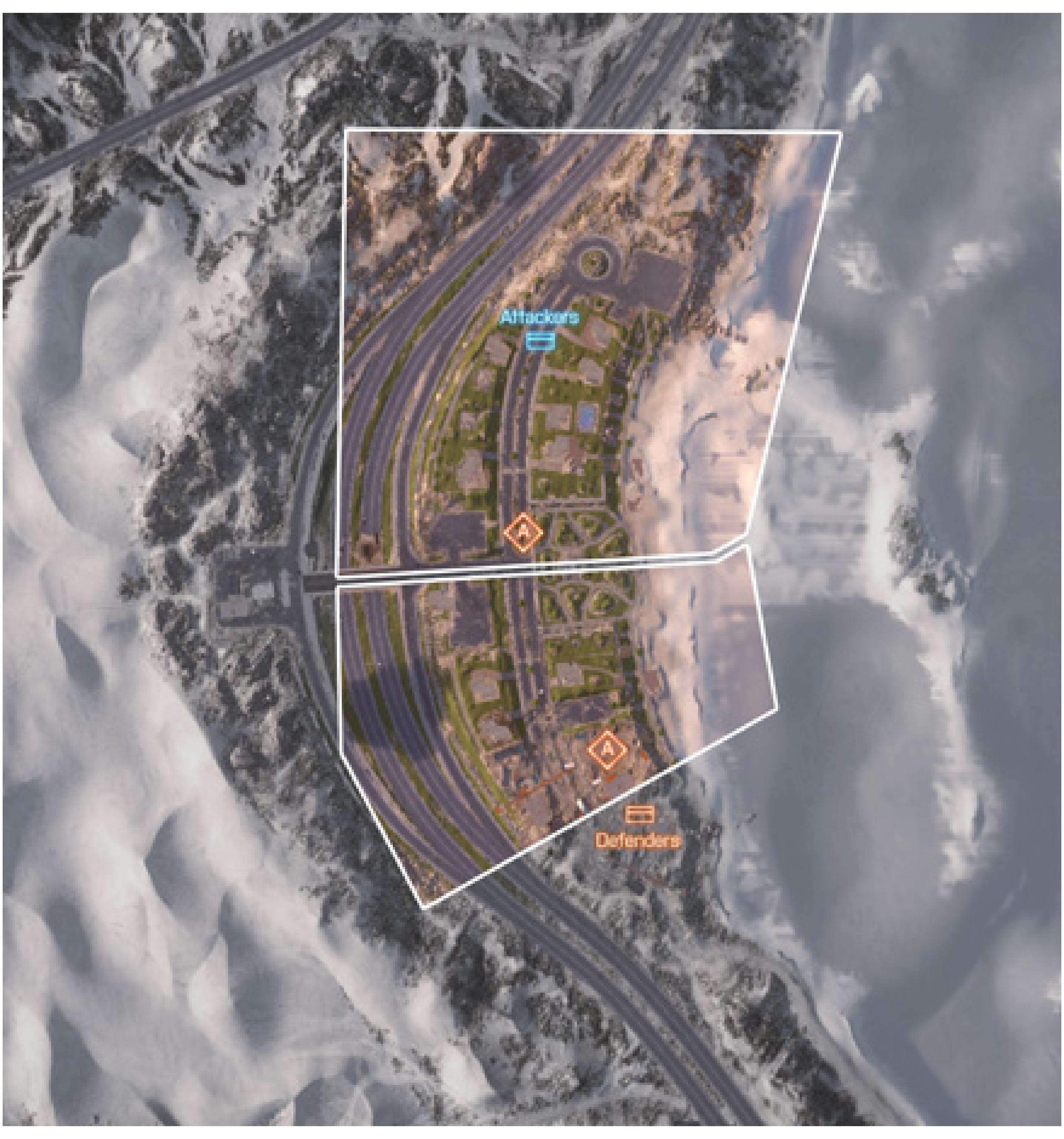
In both phases of this small-scale Rush battle, the defending squad has the definitive upper hand because they are capable of watching both objectives from a variety of top-notch overwatch positions. As a result, the attacking squad must forget about attempting a frontal assault and look for opportunities to flank. As in any Squad Rush match, gathering intel is crucial for both squads, so be ready to deploy T-UGS motion sensors and MAVs to detect your opponents and direct squad mates. Given the long sight lines at the Downtown plaza, both assault and sniper rifles are effective during the first phase. But when the battle shifts to the City Entrance, consider downsizing to carbines and PDWs.

Zone 1

Squad Rush

Bandar Desert



This Squad Rush battle is centered around the village center and construction site, an area ideal for infantry combat. Due to the urban environment, gathering intel on the opposing squad can be tricky. Both squads can take advantage of the buildings in this area, making it difficult to spot opponents when using a MAV. T-UGS motion sensors are still effective for spotting opponents within a limited radius, but these mostly favor the defenders, particularly when placed near each objective. Not knowing where your opponents are can make the fighting here intense, leading to timid advances by the attackers. This makes utilizing cover extremely important. And when cover is sparse, use smoke to conceal your squad's movements. In the first zone, engagements can occur at any range, so consider bringing along assault rifles or carbines for greater versatility. When the fight moves to the construction site, shotguns and PDWs are very effective for firefights within the building where the second objective is located.

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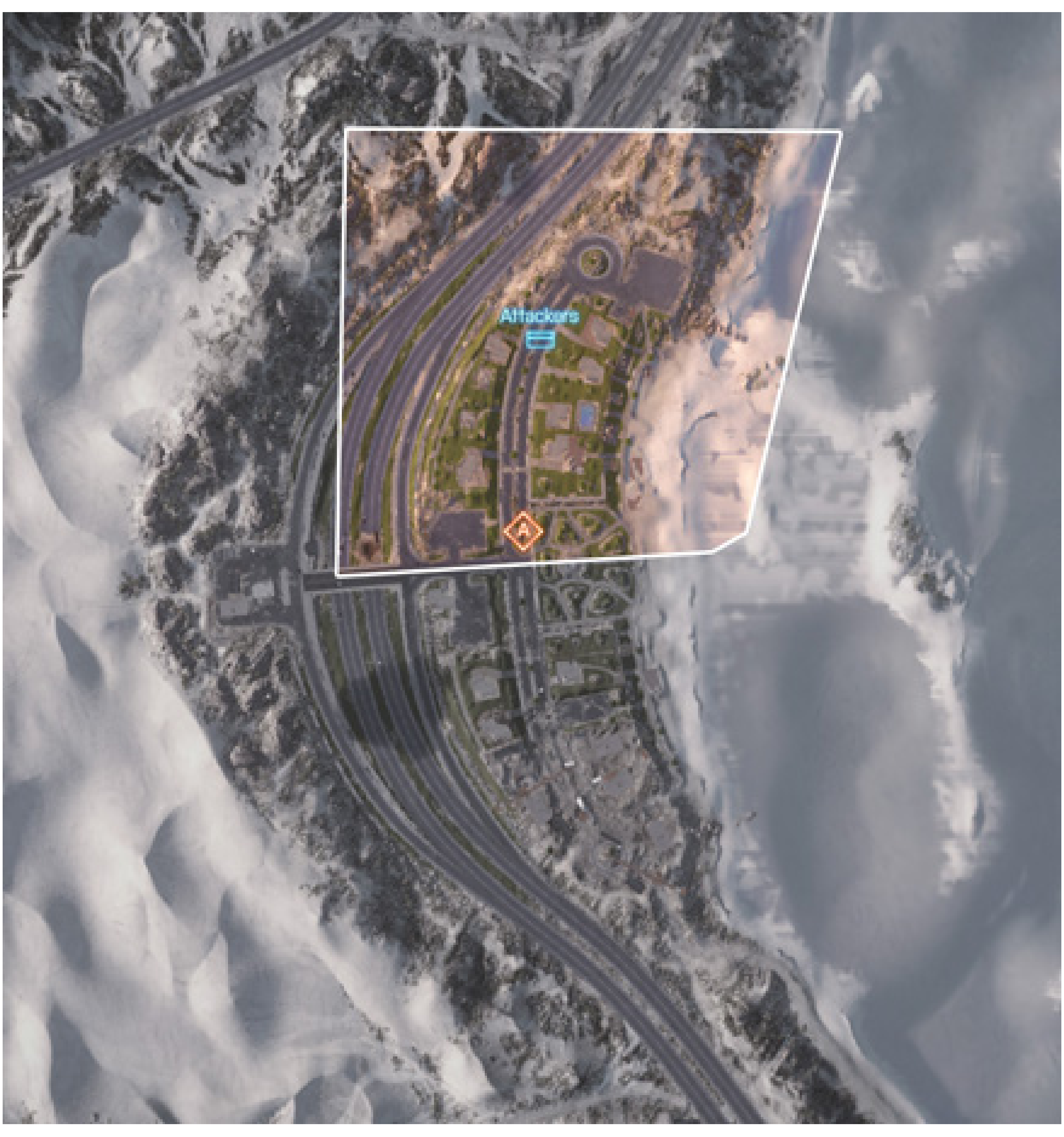
Zone 1: Village Center

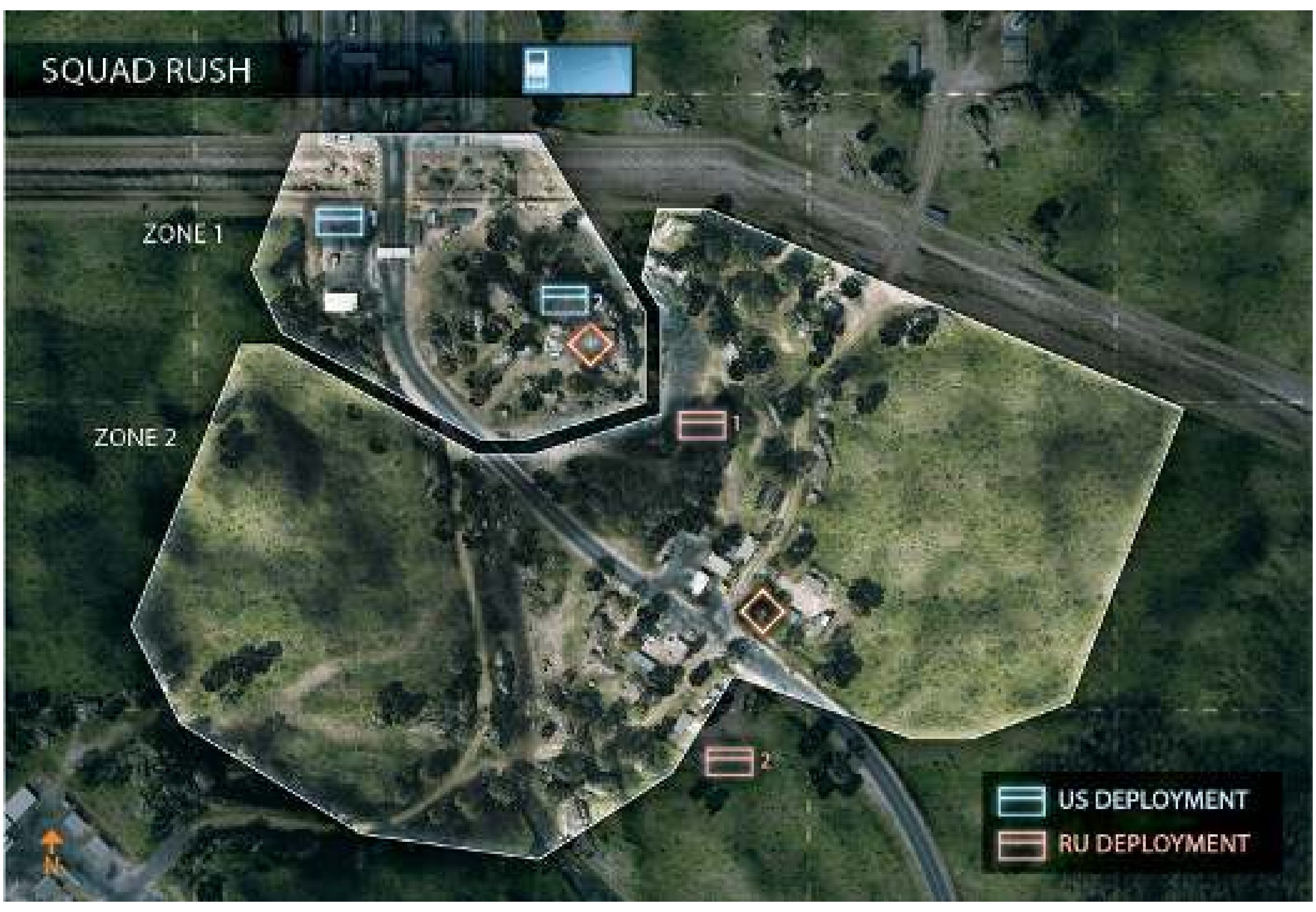


The first M-COM station is inside the burnt-out bus not far from the village center. The bus sits in the middle of the street, offering very little cover or concealment. Instead of conducting a frontal assault along the street from the north, the attacking squad should attempt to flank from the east or west, where they can use the buildings and low walls for cover and concealment. The lack of cover around the bus is equally problematic for the defending squad. While it's a good idea to booby-trap the interior of the bus, hiding in the bus isn't wise. Instead, look for overwatch positions within the nearby buildings that offer good sight lines through the bus's large windows. Whether arming or disarming the charge, always drop prone before interacting with the M-COM station. Opponents positioned on the perimeter can easily hit anyone standing or crouching near the objective. To provide some extra concealment, consider popping smoke on the bus before entry.

Zone 2: Construction Site

Squad Rush

Caspian Border

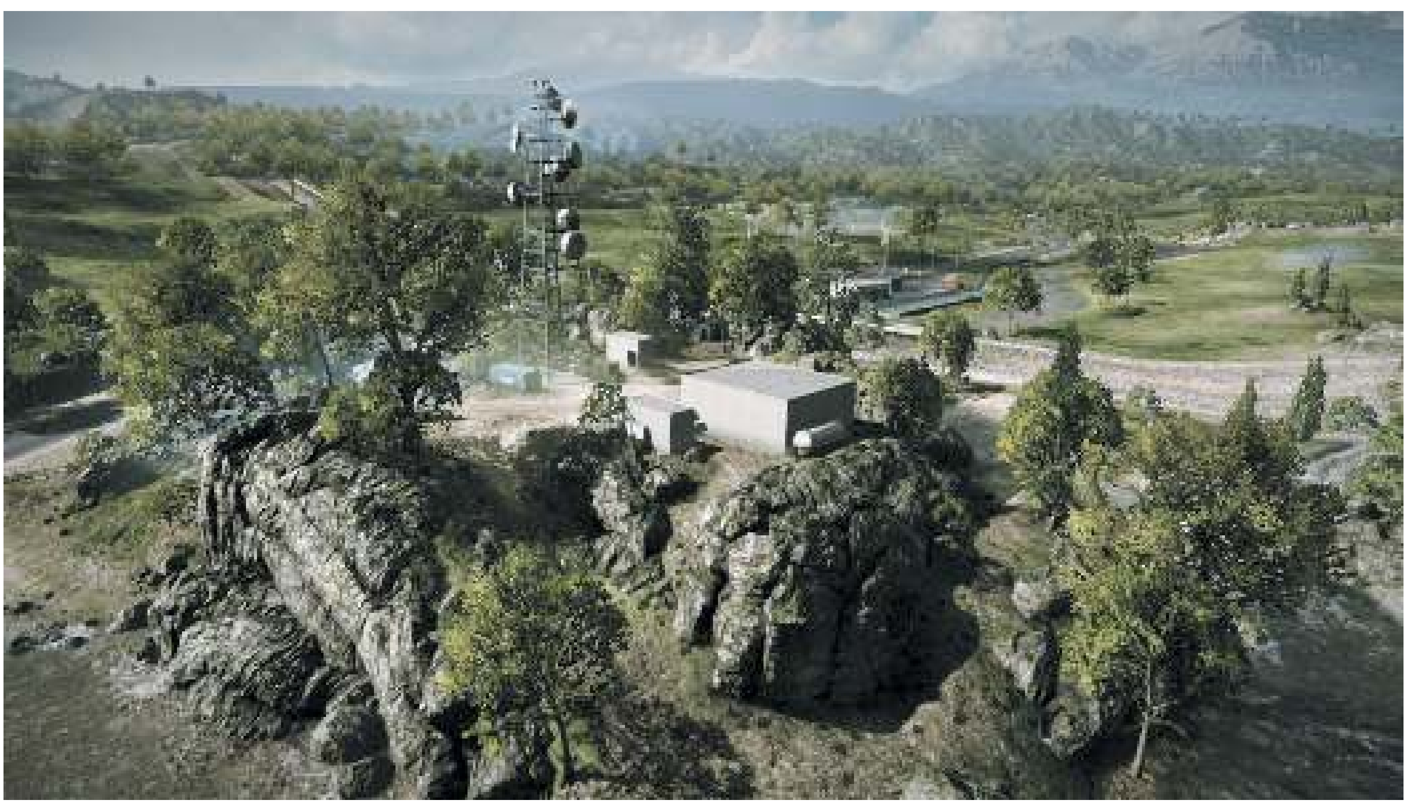


This Squad Rush match centers around the Hilltop and Gas Station as the US attackers attempt to knock out two M-COM stations. With no vehicles to use, the US attackers have far to travel in each engagement.

Radio Beacons and squad spawning are essential for maintaining a presence close to each M-COM station. The RU defenders definitely have the upper hand in this match, holding the hard-to-climb Hilltop zone at the outset.

The surrounding trees and rocks provide plenty of cover and concealment that is ideal for staging ambushes on unsuspecting attackers.

ZONE 1: HILLTOP



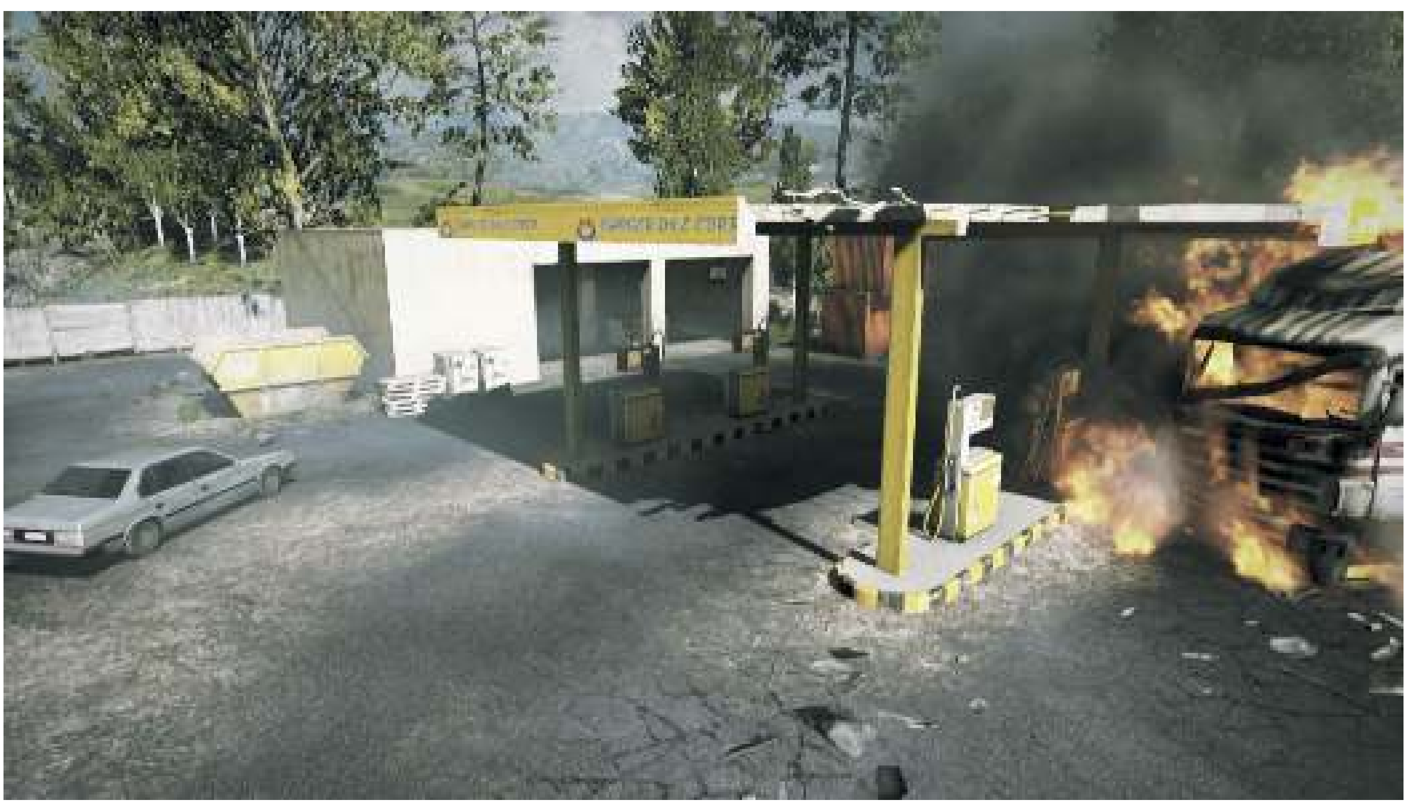
In this first round of the match, the US attackers deploy near the Checkpoint and must attack an M-COM station on the Hilltop. It's literally an uphill climb for the US team in this zone, so the RU defenders should try to take advantage of the height offered by the Hilltop.

The M-COM station is located in a tiny concrete structure next to the large com tower. Initially there is only one narrow entrance into this small structure, but by using explosive weapons you can create your own doorway.

However, completely demolishing the structure isn't a wise move for the attackers as this leaves them totally exposed while attempting to set a charge.

If the structure is completely destroyed, make sure to deploy smoke before attempting to set or disarm the charge.

ZONE 2: GAS STATION



The second and final M-COM station is located in the Gas Station's garage, next to the staircase leading up to the roof. The rooftop is a good cover point for at least one of the defenders and is ideal for spotting distant attackers.

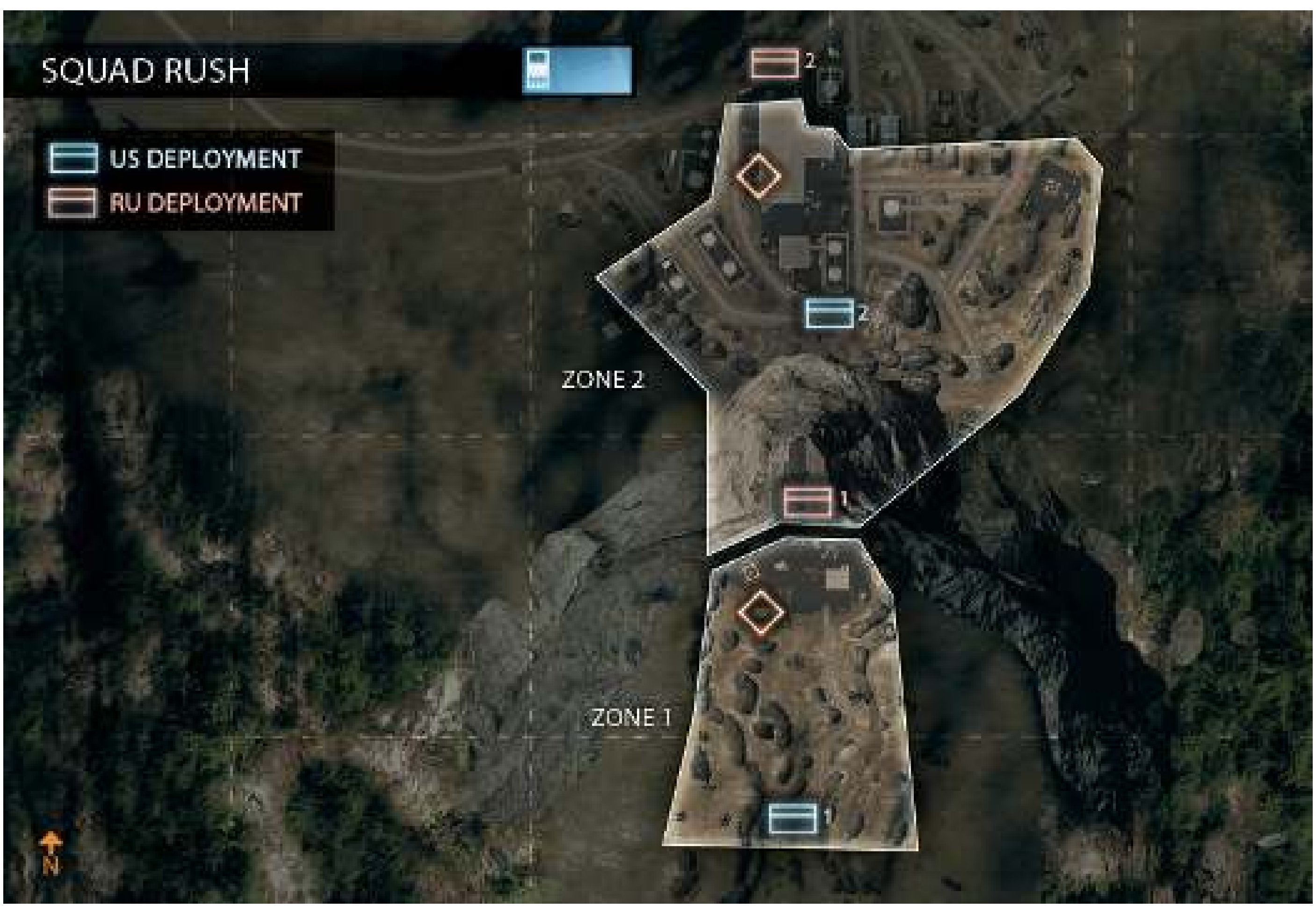
However, most of the defending team should stay on the ground and cover the western and eastern entrances into the garage. The US attackers have a decent hike from their deployment area at the Hilltop.

Placing a Radio Beacon somewhere near the Gas Station significantly cuts down the commute time. However, a coordinated squad attack is required to make a move on the final M-COM station.

Don't get suckered into using the eastern and western entrances. Use rockets or grenades to make your own entry points and plant the charge.

Squad Rush

Damavand Park

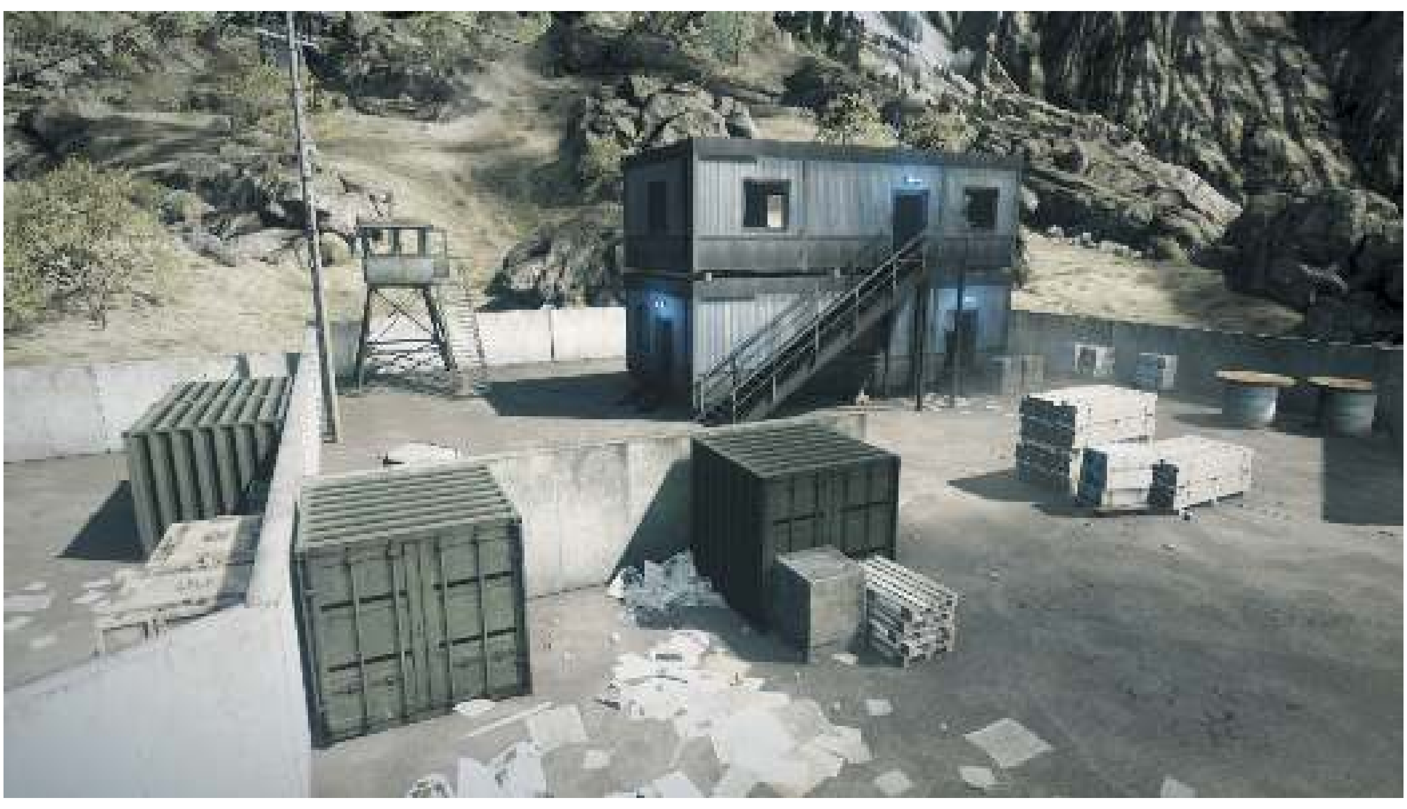


This small-scale Rush battle centers around the Peak Facility and the Factory Valley, as the US team is tasked with taking out two M-COM stations.

While both teams start on relatively even footing at the start, the RU defenders have the upper hand when it comes to defending the final M-COM station inside the warehouse.

An effective RU squad can turn the warehouse interior into a treacherous kill zone, thus requiring the US team to quickly adapt and experiment with different plans of attack.

ZONE 1: PEAK FACILITY



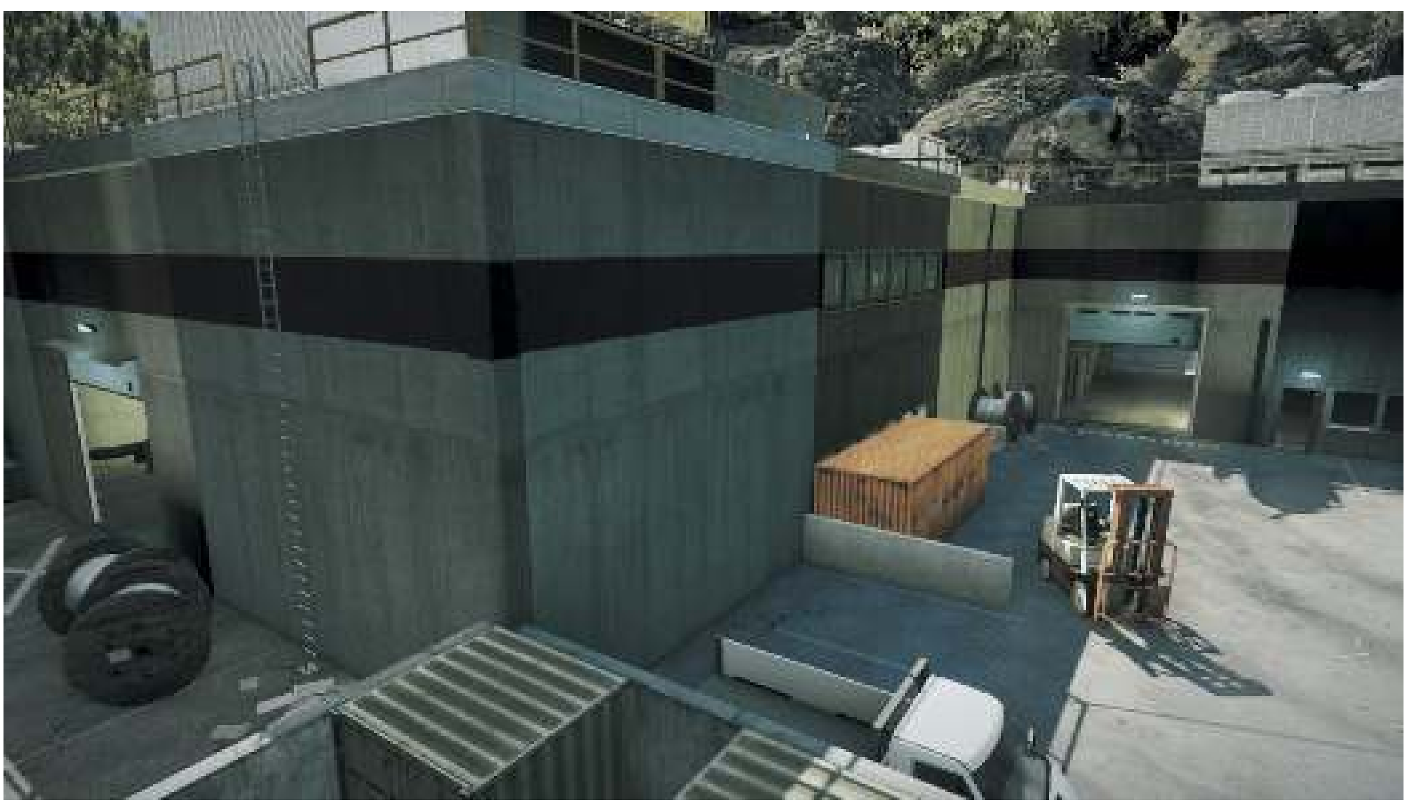
In the first round, the RU team defend an M-COM station at the Peak Facility, on the northern edge of Damavand Peak. The M-COM station is on the south side of the facility on the bottom floor of the small gray structure.

The RU defenders may wish to knock out the walls of the lower floor so they have a better view of the M-COM station at long range. Taking out the walls denies the US attackers cover while they're planting the charge.

But the US team has the high ground here and they should take full advantage of it. A skilled US recon player can provide sniping cover from the hillside to the south while squad mates rush in and set the charge.

While attacking, use explosive weapons to bring down perimeter wall sections. This will keep the defenders on their toes, never knowing where the attackers will infiltrate.

ZONE 2: FACTORY VALLEY



Prepare for some close-quarters fighting around this final M-COM station, which is on the second floor of the large warehouse. For the most part, the RU team can focus their defensive efforts on securing the two stairways leading up to the second-floor catwalks.

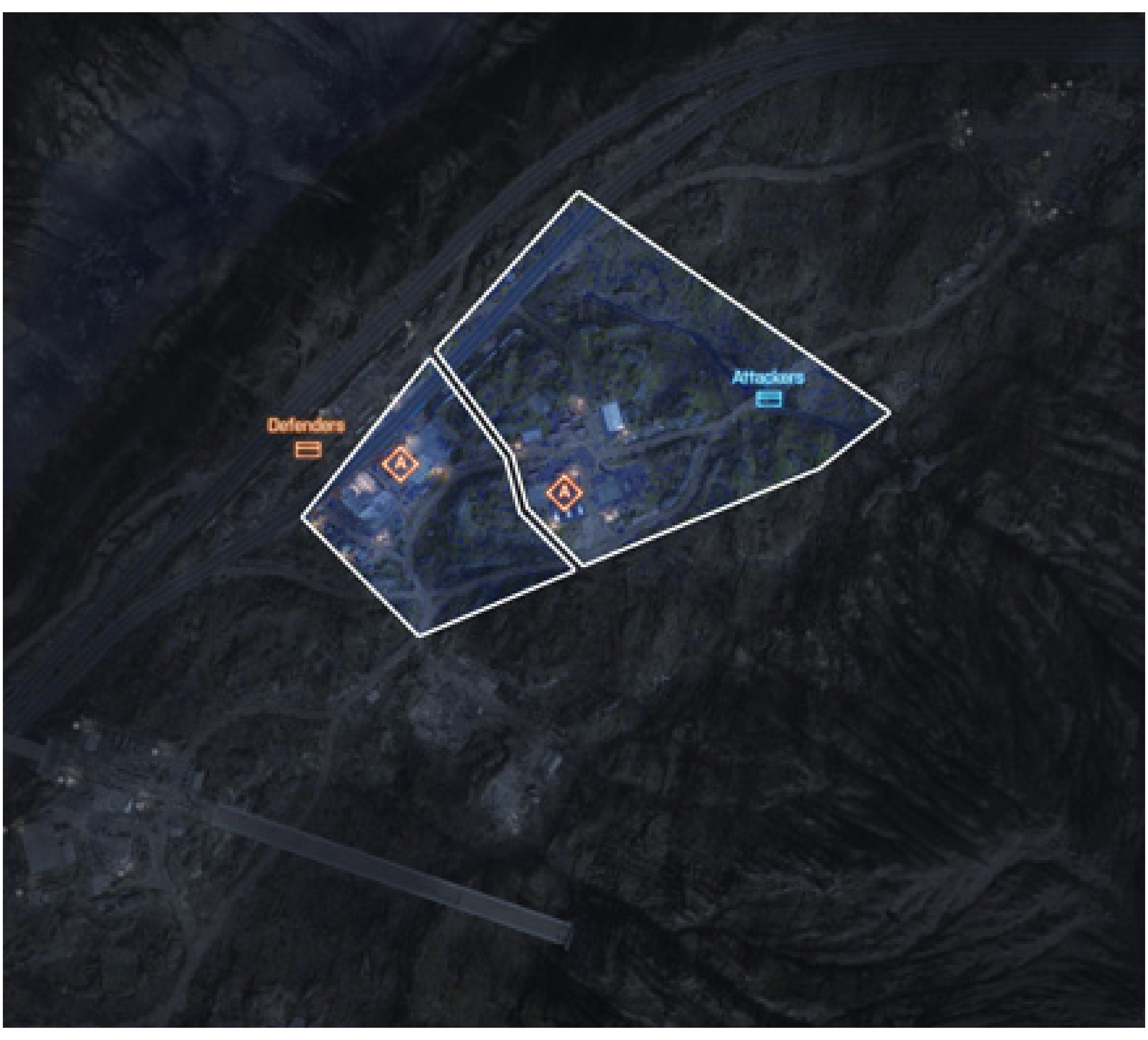
The stairways and catwalks are ideal choke points and should be watched at all times. For the US team, assaulting the warehouse interior is dangerous.

Instead of utilizing existing entry points, make your own with rocket launchers and grenade launchers. Opening holes in the warehouses outer walls keeps the defenders guessing, making it harder for them to predict the US team's point of entry.

Radio Beacons are important for both teams because they allow them to spawn closer to the warehouse.

This is particularly important for the defenders because if their squad is wiped out, they'll have a hard time making it to the warehouse in time to disarm the charge on the M-COM station.

Squad Rush
Death Valley



Advancing under the cover of darkness gives the attackers a slight advantage during this Squad Rush battle. Still, the attackers must approach the objectives at the logging camp and construction site with extreme caution. There are plenty of hiding spots at both locations, giving the defenders the upper hand. Both team should rely on recon troops to gather intelligence, either with T-UGS motion sensors or MAVs. IRNV (IR 1x) scopes are also effective, helping you spot the heat signatures of your opponents. Placing a radio beacon near each objective is also a good idea, whether attacking or defending. Maintaining a spawn point close to the objective is the best way to exert control over each location.

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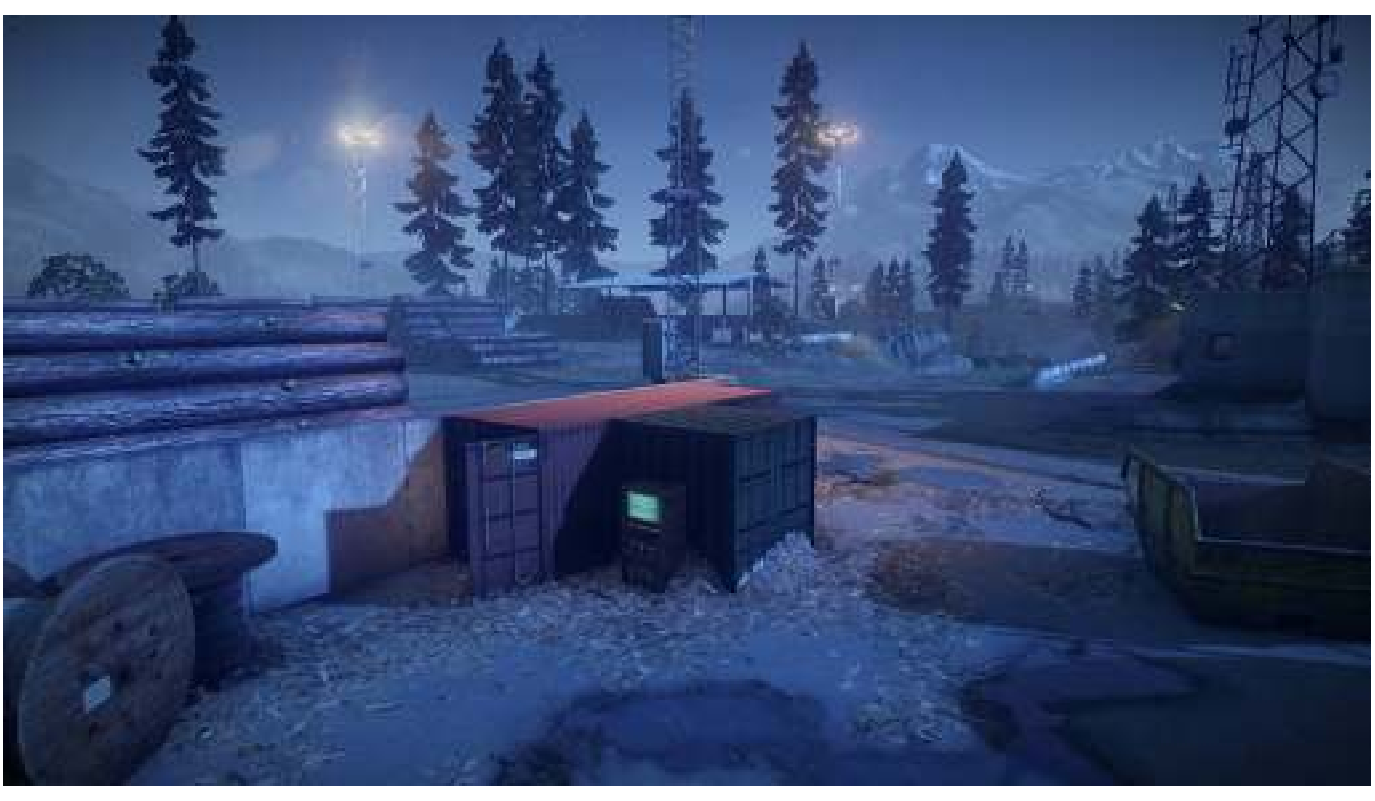
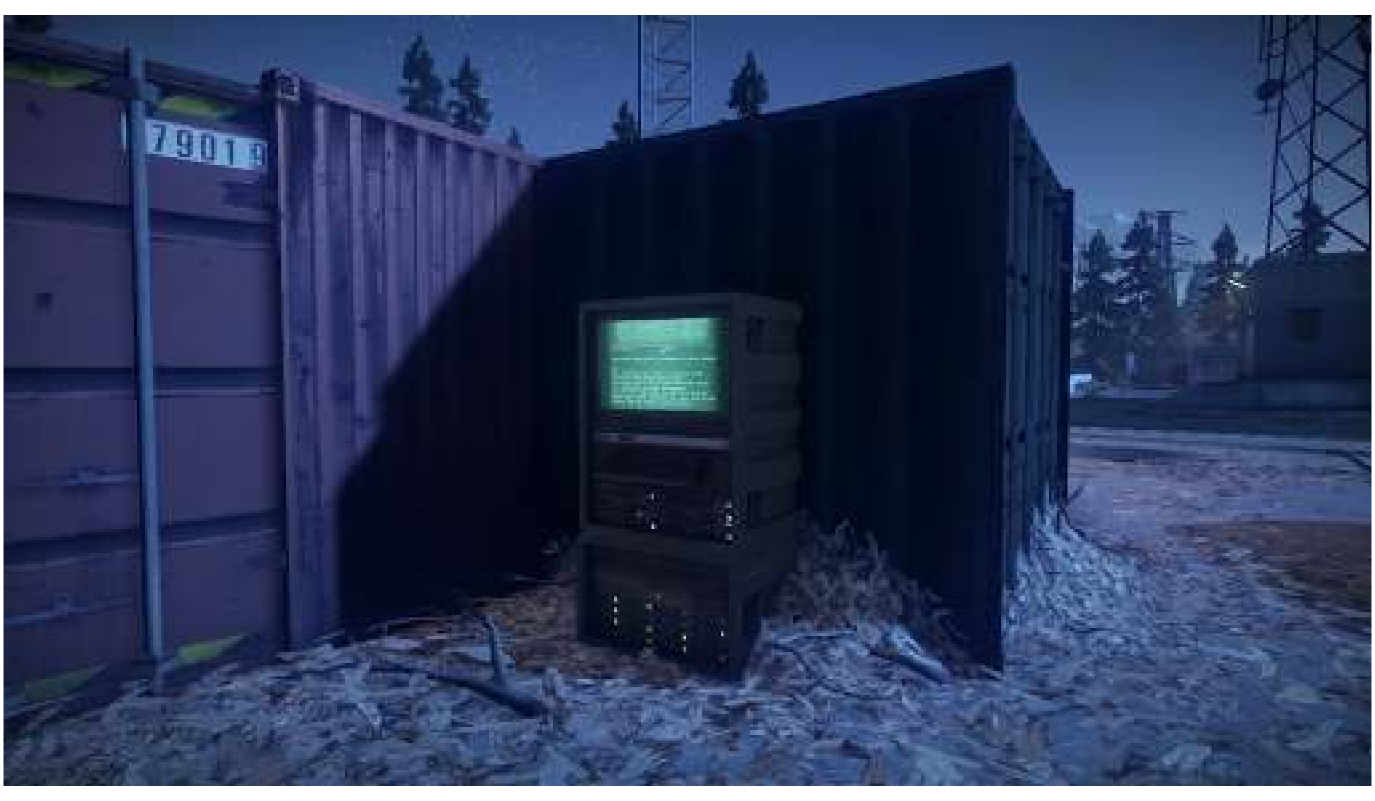
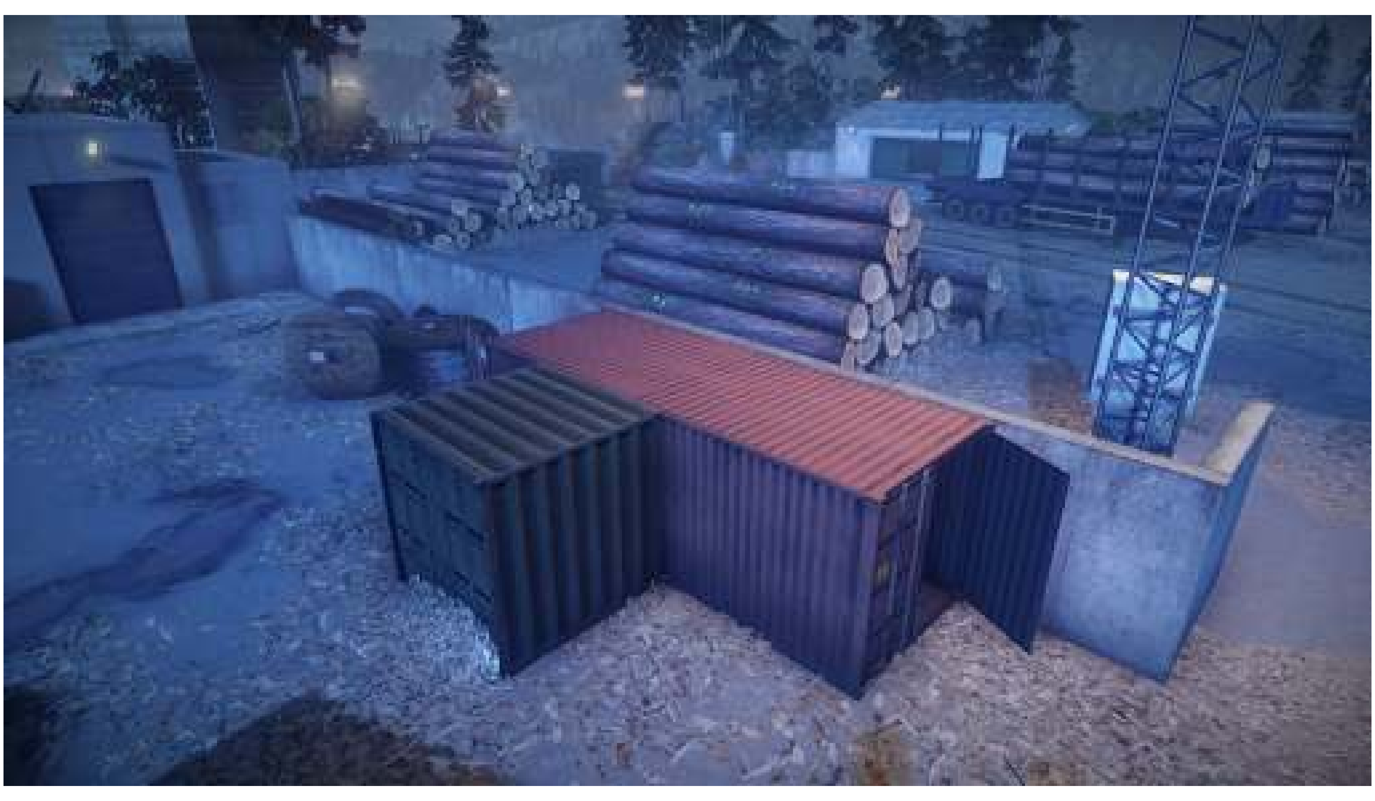
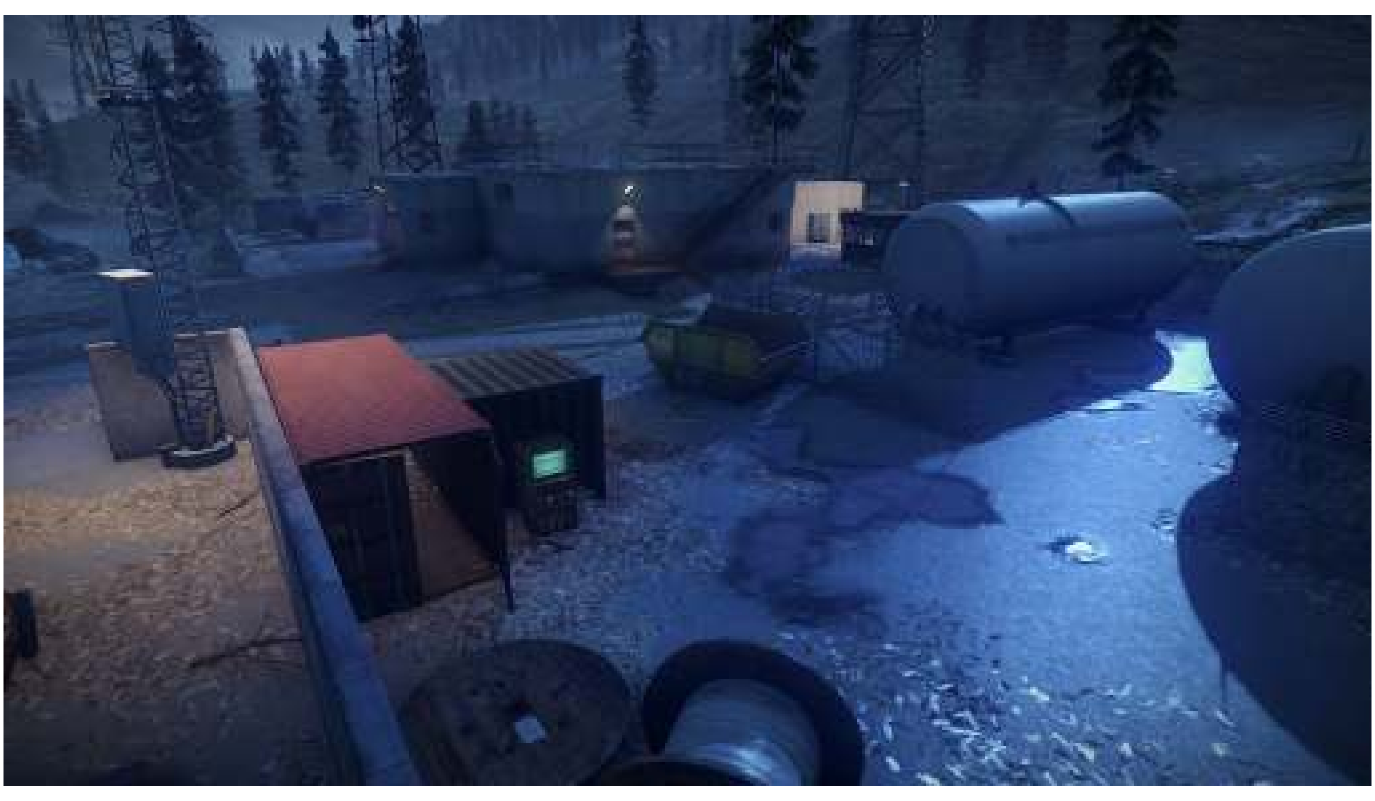
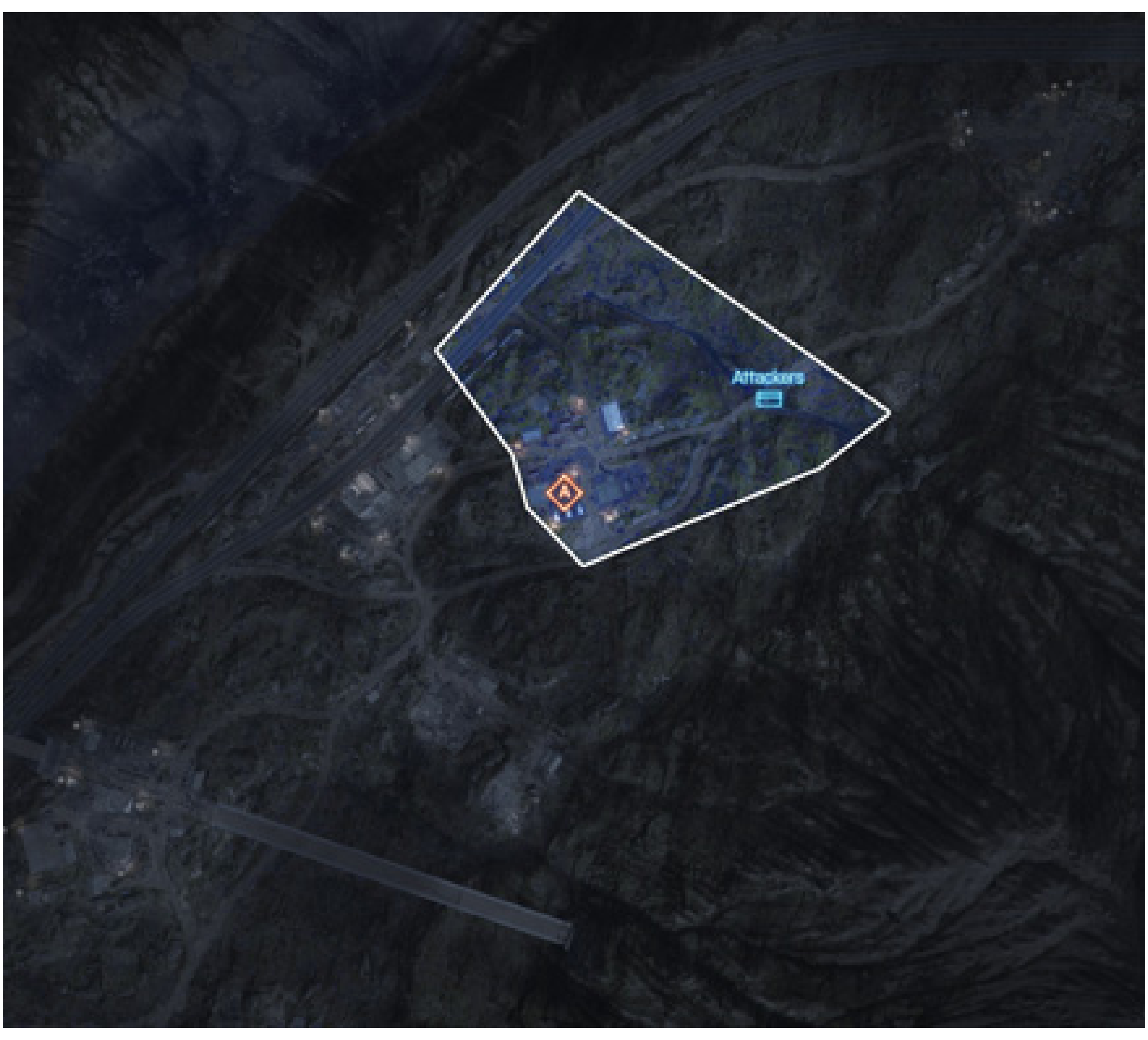
Zone 1









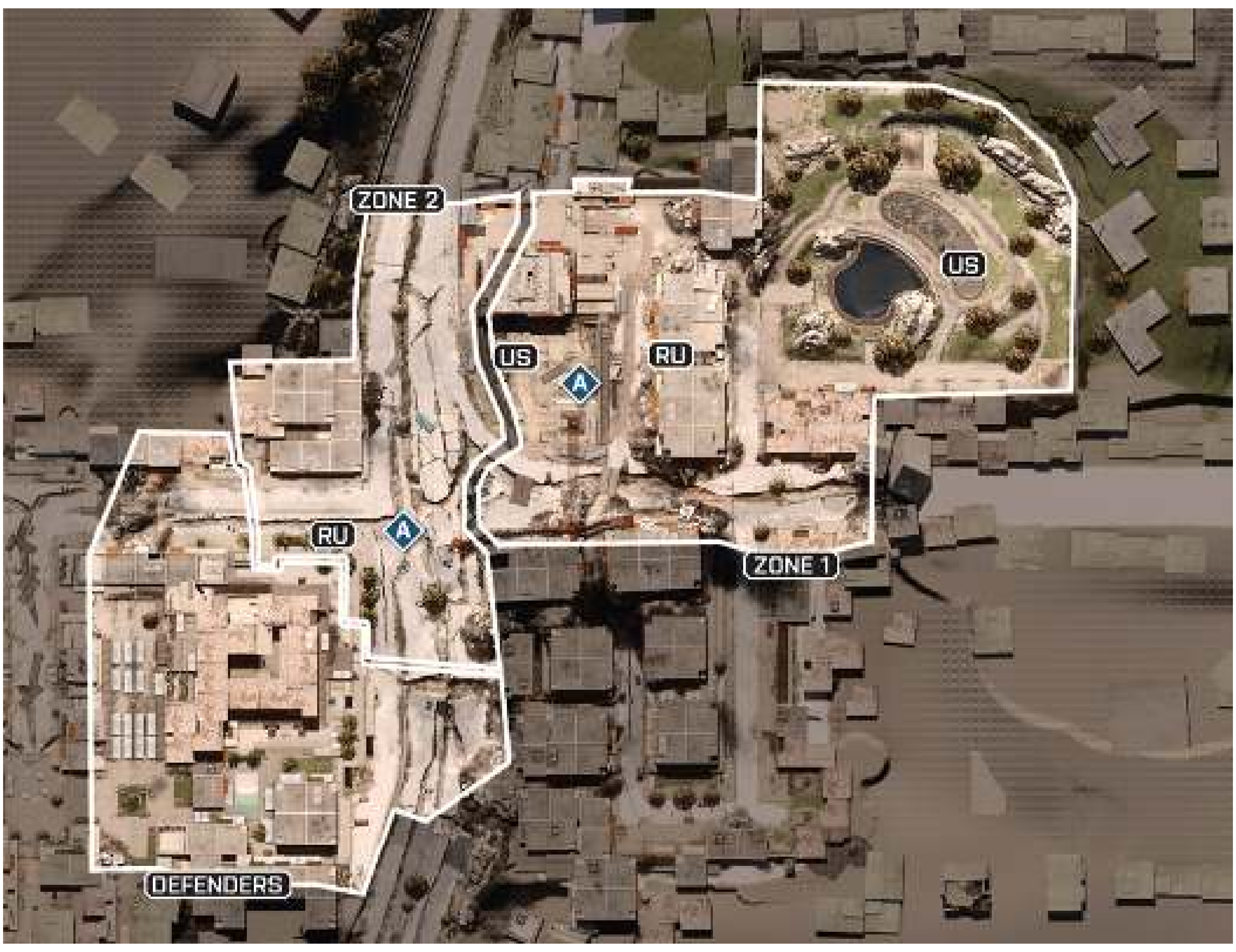


The first M-COM station is located at the logging camp, nestled against a large green crate and red shipping container. The logging camp is a large facility for one squad to effectively lock down, so the defenders should stay focused on the objective. The concrete building south of the objective is a good hiding spot for defenders. From the doorway it's possible to see the M-COM station and anyone who approaches it. Attackers should always expect defenders to be hiding nearby, particularly in the shipping container. Launching a MAV ahead of the attack is a good way to locate the defenders and neutralize them before approaching the M-COM station. But even a MAV won't spot defenders hiding within the surrounding buildings, so always approach this area with caution.

Zone 2

Squad Rush

Epicenter



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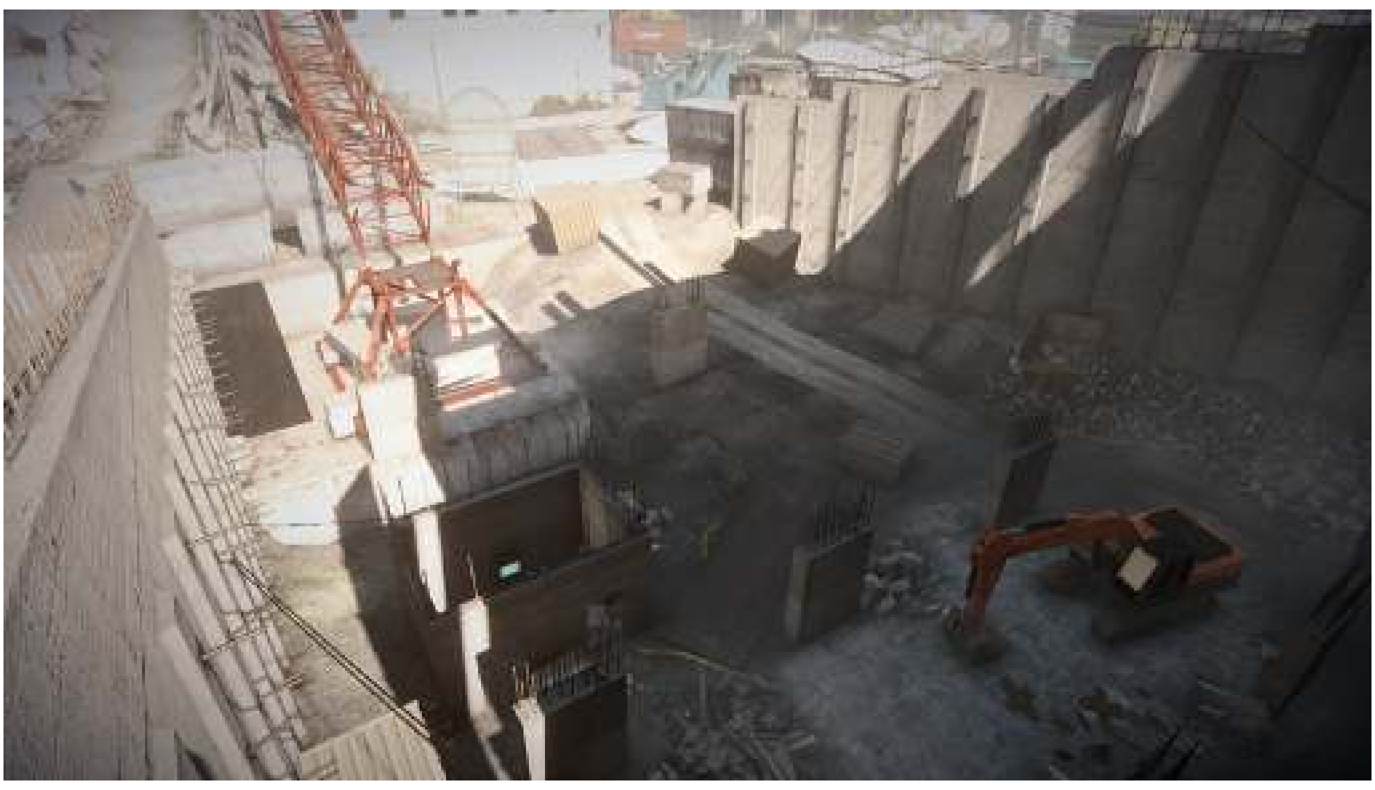
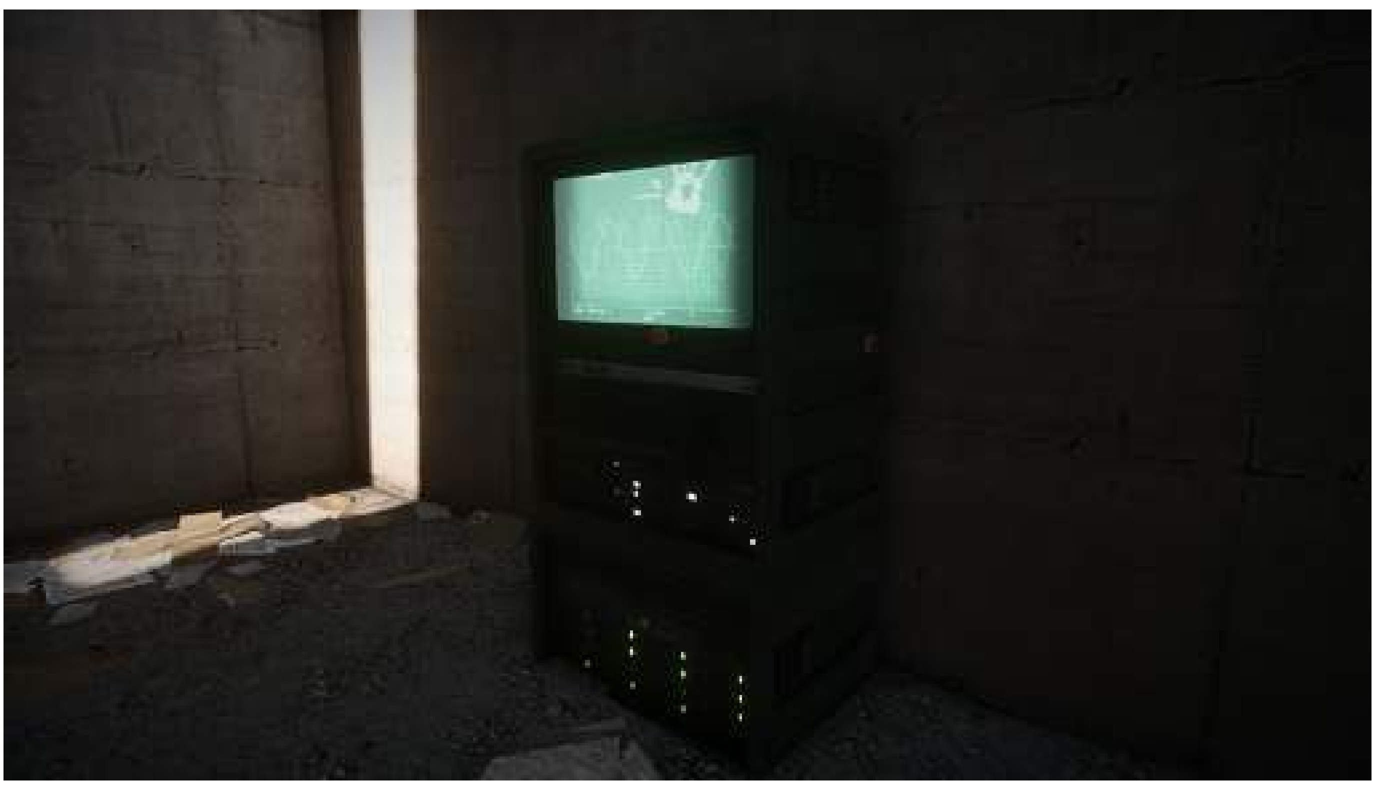
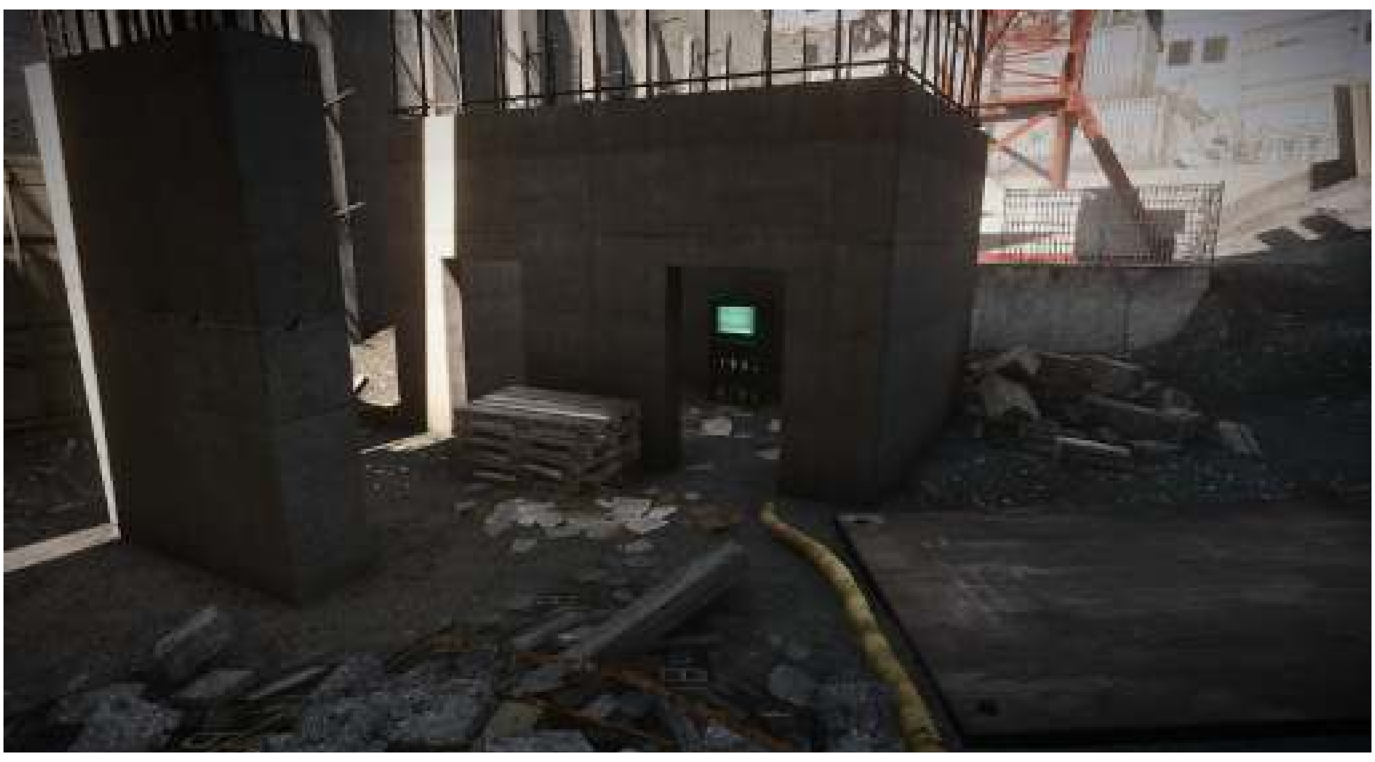
This Squad Rush battle takes place mostly on the eastern side of the map, with objectives positioned at the Construction area and Crossroad. As in any Squad Rush battle it's important for both teams to maintain a presence near each objective, preferably though the use of squad spawning and Radio Beacons. Gathering intel on the opposing team is equally important, so consider launching MAVs to locate your enemies. Expect a mix of short- to intermediate-range engagements around each objective. Assault rifles and carbines offer the most versatility for both areas. Sniper rifles are best reserved for securing the objective at the Crossroad, in the second zone.

Zone 1

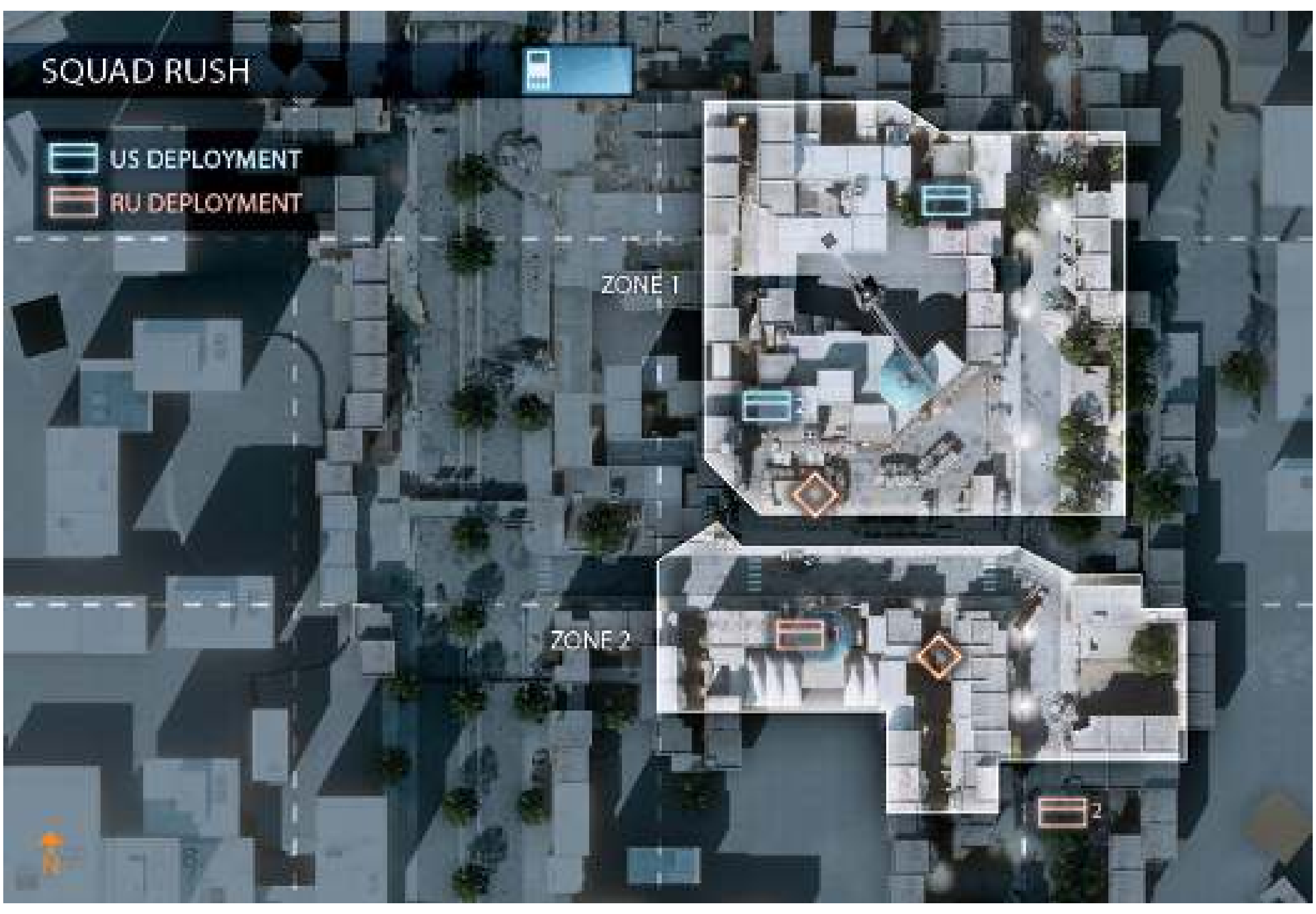






Squad Rush

Grand Bazaar

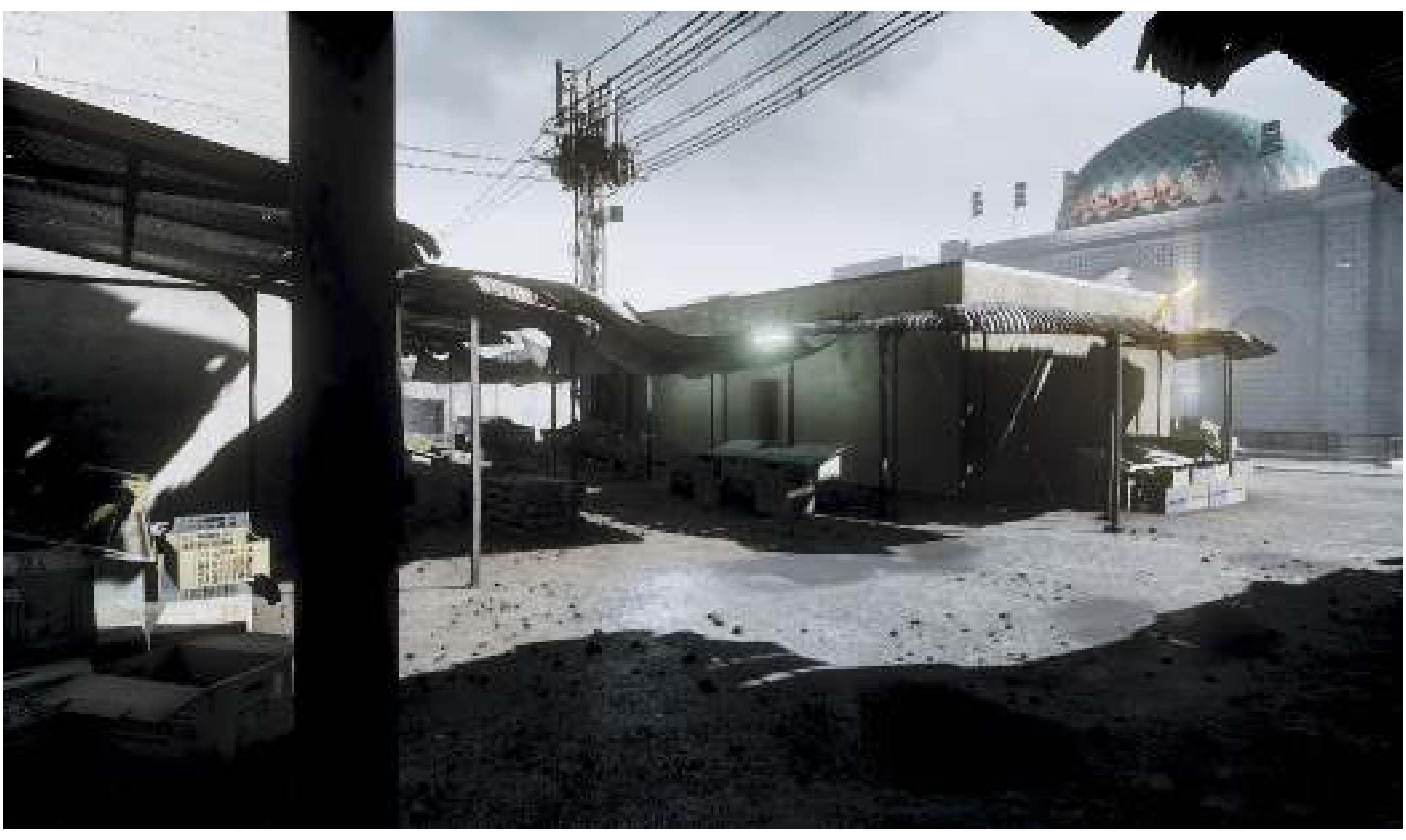


Prepare for some intense close-quarters firefights in this compact Rush battle set around the Market. Both objectives are located in small, cramped interiors, so choose your weapons accordingly.

Shotguns, carbines, PDWs, and grenades are all very effective in this fight. The RU team starts out defending an objective in the Market before being pushed back to the second objective located in a small storeroom across the street.

While there's plenty of hiding spots ideal for ambushing opponents, don't stay put in one location too long unless you want to donate your dog tags.

ZONE 1: MARKET



Early on, it's a foot race to reach this objective located in the small building on the southwest corner of the Market. The US team spawns at a deployment area to the northeast while the RU team spawns near the souk, across the street to the south.

While the US team is most likely going to approach from the north, the RU defenders should prepare for anything. The building can be entered from the northern doorway or the wide opening on the south side that faces the street.

However, attackers can make their own entry points by blasting holes in the concrete walls surrounding the objective. For this reason, the defenders shouldn't guard the objective from within.

Instead, it's best to scatter around the Market, using the various stalls for cover and concealment. Both teams should expect close-quarters fighting, so consider bringing along a shotgun or PDW.

ZONE 2: SOUK

The last objective is located in a storeroom east of the souk. After the destruction of the previous M-COM station, the RU defenders are given a few seconds to establish a defensive perimeter here before the US team can attack.

The storeroom is easily accessed from the alley to the west of the objective. But it can also be approached from the street to the east. Most US attacks come down the alleyway to the west, as it's the most direct route from their deployment area in the Market.

This makes defending the alley extremely important. Still, it's a good idea to post at least one defender (or a Claymore) near the eastern entrance.

When playing as the US, make an effort to always enter from the east side, as it's less likely to be defended. Distractions may be necessary to catch the defenders off guard.

So consider having a couple of squad mates feint an attack from the west while the rest of the squad sneaks in from the east to set the charge on the M-COM station.

However, whenever attacking from the east, beware of defenders spawning at the end of the street to the south—don't let them see you.

Squad Rush

Gulf of Oman

A USMC Marine Expeditionary Unit (MEU) has landed on this Persian Gulf beach during the night in the hopes of quickly seizing the nearby Russian airbase.

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The stakes are high for both sides. The Marines face possibly being driven into the sea and destroyed. The Russian forces could lose a key airbase and open the door for US forces to take strategic oilfields.

Both sides have been using the morning to prepare for the final assault.

Urban combat dominates this compact Rush battle set in the map's city areas. But each area is different, requiring different tactics and weapons.

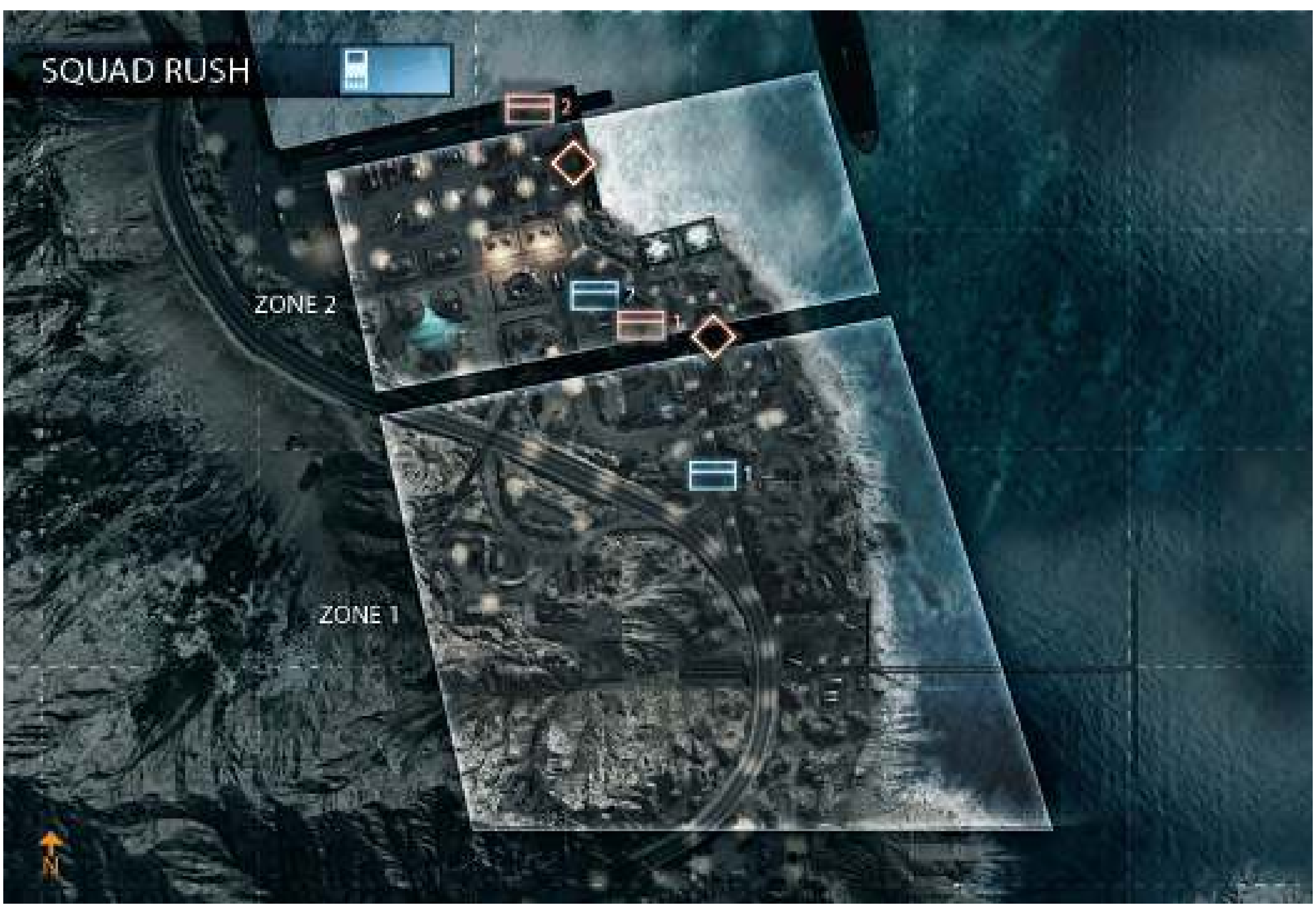
In the first area, the objective is located in a building, which leads to close-quarters firefights where shotguns and PDWs dominate.

But when the action shifts to the Construction Site, longer range weapons like assault rifles and sniper rifles are most effective.

So be ready to change up classes and weapons as you progress through this battle. Sticking with the same tactics in each zone will not serve your squad well.

Squad Rush

Kharg Island



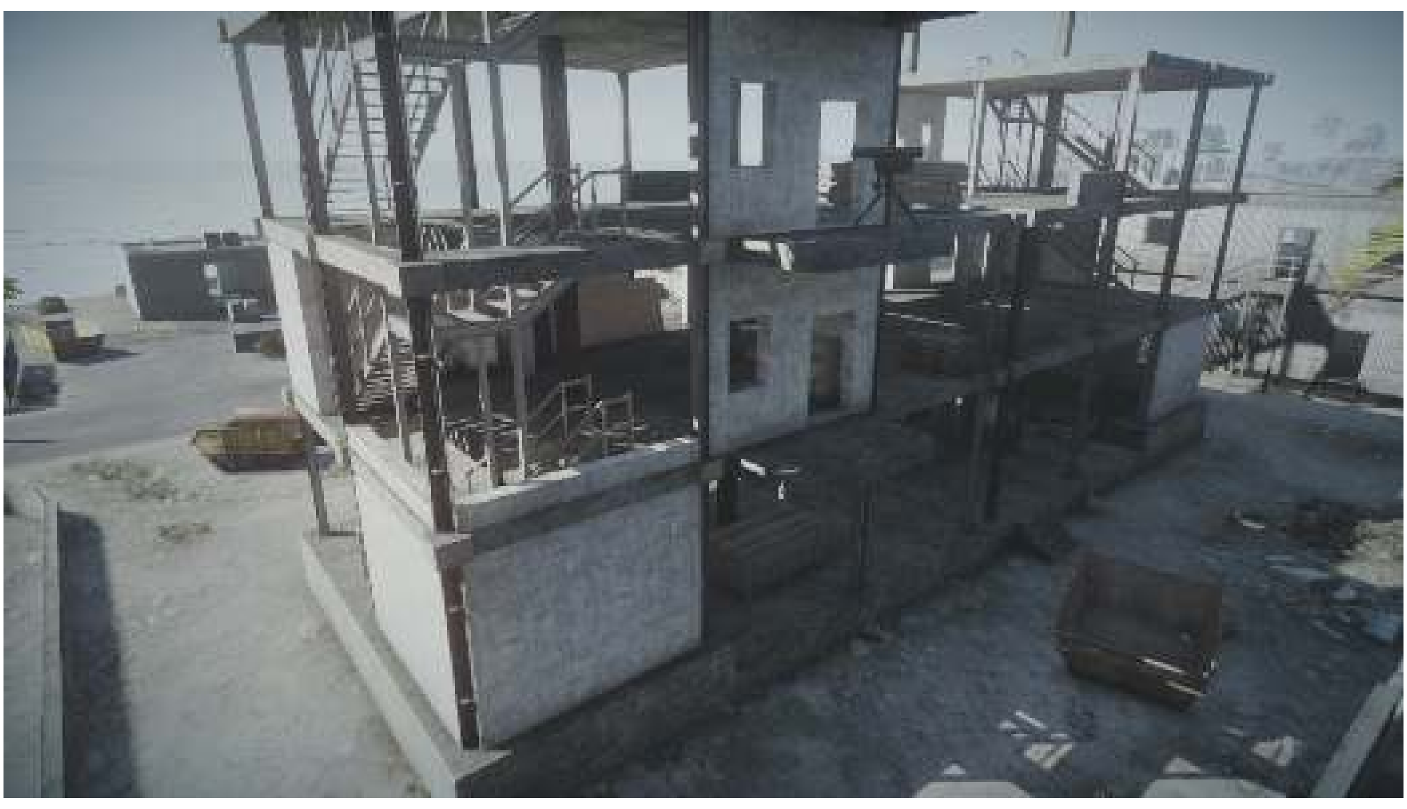
In this scaled-down variant of Rush, both teams face off near the Offices and Docks as the US team attempts to knock out M-COM stations located within buildings.

The buildings are large and have multiple entry points that require the defenders to focus their efforts around the objectives instead of trying to lock down each structure.

Unlike some of the smaller buildings, these large structures cannot be destroyed. So instead of trying to topple each building, focus on finding a way in.

Prepare for a mix of intermediate- and close-range combat, so choose your weapons accordingly. When operating in the dark warehouse at the Docks, consider deploying Tactical Lights and Laser Sights to temporarily blind your opponents.

ZONE 1: OFFICES



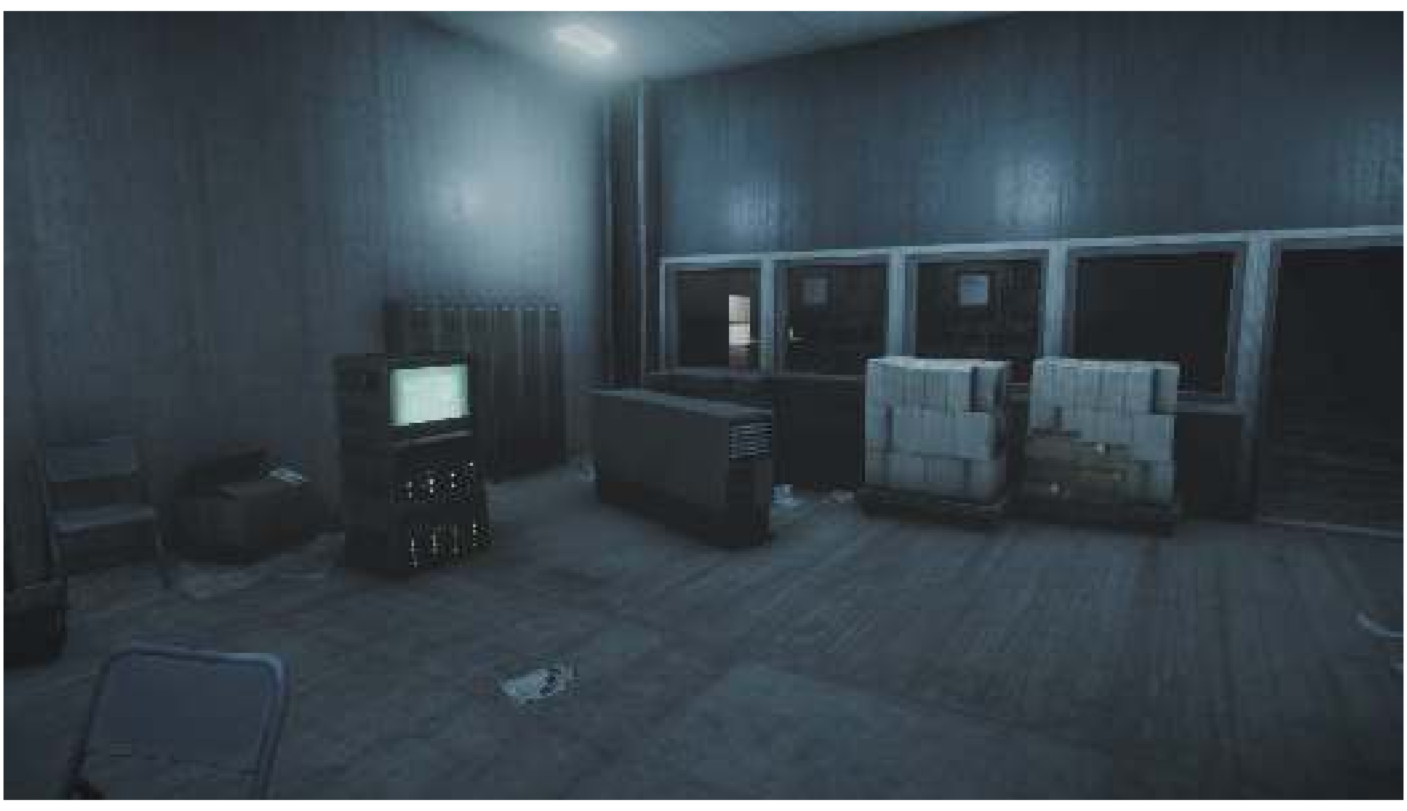
This is definitely not the way the US team wanted to start this match. The M-COM station is on the second floor of a partially constructed building.

The staircases on the north and south ends of the building are the only way to access the second floor. Defenders only need to cover these two staircases to lock down the second floor.

However, it is a large building, which makes it difficult for only four players to adequately cover them at all times. Attackers should post a fire team in the gray trailer to the south and have them provide fire support while the rest of the squad assaults the building.

If the attackers can manage to wipe out the defenders, it gives them just enough time to set the charge and establish a perimeter of their own.

ZONE 2: DOCKS

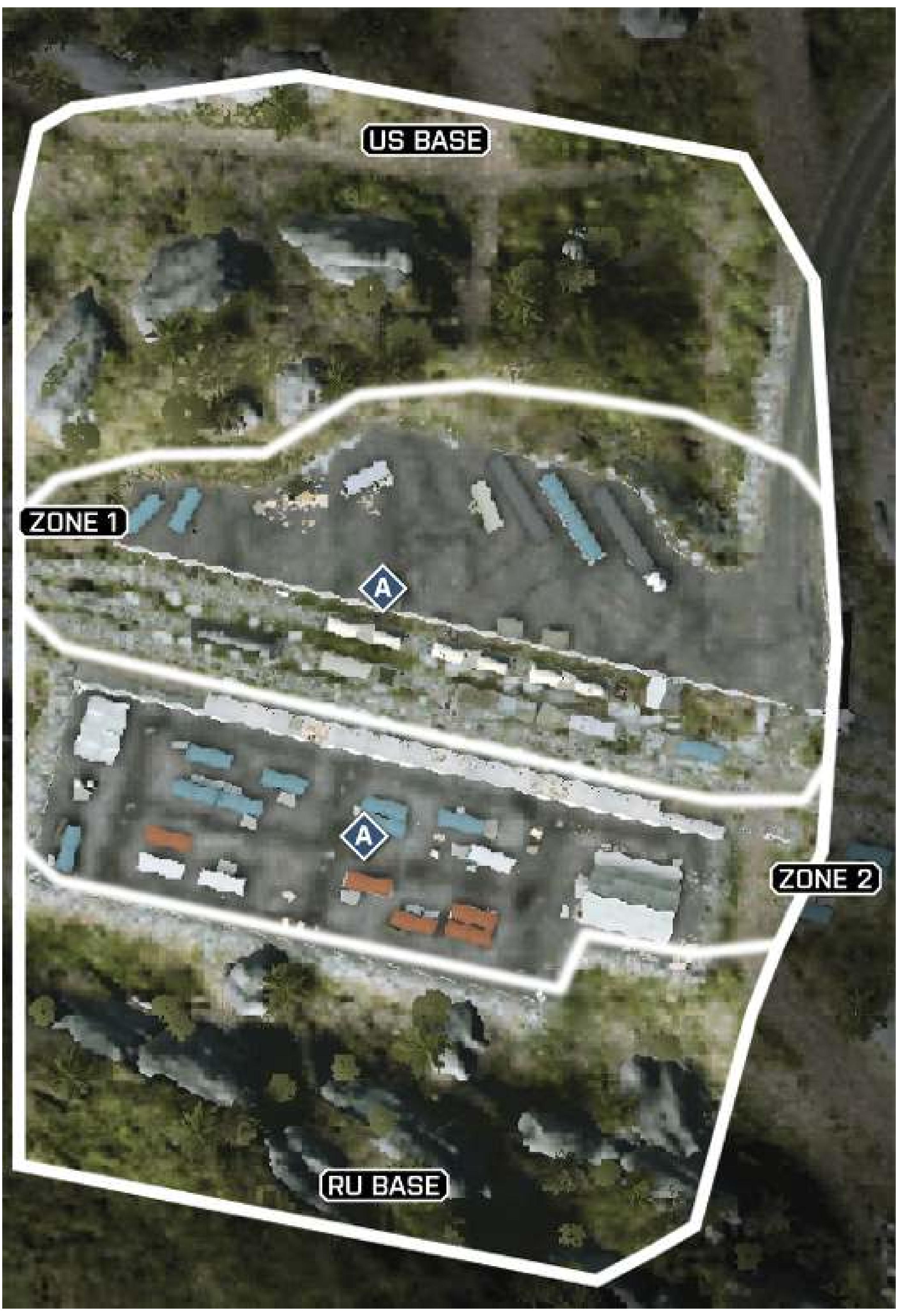


The last objective is in an office on the ground floor of the warehouse. Attacking through the warehouse is dangerous and unnecessary.

Instead, blow a hole in the western wall of the warehouse’s exterior to access the office where the objective is sitting. Make sure your squad brings along C4, a rocket launcher, or a grenade launcher to blast a hole in the wall.

Hop through the hole and plant a charge on the M-COM station. This is the preferred method of attack for this objective, so defenders should be prepared to guard the warehouse’s western exterior as well as the interior.

Kiasar Railroad



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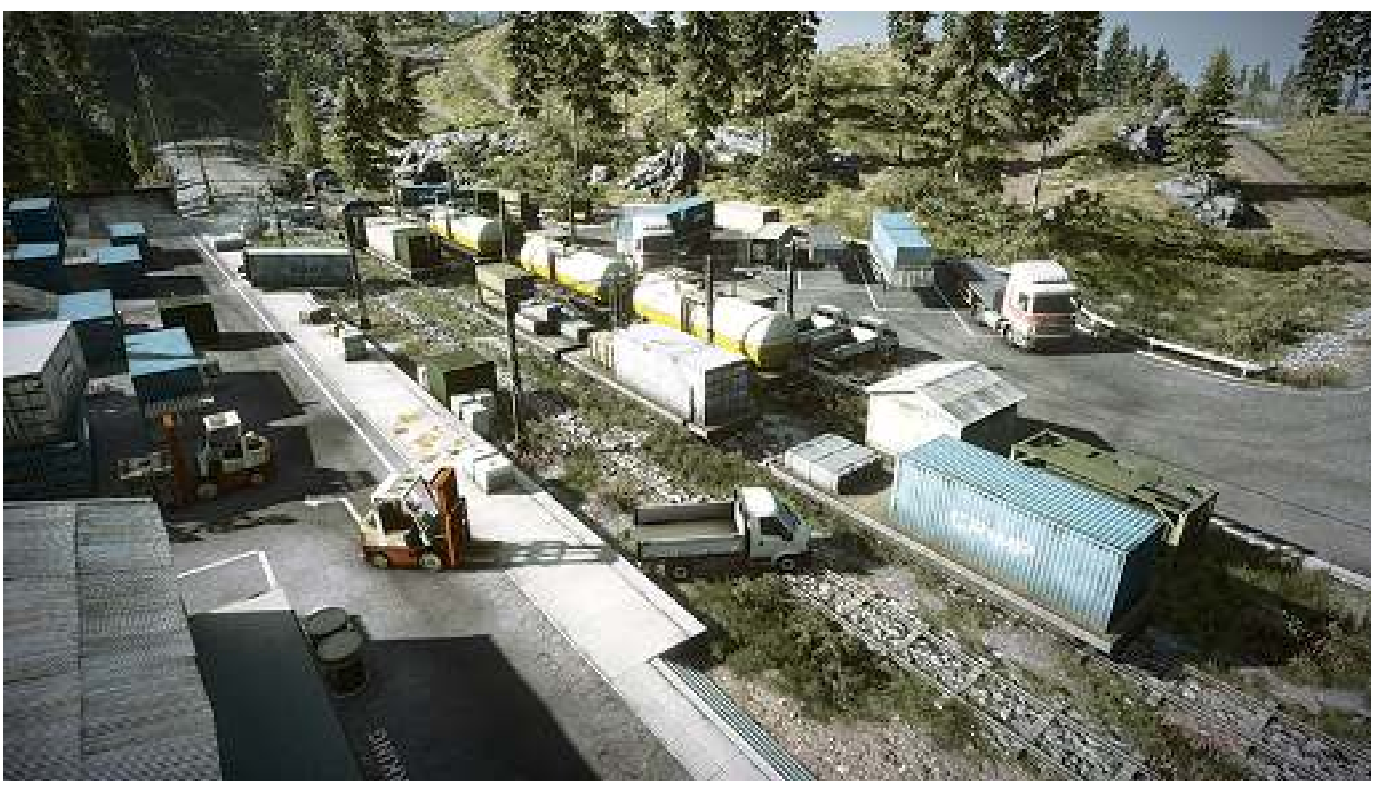
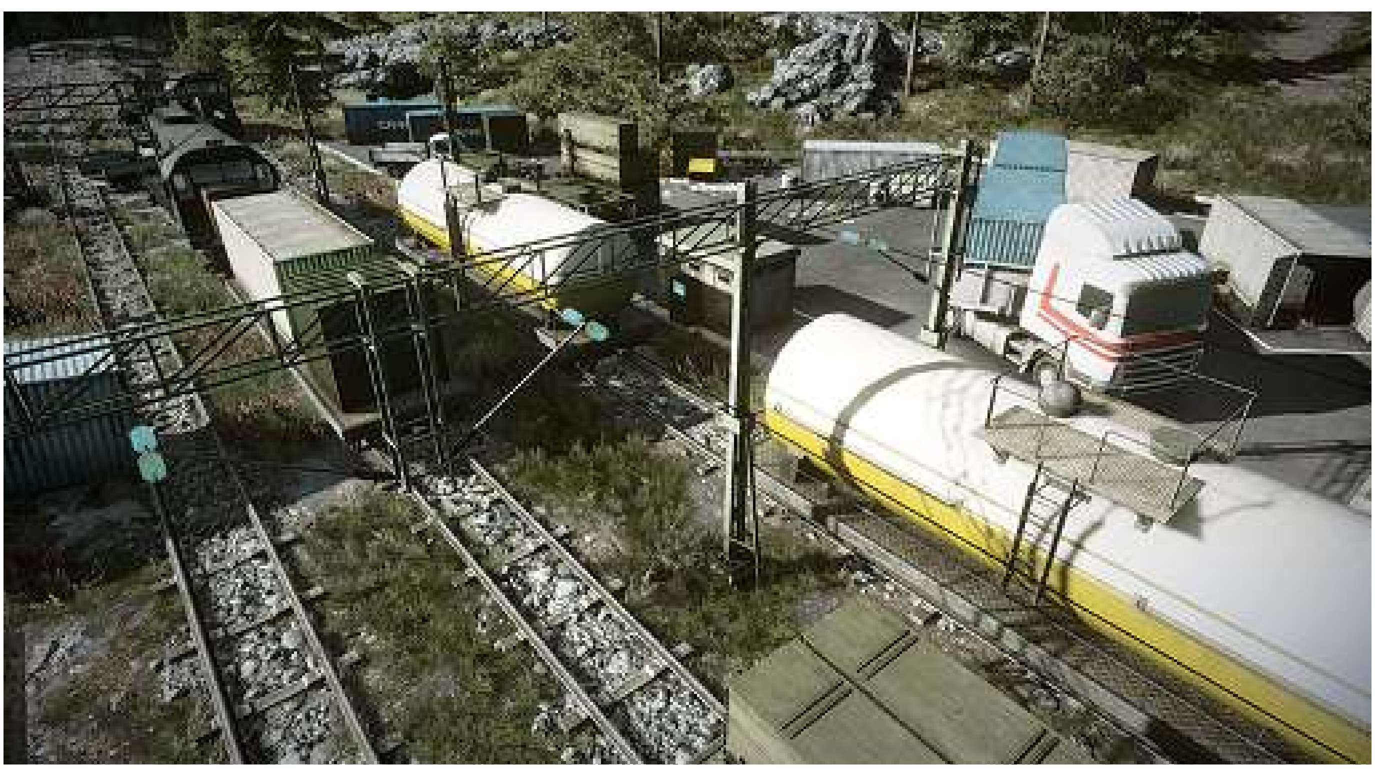
Kiasar Railroad's Squad Rush battle is focused around the Train Station. This location provides plenty of opportunities for cover and flanking your enemy by using the train cars and shipping containers that stand about the station. Sight lines are few and far between, so recon soldiers should opt to use shotguns or PDWs instead of their sniper rifles. During this face-paced firefight, deployment of MAVs is useful when approaching objectives to ensure that hostiles are not hiding around the next bend. Attackers and defenders alike will find that fanning out as they advance upon the objective works well to root out hostiles that may be camping around the objective. The fight here may be reminiscent of a deathmatch round, but the placement of booby traps like C4 and claymores will help your team maintain control of the chaos in the field. For soldiers looking to camp objectives, expect to be stabbed in the back frequently if a squad mate is not there to cover your back.

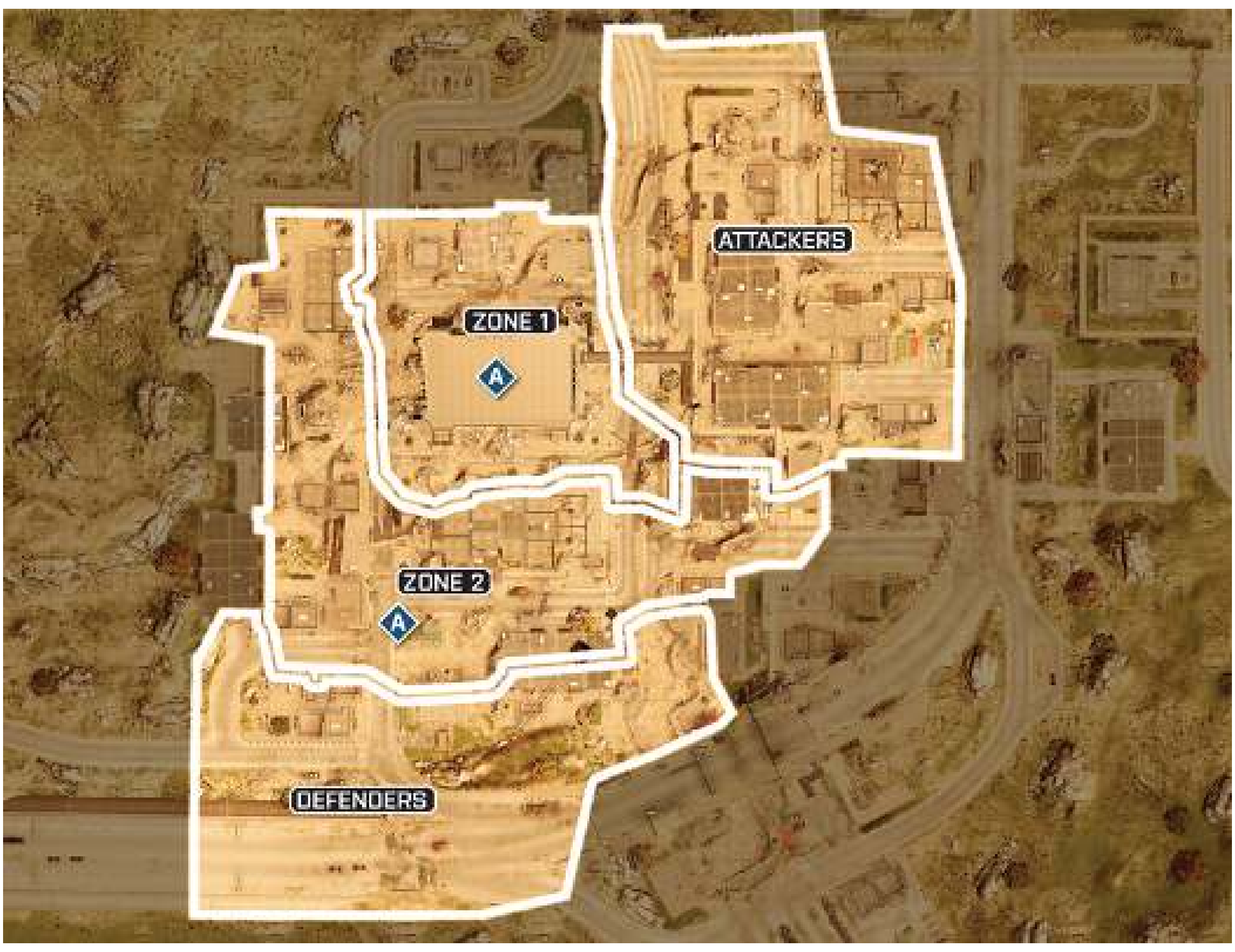
Zone 1





Squad Rush

Markaz Monolith



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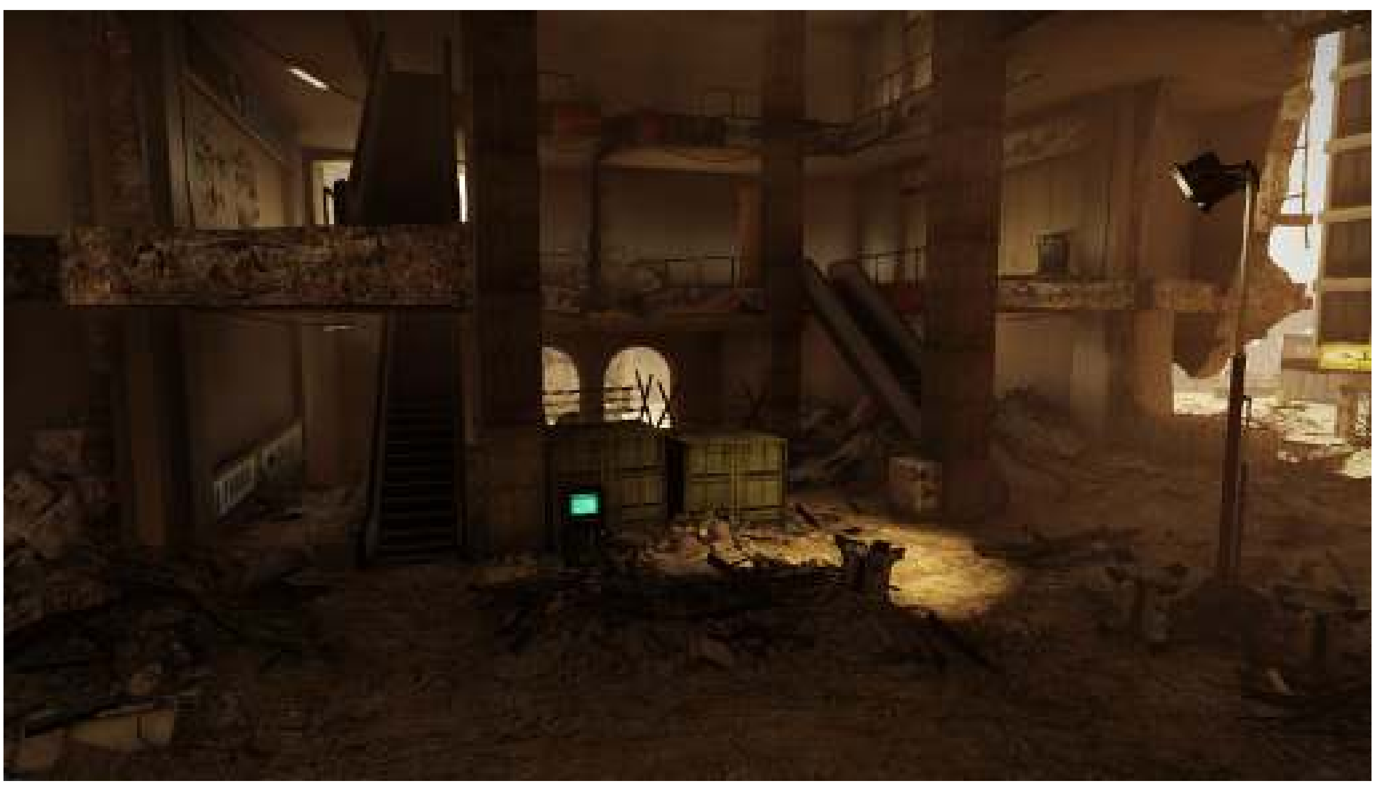
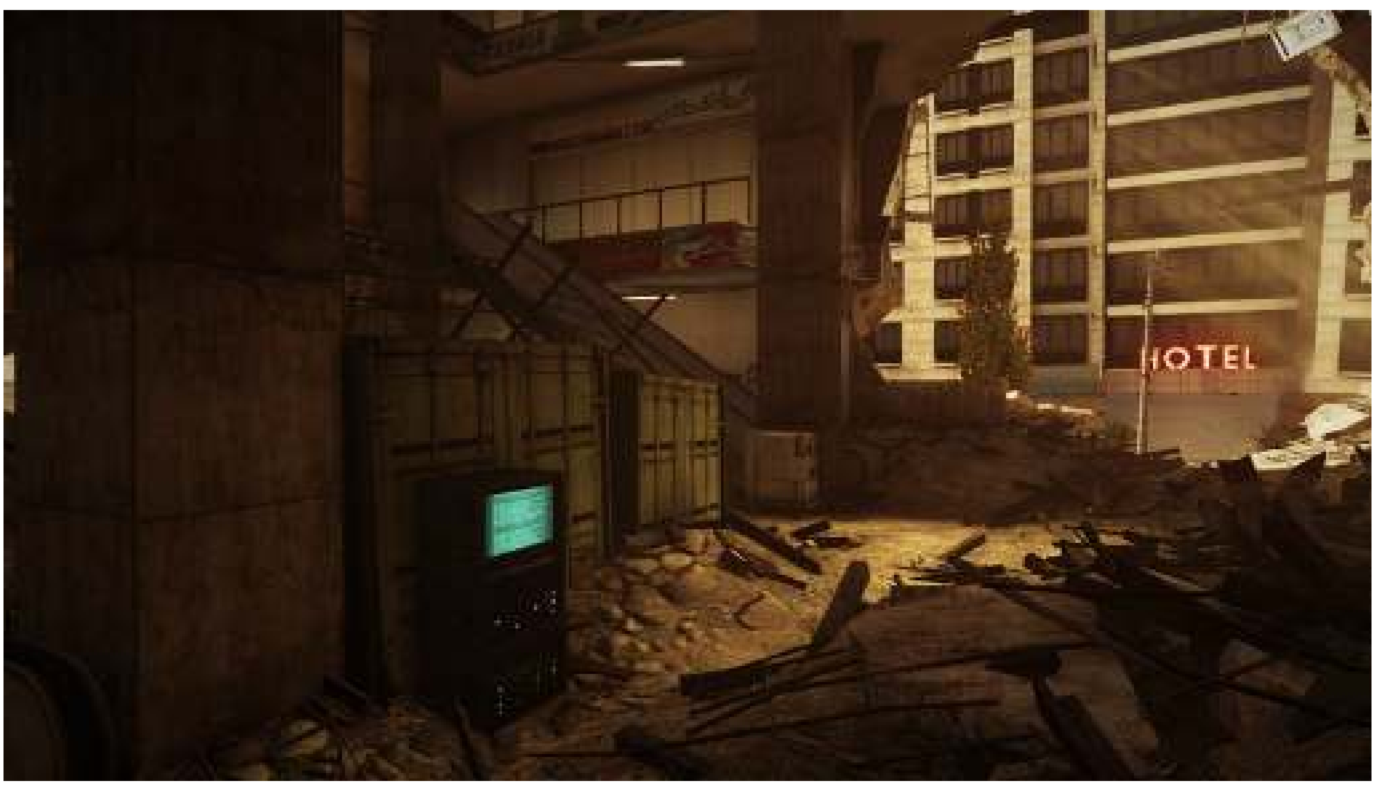
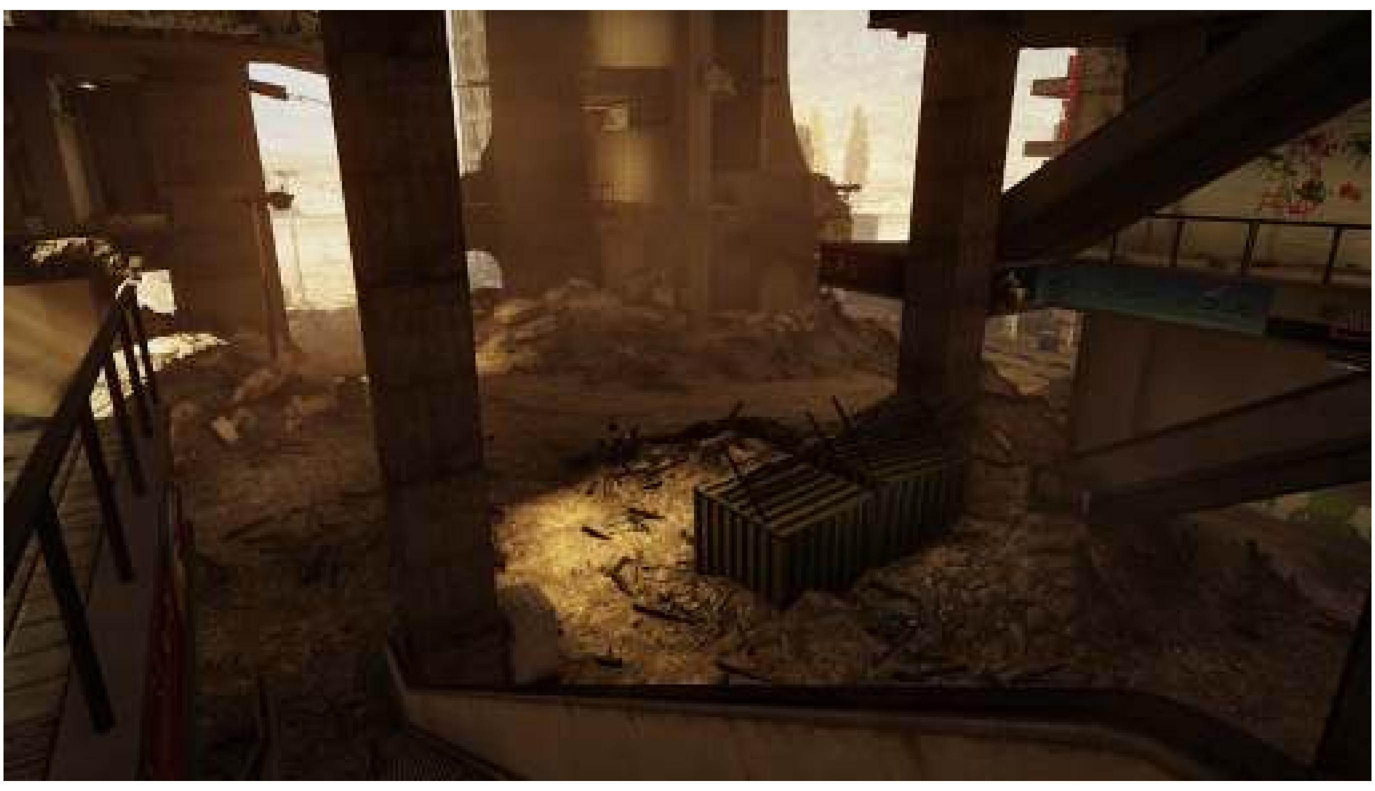
During this small-scale Rush battle, both objectives are situated in very exposed locations, adding a degree of difficulty for the attacking squad. The areas around the Mall and Construction Site offer long sight lines, so prepare to engage opponents at intermediate and long range—sniper rifles and assault rifles are ideal. To avoid walking into a trap, the attacking squad should carefully survey each location with a MAV before approaching either objective. Likewise, the defending squad should rely on a MAV of their own (or T-UGS motion sensors) to locate the attackers. Given the lack of cover around each objective, always deploy smoke to provide some concealment when attempting to arm or disarm a charge.

Zone 1

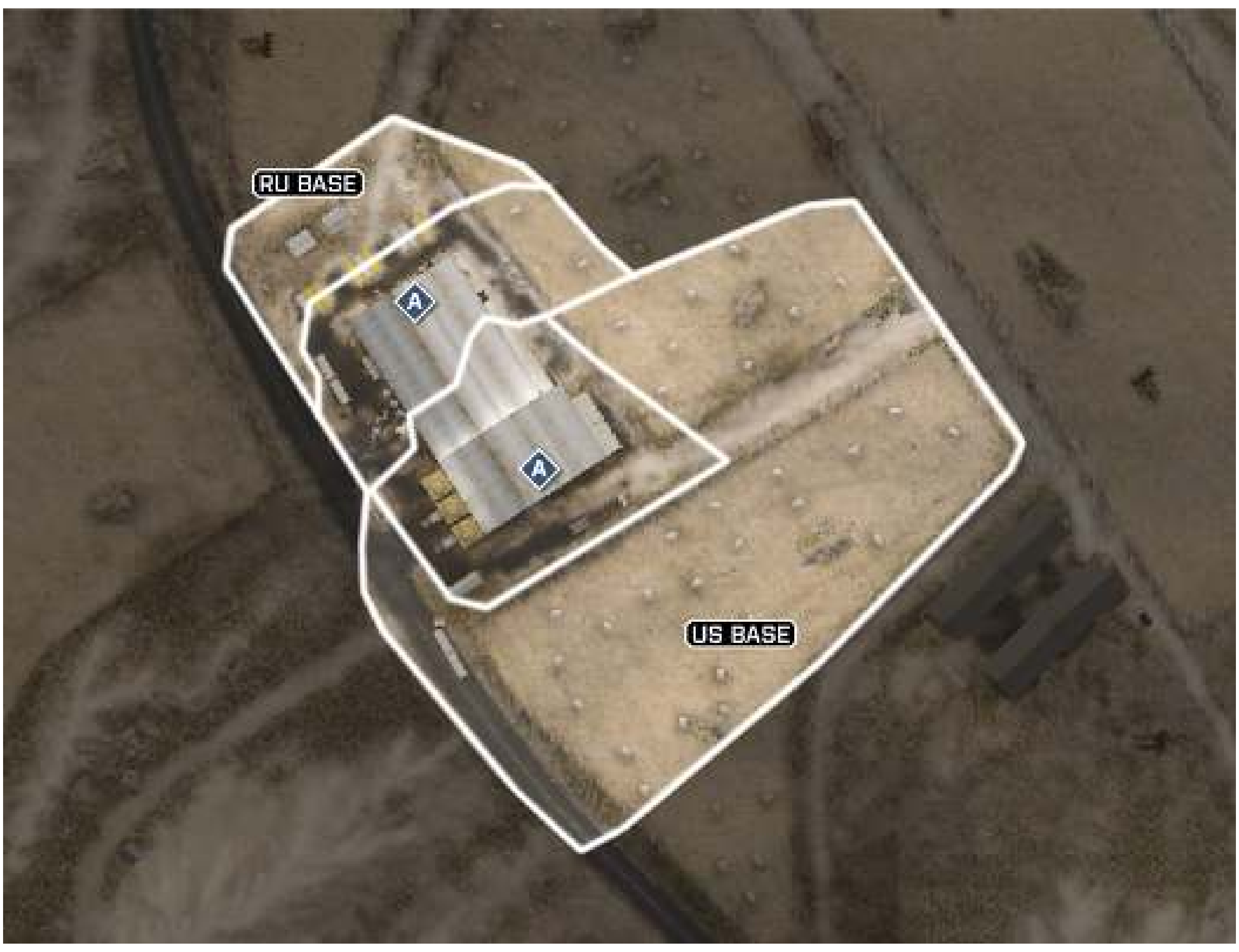






Squad Rush

Nebandan Flats



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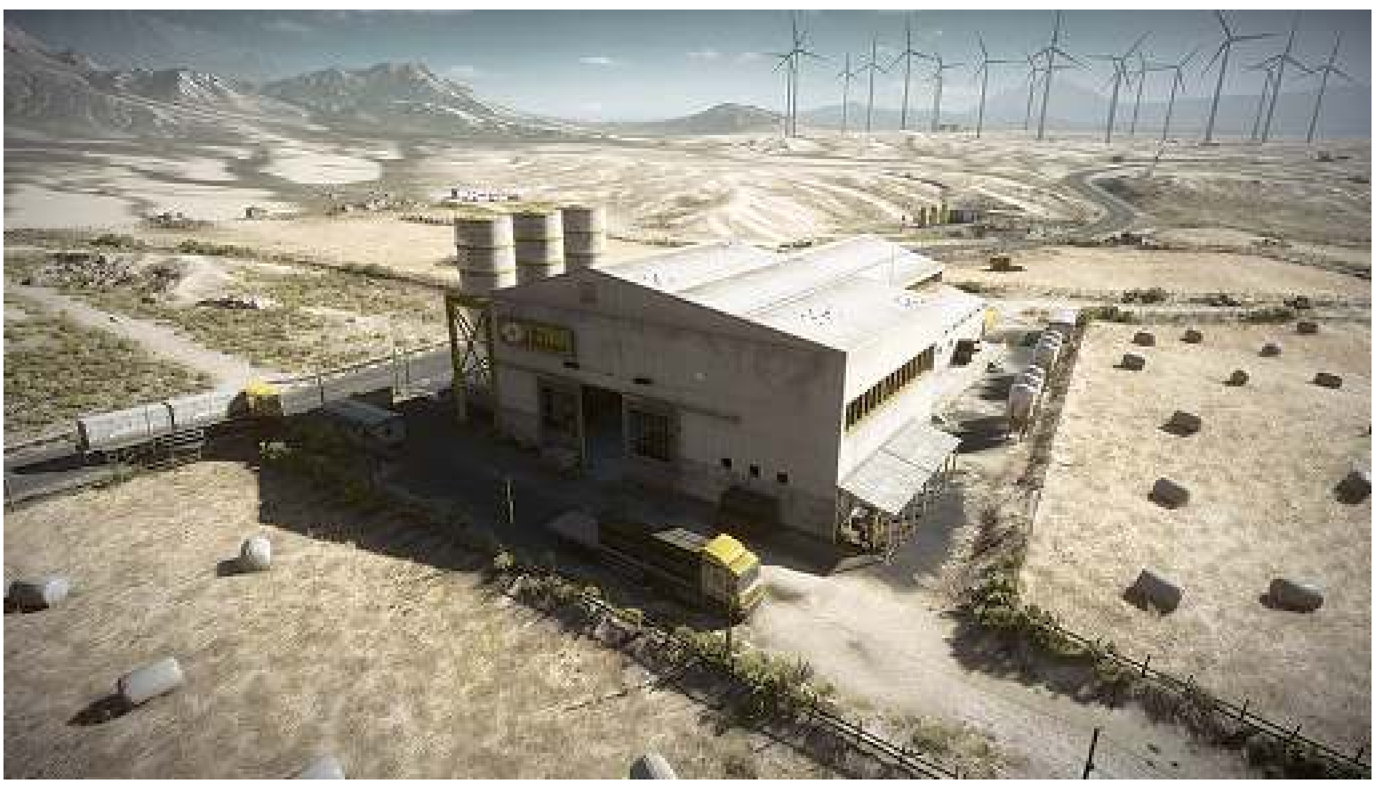
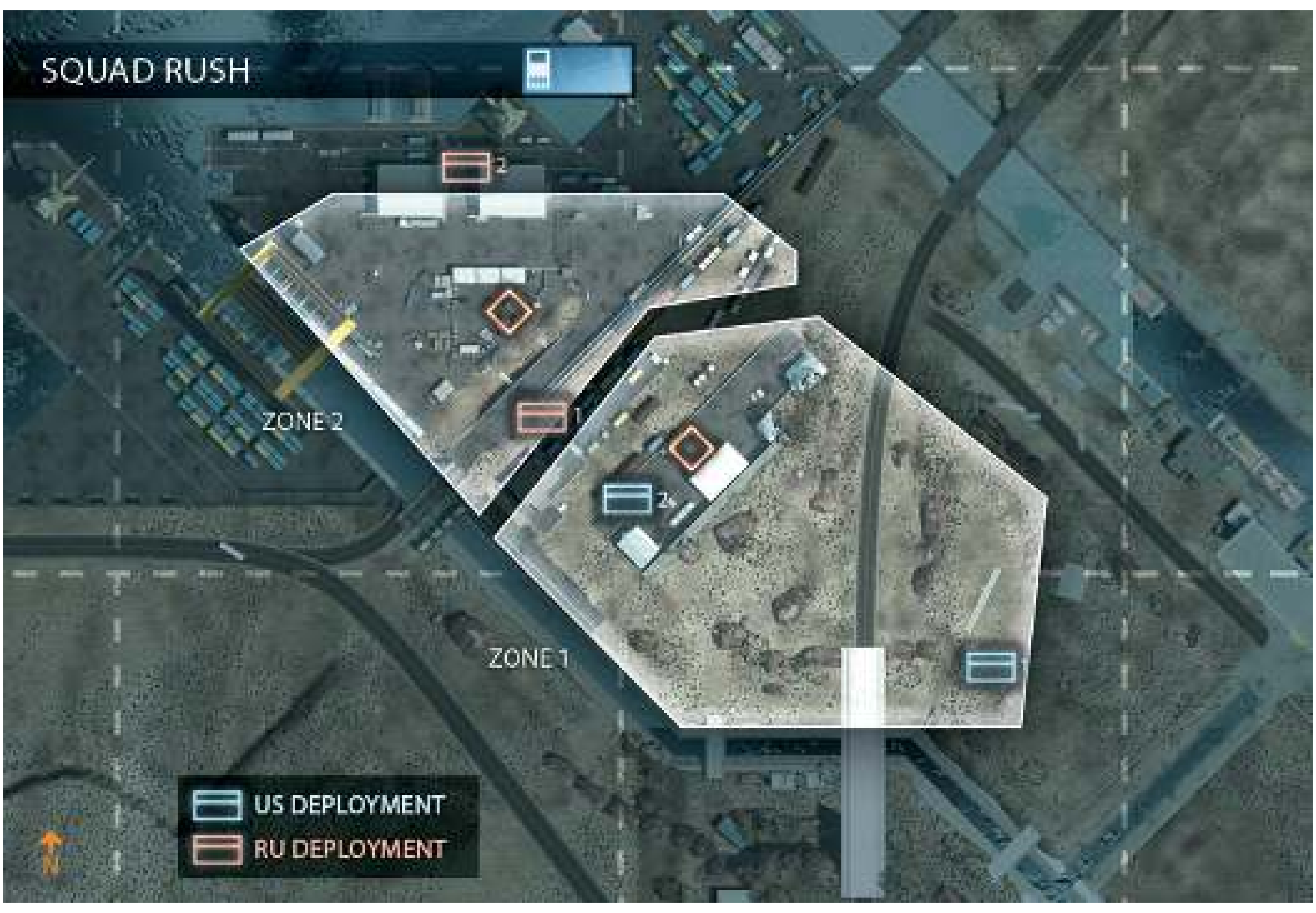
Focusing combat around the Warehouse, defenders will find the advantage during this small-scale Rush battle. With the objective of both zones being located within the Warehouse, attackers will be faced with close-quarters combat that can quickly bleed tickets. Attackers are not left without options though, as the Warehouse is susceptible to multiple points of entry. Both teams should make use of T-UGS motion sensors and MAVs to monitor the movement of their enemy, as this is critical to avoid being flanked throughout the battle. Within the Warehouse, teams should be aware of the catwalks that overlook the interior, directing squad mates into place and defending these elevated positions with claymores.

Zone 1



Squad Rush

Noshahr Canals

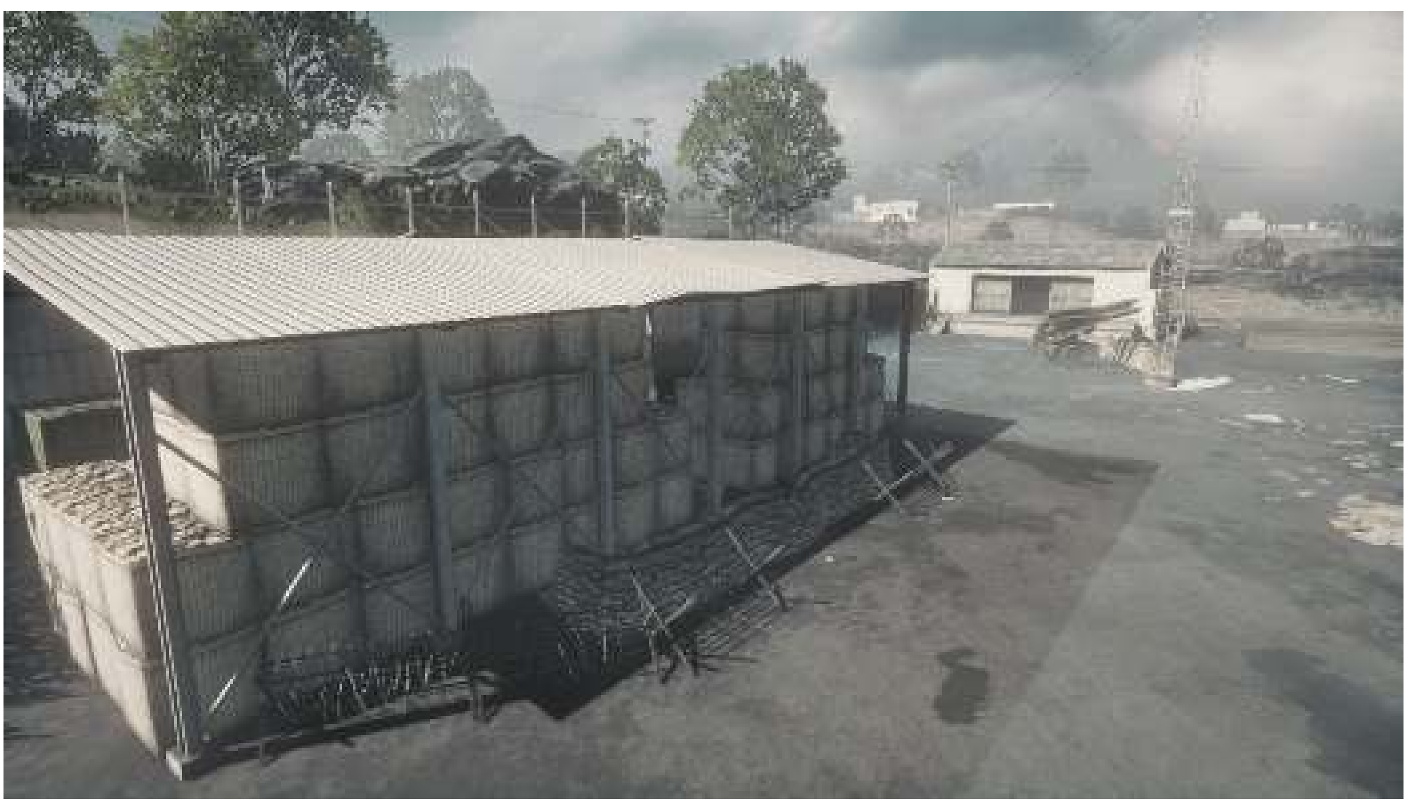


In this Squad Rush variant, the direction of attack is reversed as the US team approaches from the east, hitting the Train Yard before moving onto the Dry Dock.

In this small-scale battle, prepare for a mix of intermediate- and close-range combat. Assault troops are very effective here, thanks to their ability to revive squad mates as well as deploy smoke.

Each squad should consider bringing along a recon soldier to deploy a Radio Beacon near each objective to guarantee a nearby spawn point. Attacking recon troops can also benefit from a MAV to spot the locations of defenders hiding around each objective.

ZONE 1: TRAIN YARD



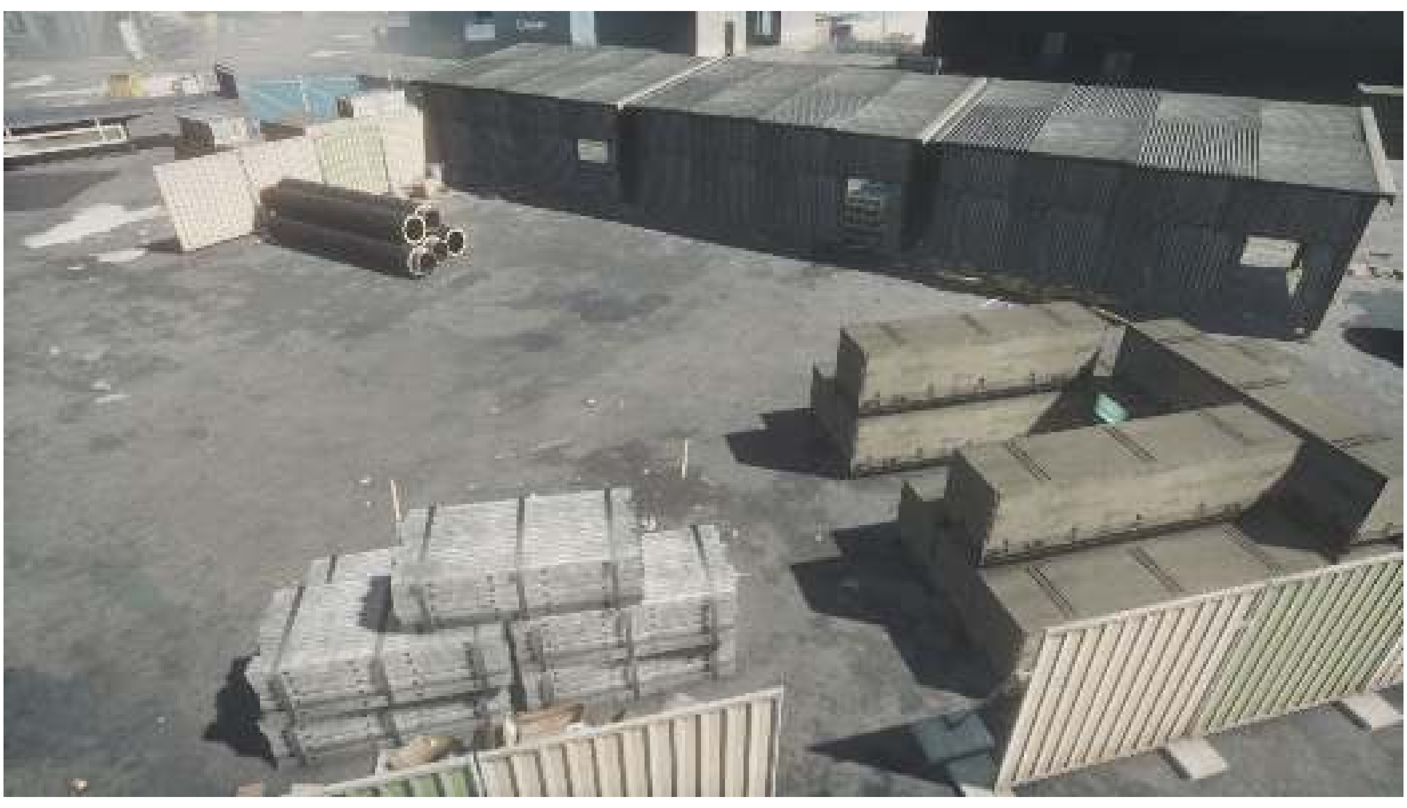
The first objective is located beneath this steel equipment shelter on the Train Yard loading platform. Barricades restrict access to this shed only allowing for access from the east and west.

When defending this location as the RU team, it's a good idea to split up and have a couple of squad mates defend the shelter from the exterior with sniper or assault riles, while the rest of the squad camps the objective with shotguns and submachine guns.

When playing as the attackers, assume the objective is well covered by the defenders. Instead of rushing the M-COM station, carefully sweep the Train Yard, picking off as many defenders as possible.

After killing two or three opponents in quick succession, make an aggressive push for the M-COM station, plant the charge, and then go on defense until the objective is destroyed.

ZONE 2: DRY DOCK



This final objective is crammed between several crates in a storage area of the Dry Dock. The configuration of the crates allows access only from the southwest.

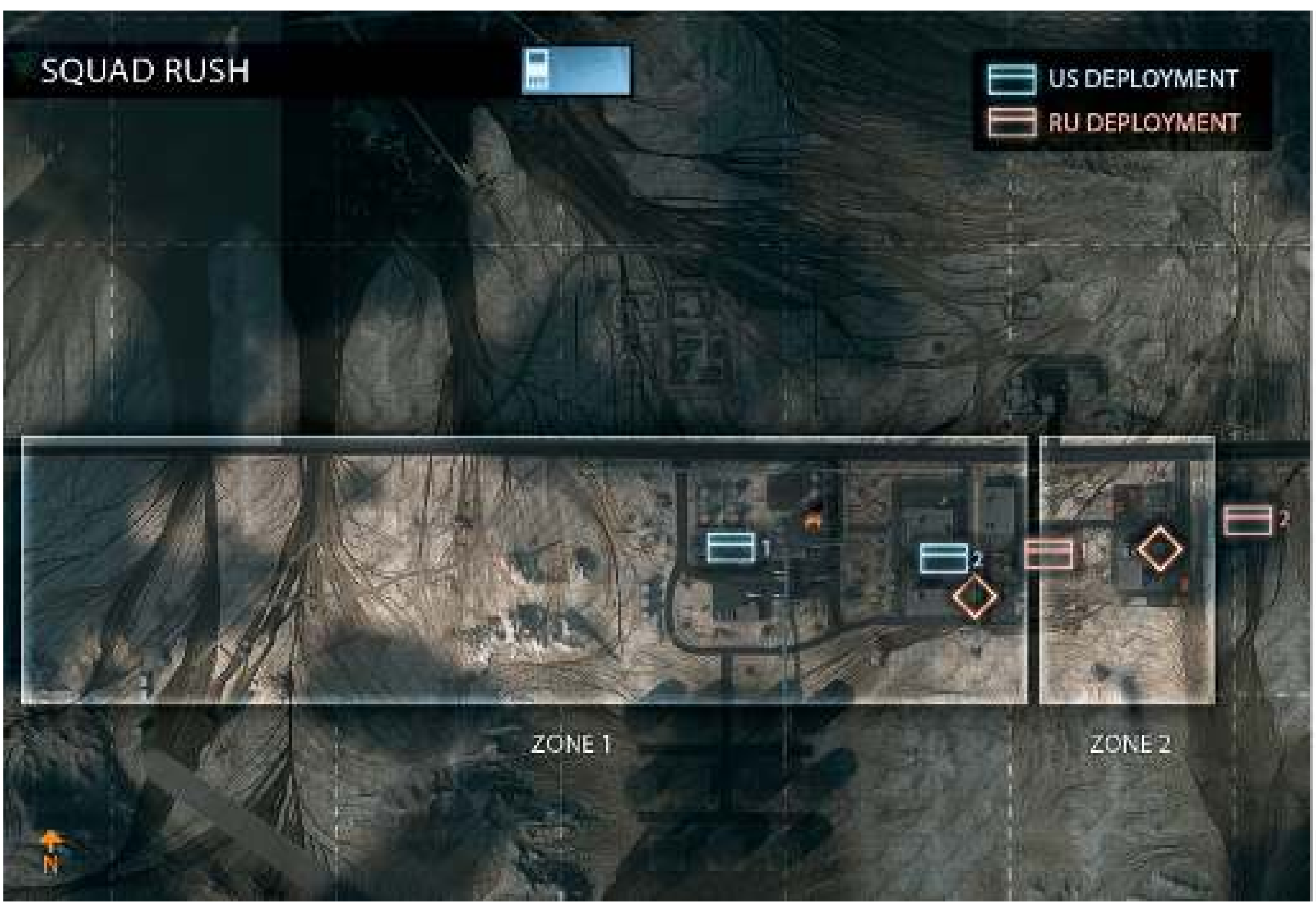
While the crates provide some excellent cover for anyone arming or disarming a charge on the M-COM station, it leaves their back completely exposed.

So before even approaching the objective, scour the area to the southwest for well-hidden defenders. Consider circling around the entire storage area to hunt for defenders hiding along the perimeter.

Even then, deploying smoke on the objective is strongly advised, whether you're attempting to arm or disarm a charge on the M-COM station.

Squad Rush

Operation Firestorm



In Squad Rush the action is centered around more objectives located in warehouses. While most of the fighting in the warehouses takes place at close to intermediate ranges ideal for shotguns and submachine guns, the outdoor approaches feature long sight lines best suited for assault and sniper rifles.

So when attacking, discuss loadouts with your team and mix things up—you can't go wrong with carbines and assault rifles. The defending squad should primarily focus their efforts around the objectives, making close-range firearms, Claymores, and C4 the weapons of choice.

ZONE 1: WAREHOUSES

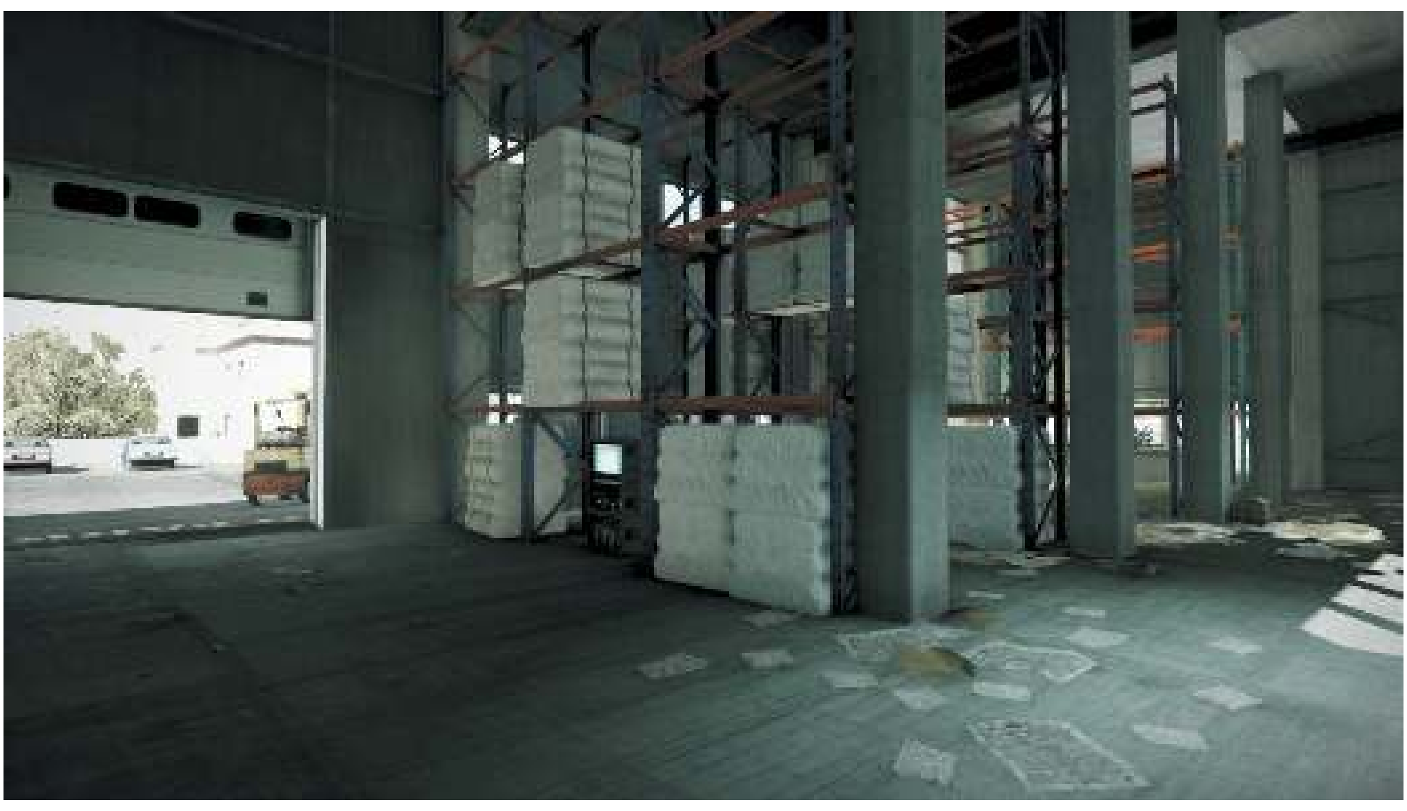
This objective is in the same location as M-COM Station B from Rush mode. But with only one squad and no vehicle support, attacking and defending this objective is a little different.

The defenders shouldn't bother trying to cover all the warehouse entry points. The structure is simply too large for four players to adequately cover it. Instead, hide inside the warehouse and take up elevated positions where possible to camp the M-COM station.

When playing as the US, always attack from the south side of the warehouse. Consider taking up positions in the office behind the objective and picking off defenders hiding inside the warehouse.

At the earliest opportunity, deploy smoke on the objective and plant the charge while preparing for the inevitable RU counterattack.

ZONE 2: CONSTRUCTION SITE



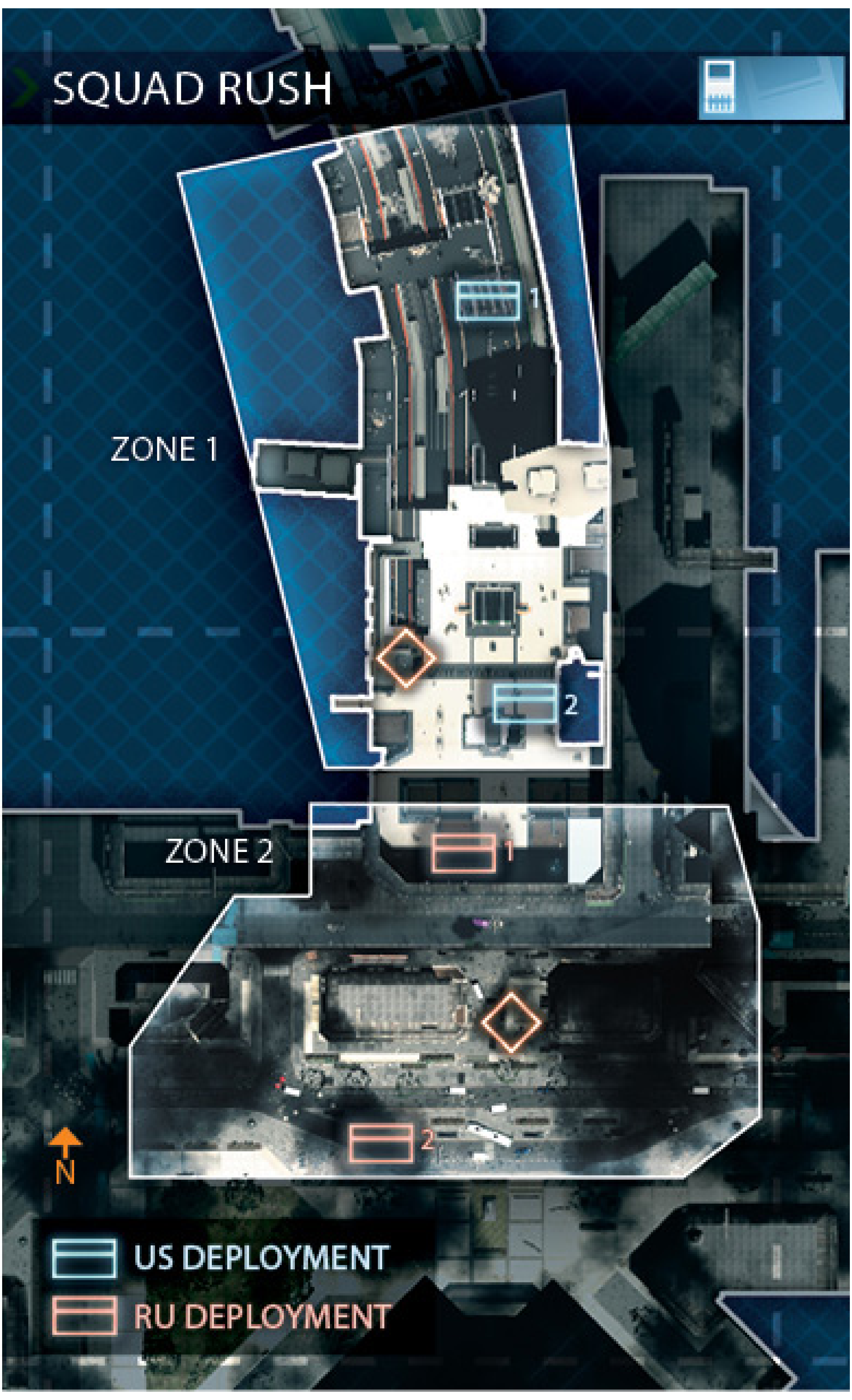
This is another M-COM station carried over from Rush mode. It is located in the warehouse at the Construction Site. Once again, both teams must deploy close-quarters infantry tactics to establish and maintain control of this large structure.

For the US, a popular attack route is from the north side, where the objective can be easily accessed through the large door.

The RU team should prepare for such an attack by deploying at least one squad member on the north side—the two-story building directly north of the warehouse is an awesome cover point for recon troops.

But instead of trying to predict the US team's point of entry, the rest of the RU squad should focus on covering the objective from within the warehouse. While the northern approach is often effective for the US team, try a different approach if the opposing squad has your number.

Oftentimes a sneak attack from the south is a good way to get the jump on the defenders.



The Squad Rush variant of this map revisits some locations and objectives from the standard Rush mode, centered around the Ticket Hall and Cafe.

Experience on Rush mode greatly aids you squad's performance here as it allows you to become familiar with the different approaches to each objective.

Prepare for a mix of close-to-intermediate range engagements here. While there are long sight lines around the Ticket Hall and Cafe, the action around each objective takes place at close range. So choose a versatile weapon like a carbine or assault rifle when selecting your class and load-out.

ZONE 1: TICKET HALL

If you're familiar with Rush mode on this map, you'll recognize this is the same objective as M-COM station B in the Ticket Hall. In this smaller-scale variant, both teams should apply the same tactics to both attack and defend this location.

With only four players, the RU squad has a tough time locking down the upper floor. So instead of covering the escalators and western stairway, center the defenses around the objective.

Cover the western maintenance corridor and watch the turnstiles from within the central ticket booth to the south. For the US squad, it's still safest to advance through the western maintenance corridor.

This allows you to avoid the turnstiles and sneak up on the objective from the west.

ZONE 2: CAFE

Squad Rush also utilizes the Cafe objective from Rush mode for the second stage of this battle. Although risky, the defenders can attempt to lock down the métro station by covering the three exits. But with only four players, this can be difficult.

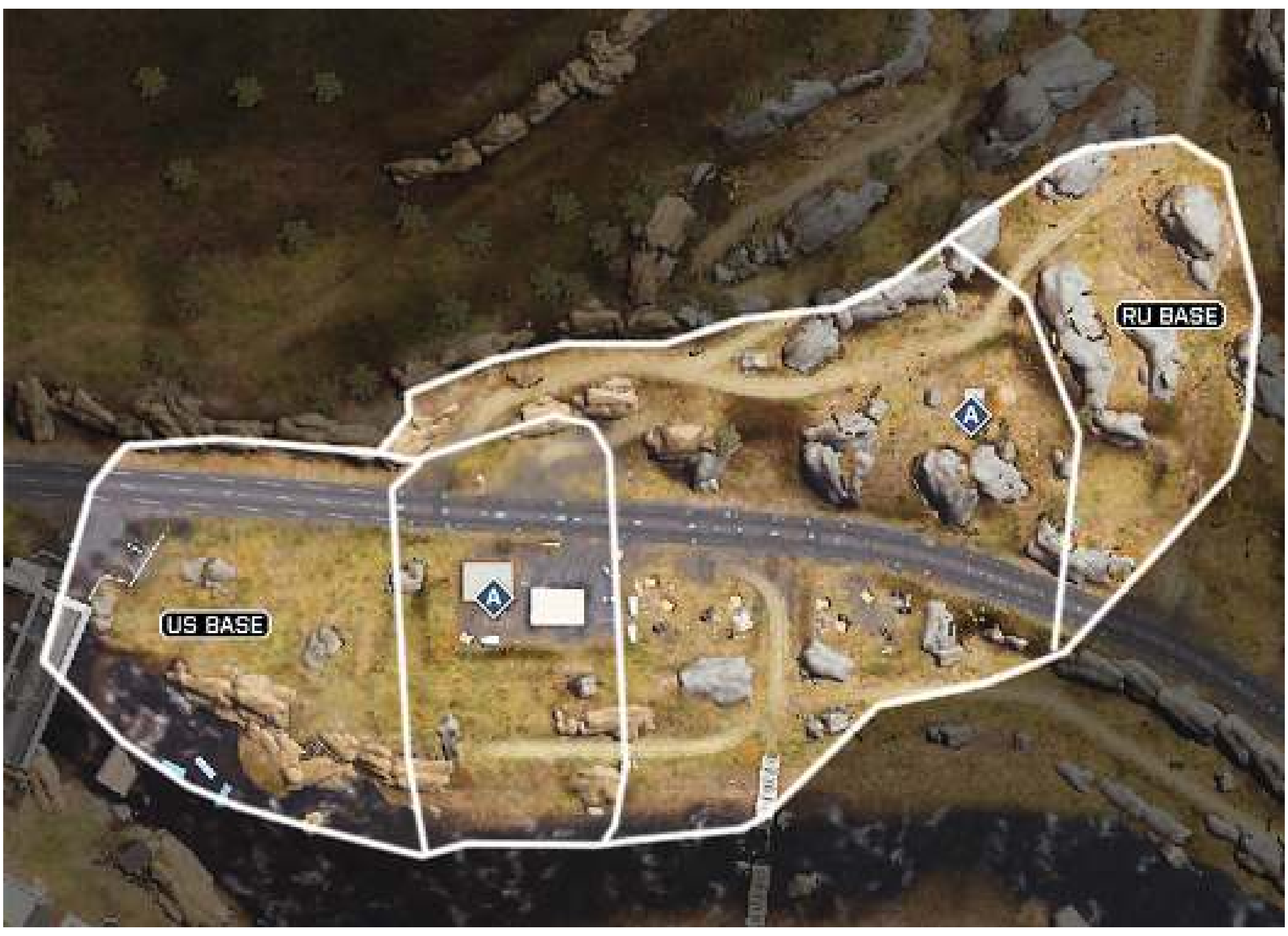
It's much safer to focus on covering the Cafe. Post three defenders outside the Cafe to cover the western and southern approaches, while the fourth defender hides inside near the objective.

For the US attackers, a cautious flanking maneuver from the east is strongly advised. Exit the métro station to the east and advance along the eastern perimeter before turning west and entering the Cafe through the southern windows.

If any of the plywood over the windows has been disturbed, assume that defenders are inside. Take this as your cue to begin the assault by tossing grenades through the windows.

Squad Rush

Operation Riverside



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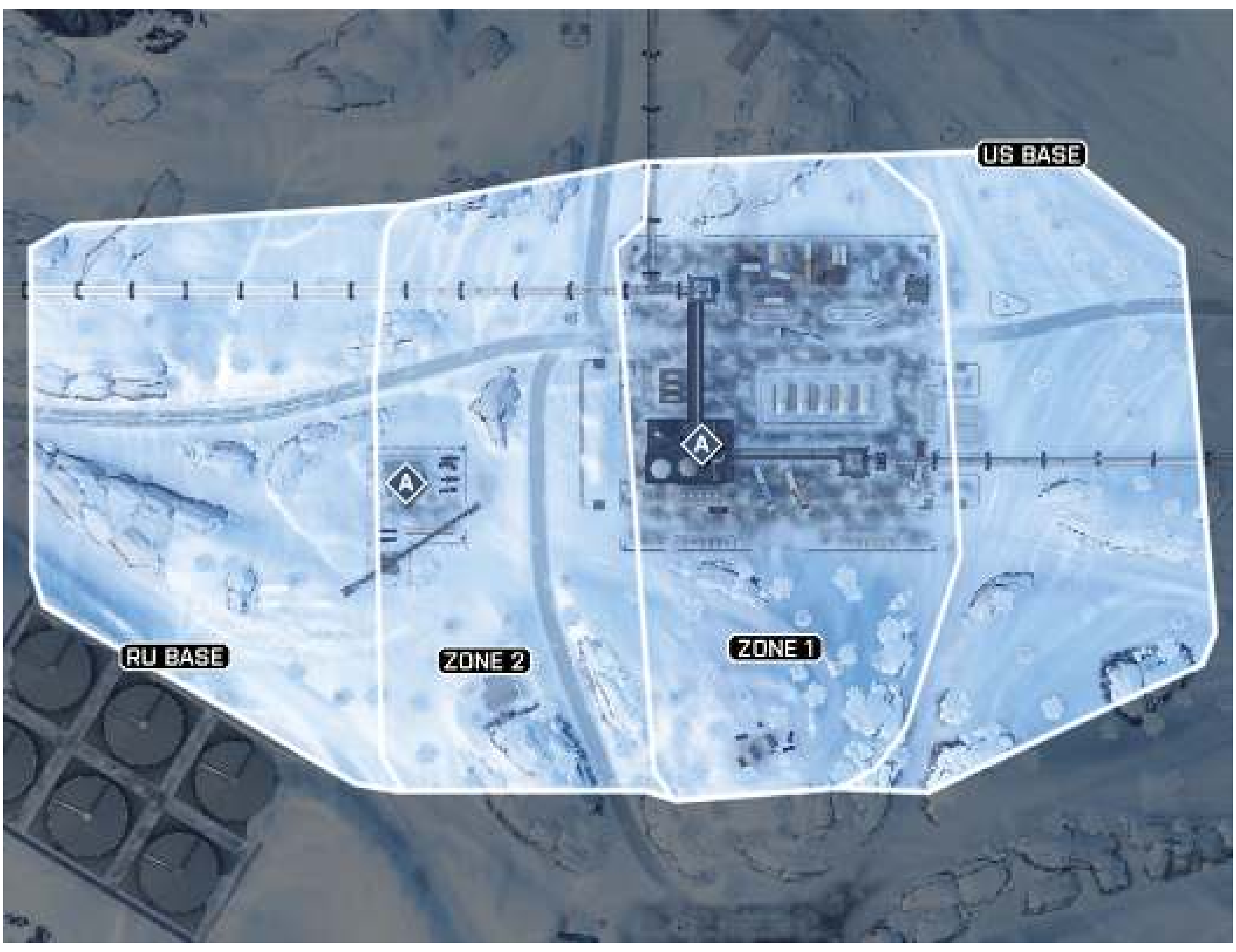
Taking place at the Gas Station and the Woods north of there, this Squad Rush battle will test both teams' abilities to flank and control the area surrounding the objectives, which are exposed to attack within both zones of conflict. Defenders will benefit from making use of claymores to guard the objectives, and implementing T-UGS sensors to warn of attackers that may be attempting to flank their position. During the first phase of this battle, attackers will find it useful to implement a MAV to oversee the combat area while they approach the objective from multiple angles, thereby spreading the defenders thin in the process.

Zone 1

Squad Rush

Sabalan Pipeline



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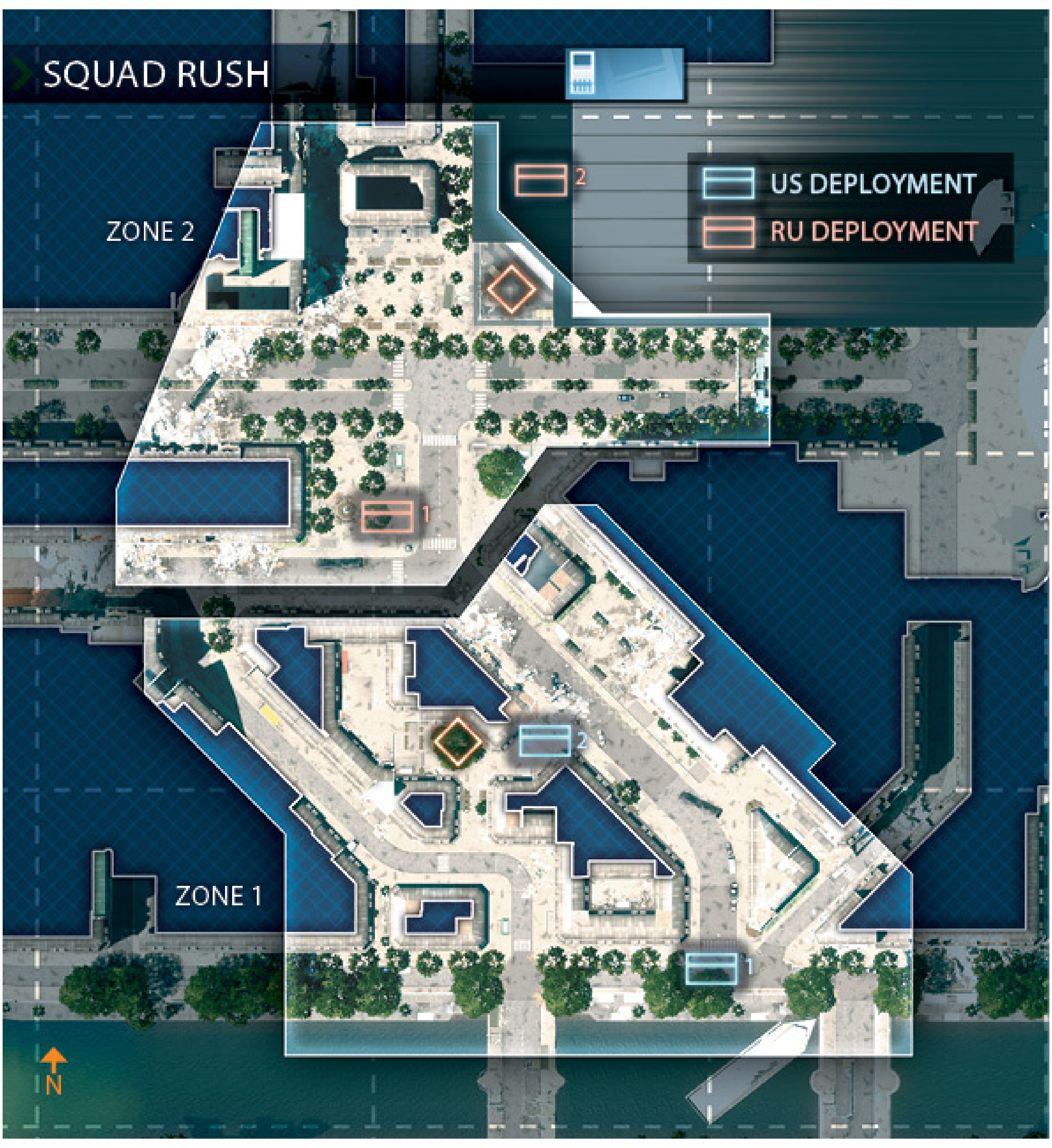
The combat of Squad Rush on Sabalan Pipeline is focused on the Oil Refinery and the nearby Construction Site. These two locations result in a varied combat experience. The round begins at the Oil Refinery—a constrictive, multitiered environment that produces fast-paced, close-quarters combat—and then moves on to the Construction Site, where the combat is more open, there are fewer opportunities for cover, and efficiently flanking your enemy is key. The environment is the greatest asset to both teams here and efficient squad play can help to turn the tide of the battle and keep the opposition pinned down. Teams that can efficiently set booby traps as well as make use of tools like the MAV will quickly gain the upper hand here, directing the flow of the enemy in their favor. Although the terrain is not suited to long-range sniper rifles, the landscape does provide the opportunity to fire on hostiles at range. With this in mind, carbines are an efficient weapon for the duration of the conflict and shotguns and PDWs should be avoided.

Zone 1

Seine Crossing

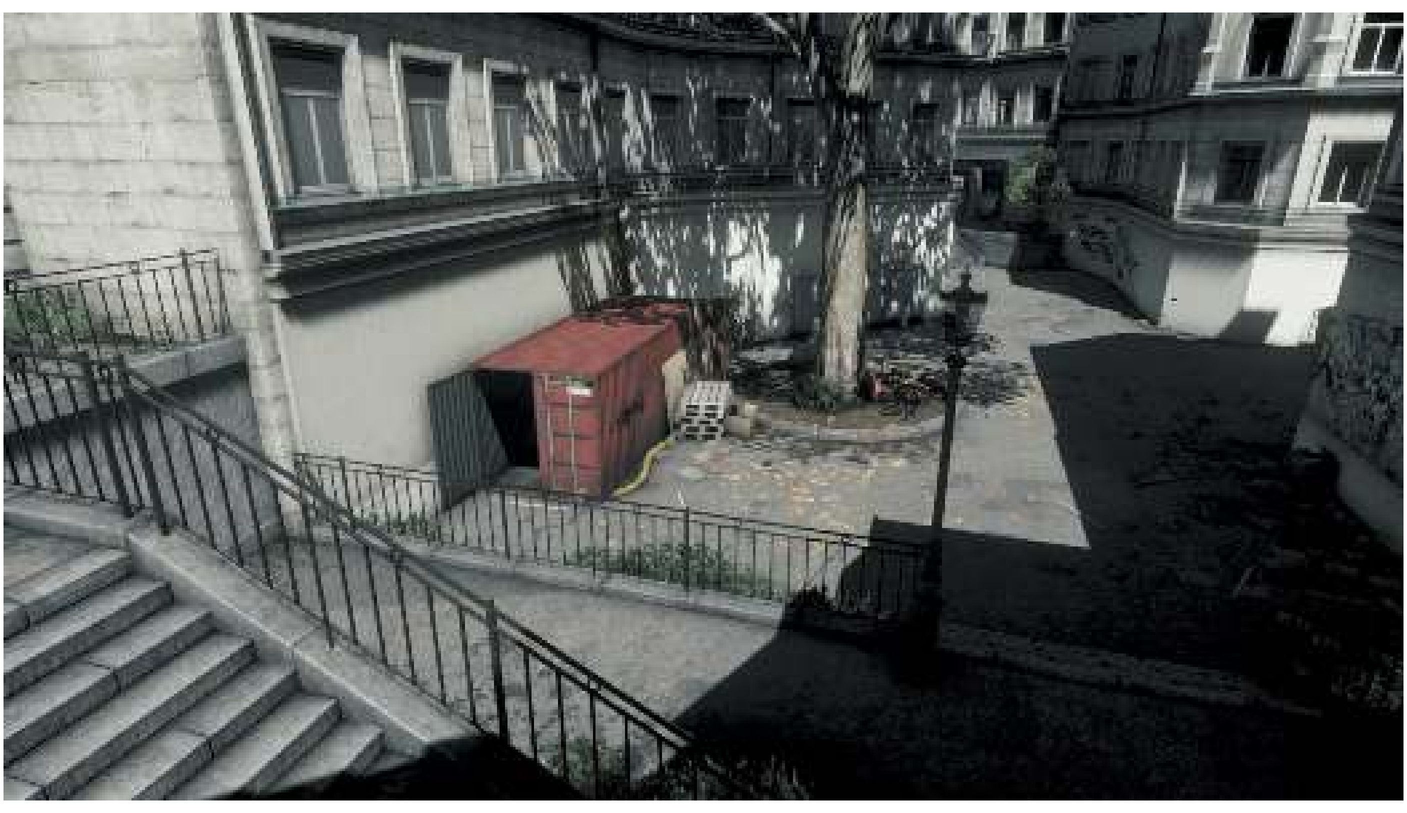


Even in this condensed variant, this is a very large map for only eight players. So it's important that both teams remain focused on the objectives.

Each M-COM station is located in a relatively cramped area that is ideal for small-scale firefights. So instead of equipping sniper rifles and assault rifles with high-powered scopes, consider bringing along carbines, shotguns, and submachine guns.

These close-quarters weapons are best suited for the engagements surrounding each M-COM station. Defenders can add to the intensity by placing C4 and Claymores near the objectives.

ZONE 1: BACK STREETS



If you've played Rush mode, this Back Streets objective should look familiar. It's inside the red shipping container on the north side of this wide alley. Deploying from the street to the southeast, the US attackers are likely to enter this area from the east.

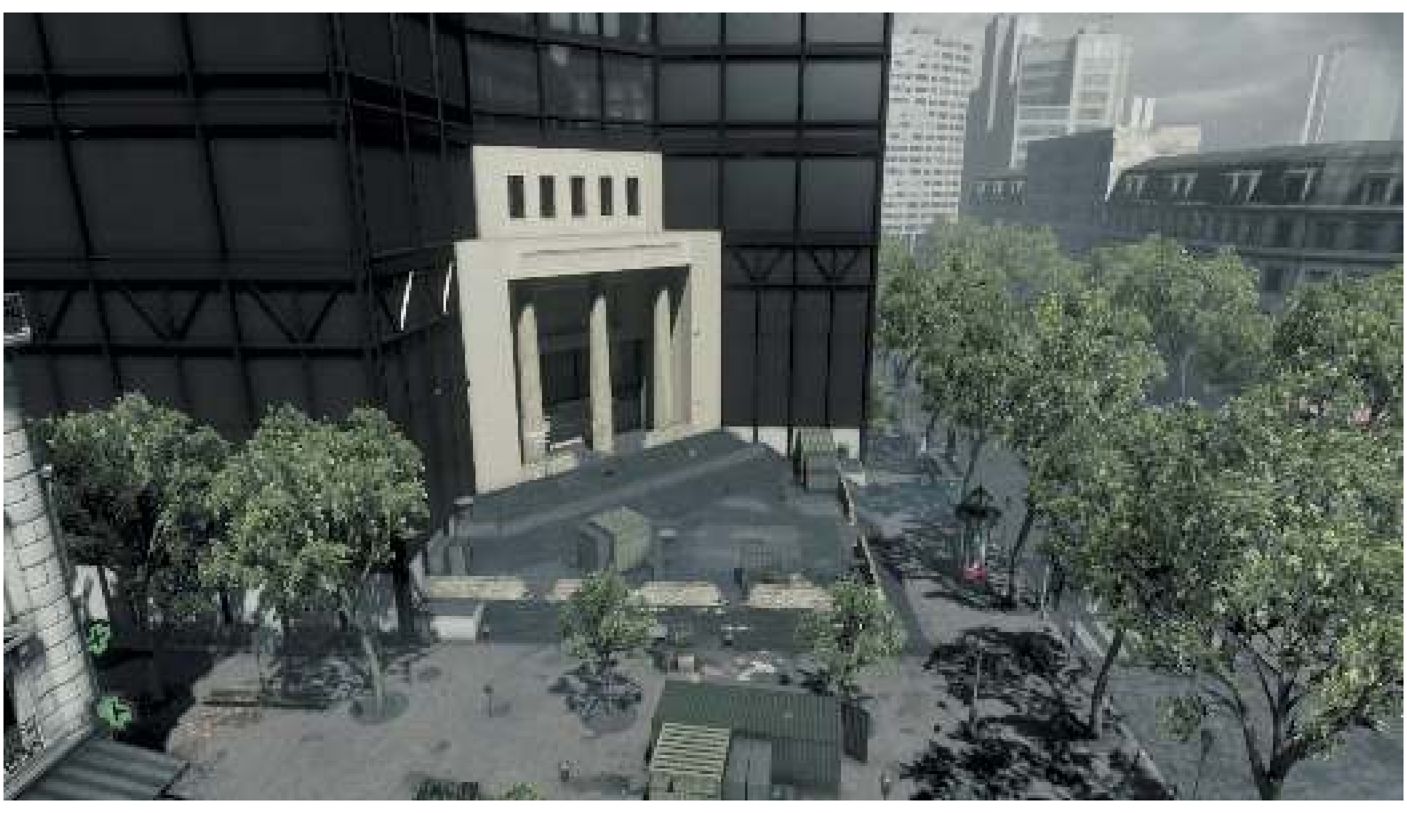
As a result, defenders should watch the shipping container from the steps to the west. From this elevated position they can view attackers rushing in from the south or east.

Instead of scattering about the nearby streets and alleys, the defenders are better off focusing their efforts around the objective.

There is no easy way for the attackers to sneak in unseen, so either pick off all the defenders or deploy smoke to conceal your entry into the shipping container.

But always toss a grenade into the container before entering to detonate any booby trap and eliminate any defenders hiding next to the objective.

ZONE 2: BANK



This objective is also carried over from the Rush mode; it is located within the bank. This is a relatively large building for a squad of four players to defend.

Fortunately, there are only two entry points that, if properly defended, can prevent the US attackers from even stepping foot inside the bank. Post a couple of defenders near the main entrance, using the sandbags for cover.

Also, make sure to have at least one defender cover the steps connected to the side entrance to the west. Finally, post one defender near the objective as a fail-safe. The US squad's best chance is sneaking in through the western side entrance.

If the defenders leave this entry point unguarded, you can sneak up behind the defenders and steal their dog tags before setting a charge on the objective. The RU team deploys from the hall to the north, so expect a counterattack from this direction.

Squad Rush

Sharqi Peninsula

This vital position on the Persian Gulf possesses a TV station with a powerful transmitter that aids the ongoing Russian campaign by broadcasting propaganda.

Click here for interactive maps

US rapid deployment forces have captured this coastal position and now face a determined counterattack by converging Russian forces.

This lazy seaside resort of villas, markets, and beach houses is about to become a modern battlefield as US forces attempt to hold onto their newly captured communications prize.

Although constrained to two small zones, this is a very large map for only eight players. As a result, the defenders should stay focused on the objectives instead of trying to hunt down the attackers.

The objectives at the Construction Site and TV Station are both tough to reach if adequately defended.

The defenders can leverage a variety of choke points to their advantage as the attackers climb stairways and ladders in an effort to set a charge on each M-COM station.

While there are long-range sniping opportunities in both zones, each squad should prepare for close-quarters fighting around the objectives

Squad Rush

Strike at Karkand

Control of the industrial facility and harbor at Karkand motivates this assault by US forces, where they find Russian forces marshalling to defend the industrial city and determined to meet the attack with stiff resistance.

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The terrain surrounding Karkand is sufficiently open to allow for sweeping fields of fire, but the open ground increases the danger posed by anti-vehicle missiles and sniping.

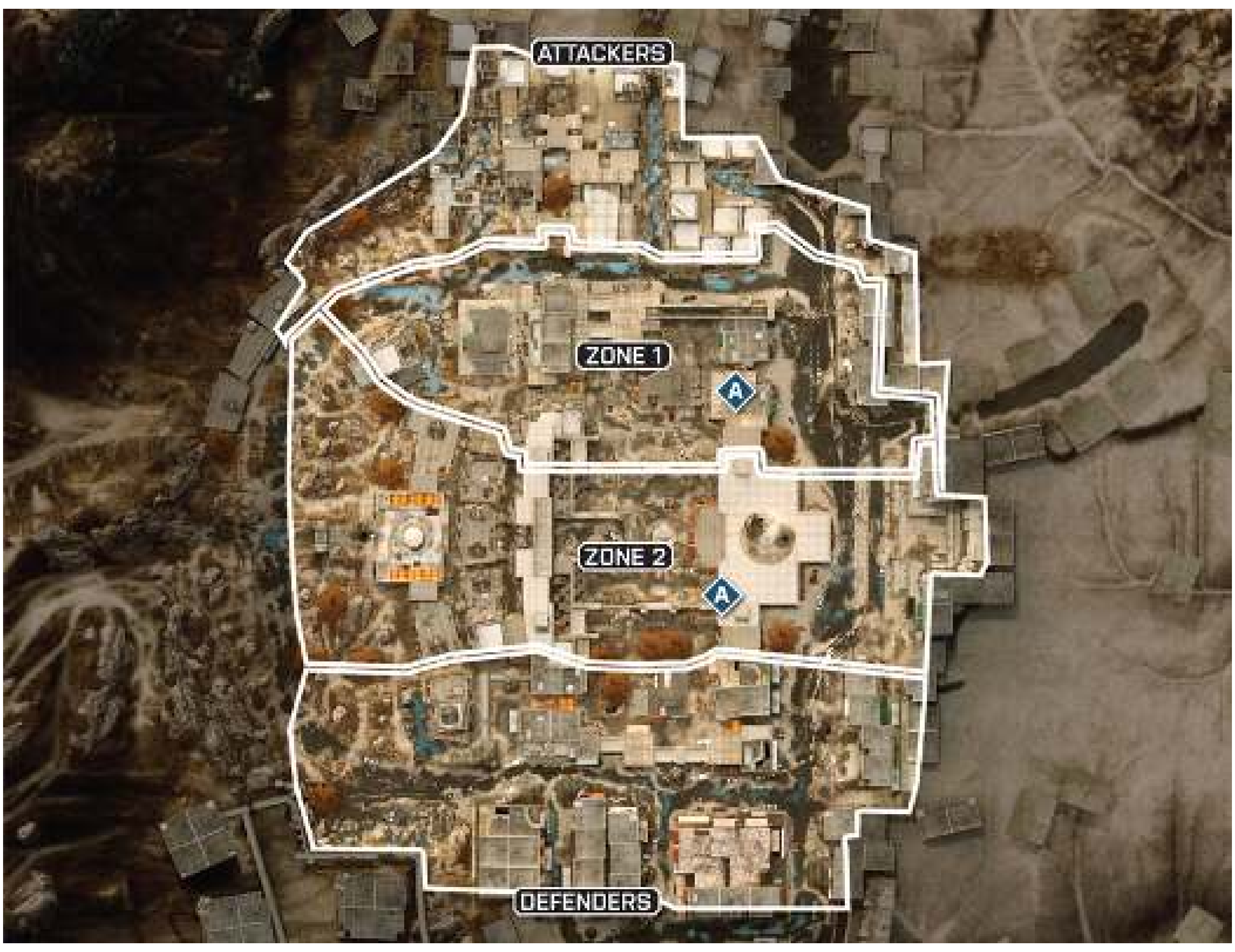
It is vital for both sides to secure firebases in Karkand’s sheltered city center.

Ready for some urban combat? The action in Squad Rush is focused on the central part of the city, with objectives placed at the Hotel and Market.

Whether attacking or defending, prepare for a mix of long-range and close-quarters combat. Assault rifles and carbines are well-suited for the variety of combat you’re likely to face at each objective.

Squad Rush

Talah Market



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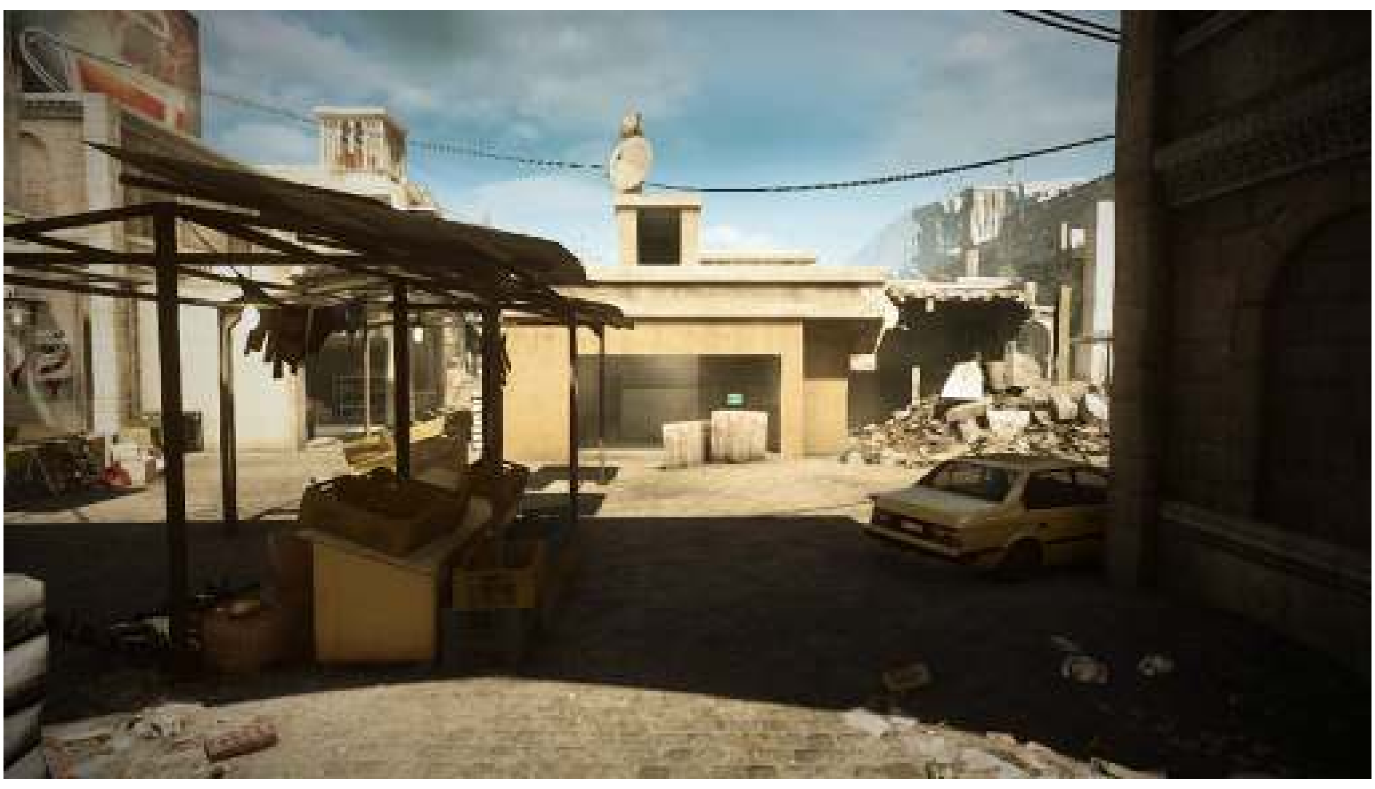
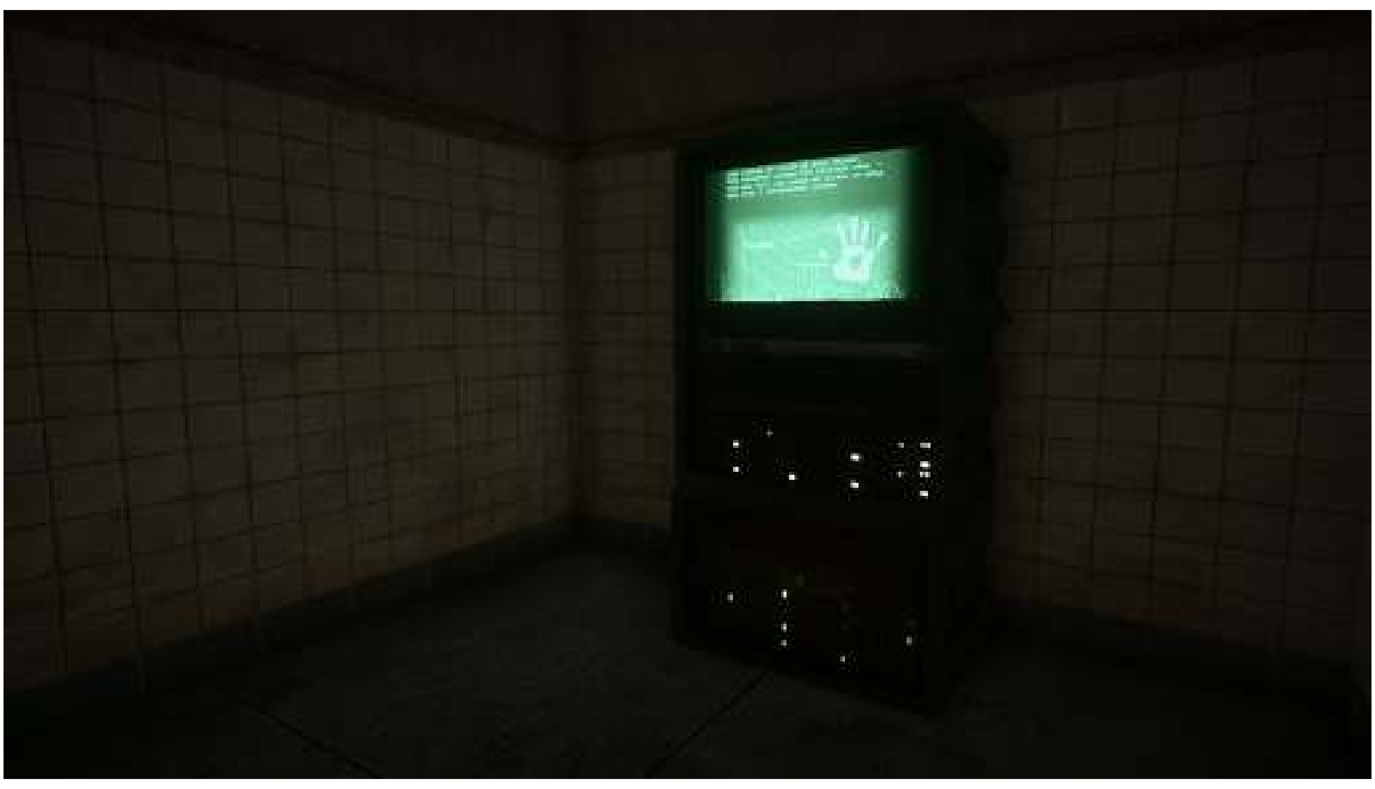
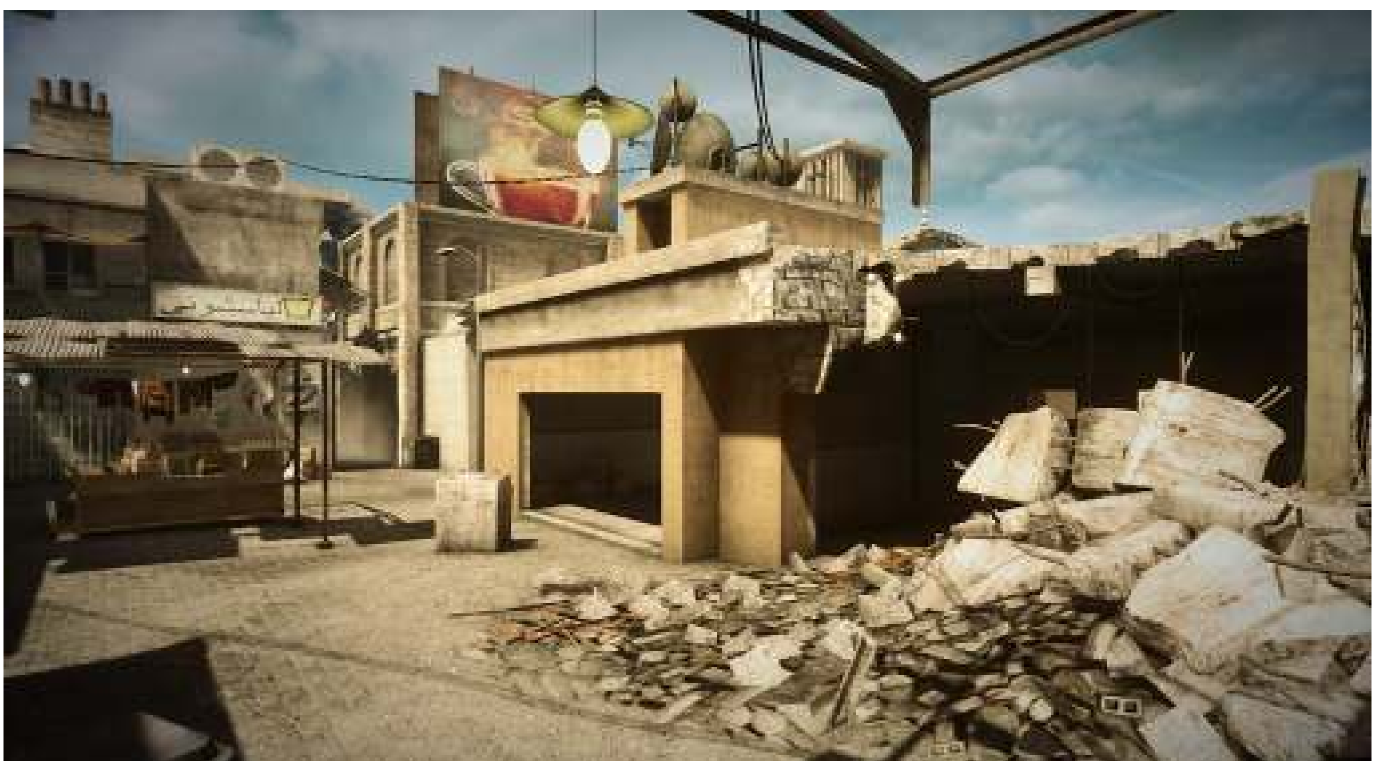
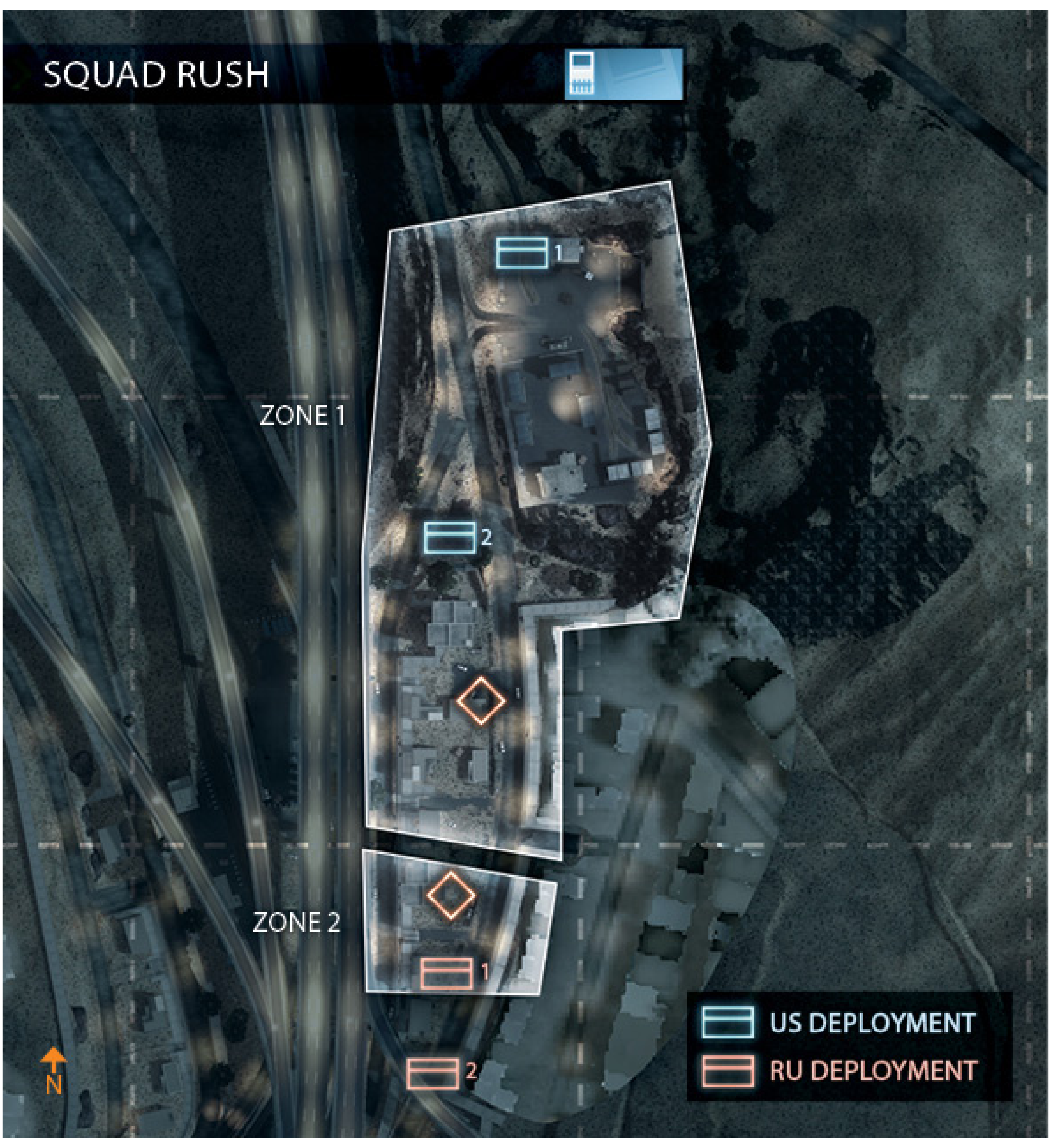
This small-scale Rush battle takes place at the Courtyard and Square, and gives each squad a chance to showcase their close-quarter fighting skills. The fighting at the Courtyard almost always takes place at close range, so plan accordingly by equipping carbines, PDWs, or shotguns—grenade and rocket launchers can also come in handy for punching holes in the garage-like building where the objective is located. As the fighting shifts to the Square, be ready for a mix of close- and intermediate-range engagements. When fighting in the Square, carbines and assault rifles offer the most versatility. However, close-quarter weapons are still effective among the cramped flanking paths. As usual, both sides should utilize the recon soldier's enemy-detecting gadgets to locate opponents. Knowing where the opposing squad is gives your squad a huge advantage.

Zone 1







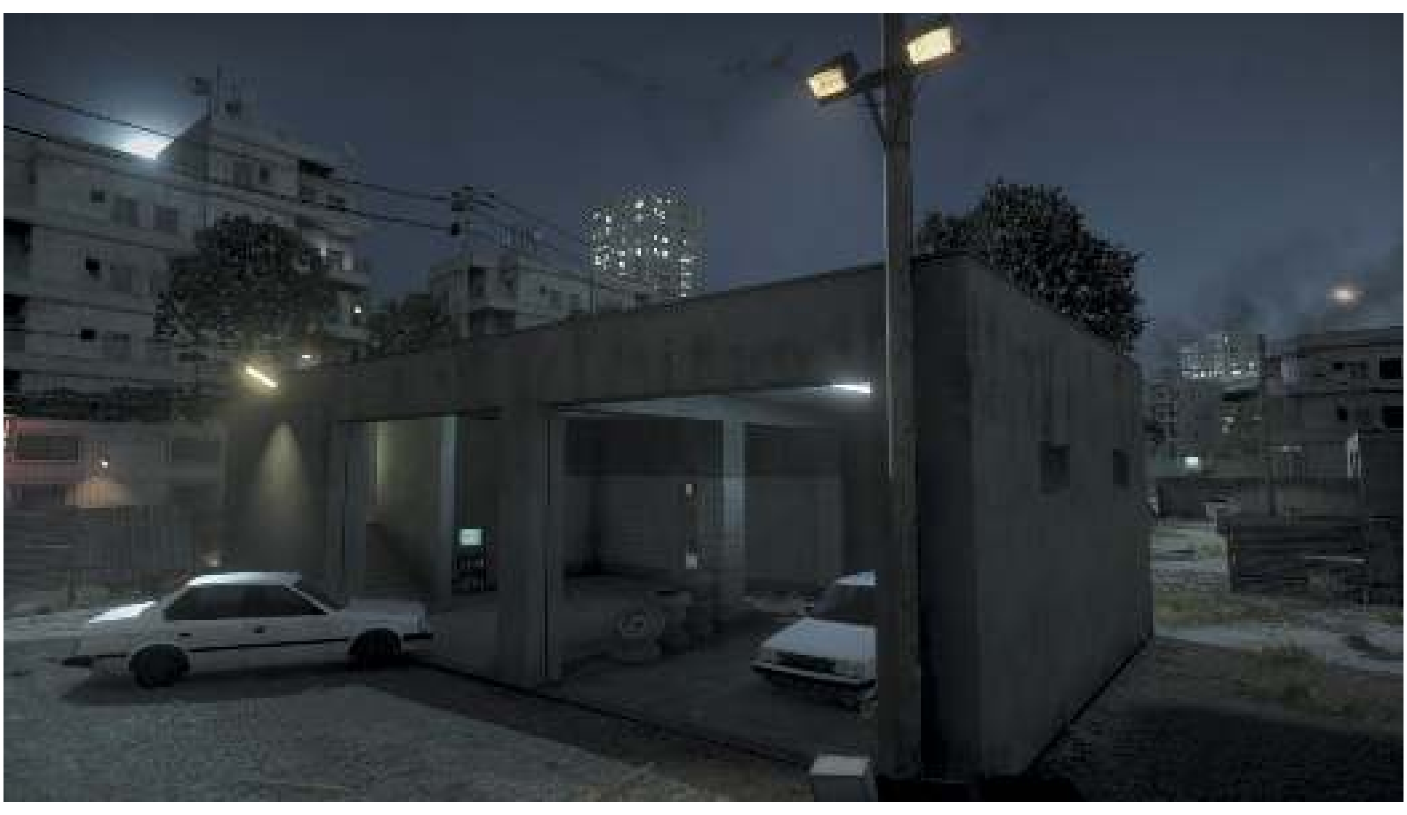


During the Squad Rush match, the action is limited to the small neighborhood on the east side of the map. While long-range combat is a possibility along the street to the east, it's wisest for the attacking team to avoid this route, as it's most likely being watched by the defending squad.

Whether attacking or defending, your squad doesn't need more than one sniper. Most of the action occurs at close quarters among the buildings, alleys, and yards at the center of the map. Assault troops and engineers armed with carbines, shotguns, and submachine guns all fare well in these close-quarters engagements.

Attackers may want to bring along some smoke, too, which is useful for obscuring the objectives while planting charges.

ZONE 1: BACK YARD



The Back Yard is the site of this skirmish, as the US squad attempts to destroy the M-COM station inside the garage.

Deploying from the depot to the north, the US team should avoid advancing along the street to prevent being spotted and picked off by RU defenders posted near the objective. Instead, cut through the buildings and alleyways on the west side of the street.

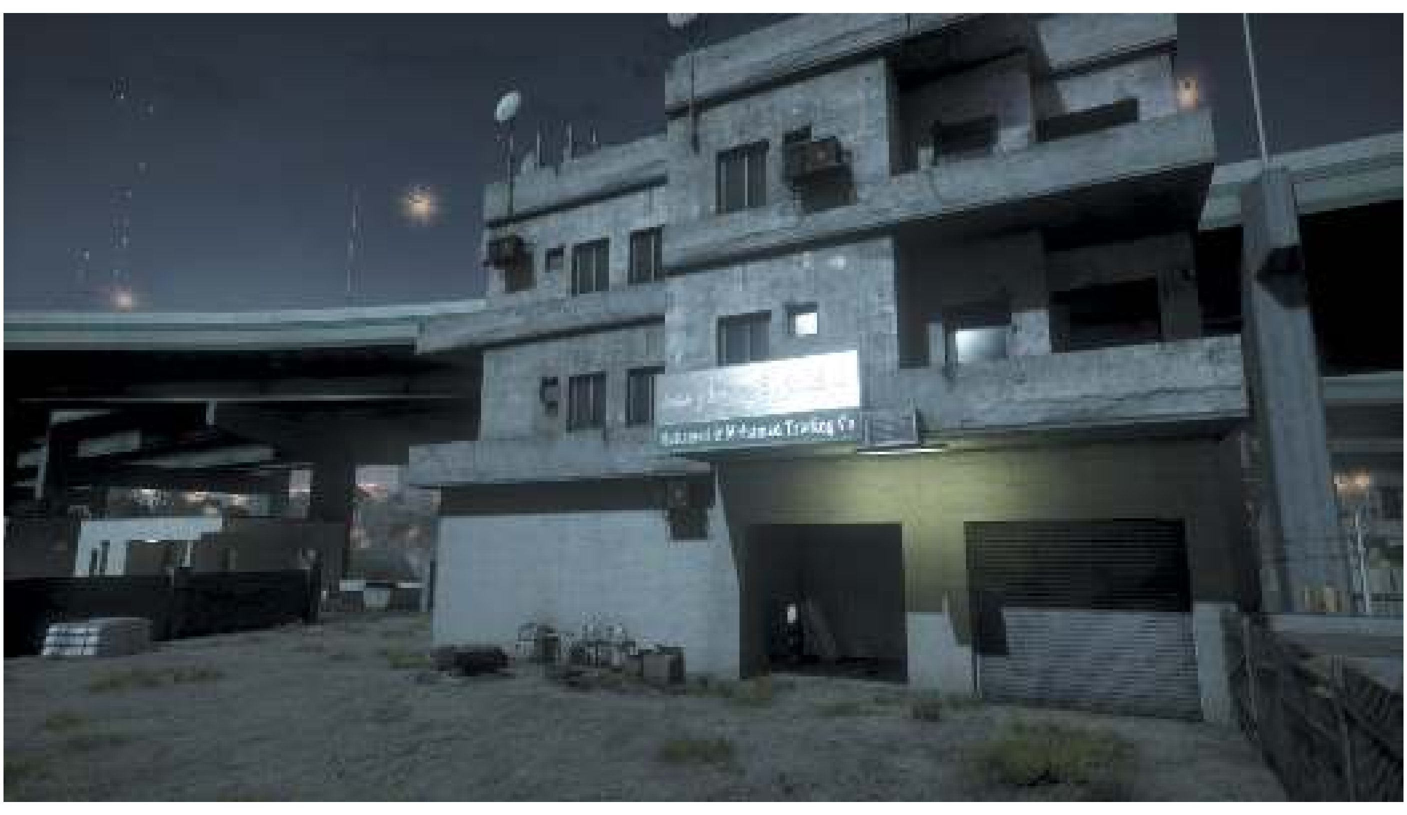
When the garage is within view, instead of rushing toward the objective, circle around the south side of the structure to sweep the area for defenders. Always assume defenders are hiding in the garage, so toss grenades inside before approaching the objective.

When defending this position, don't move too far away from the objective. Establish a perimeter around the garage and always make sure the south side is monitored to prevent sneak attacks from the rear.

The roof of the garage is accessible via the staircase next to the objective. The roof provides a great view of the eastern street as well as the open area on the north side of the garage—this spot can serve attackers as well while defending the charge on the objective.

But if you're on the roof, remain prone to avoid silhouetting yourself.

ZONE 2: TRADING CO.



The next objective is in the same neighborhood as the Back Yard on the east side of the highway. This M-COM station is positioned inside a small garage within a commercial structure.

The garage opens onto a wide courtyard and the objective is visible from the street to the east. The RU team can effectively lock down this location simply by covering this small garage from the perimeter of the courtyard.

But cover is very sparse here, so stay low in an effort to conceal your position. It's a good idea to post at least a couple of squad members around the garage while the rest of the team covers the northern approach.

Once again, attackers should avoid rushing down the street. The buildings and yards to the north offer much more protection, but they also serve as good ambush points for the defenders. So move through this area slowly with your weapon raised.

When you reach the Trading Co. building, circle around the western and southern sides, performing a through sweep of the courtyard before approaching the objective. It may be necessary to kill the entire defending squad before it's safe to plant a charge on the M-COM station.

Squad Rush

Wake Island

The Imperial Japanese Navy conquered the coral atoll of Wake Island in 1941. The island remained in Japanese control until the end of the war in 1945.

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Now, 70 years later, the US Marines have returned to this small island in an attempt to secure the airfield, now occupied by Russian forces.

With air, ground, and sea units prepared for deployment, this small horseshoe-shaped island is once again the site of an intense battle between two superpowers.

Once again, the Airfield is the site of an intense infantry battle as two squads fight for dominance in this compact Rush battle.

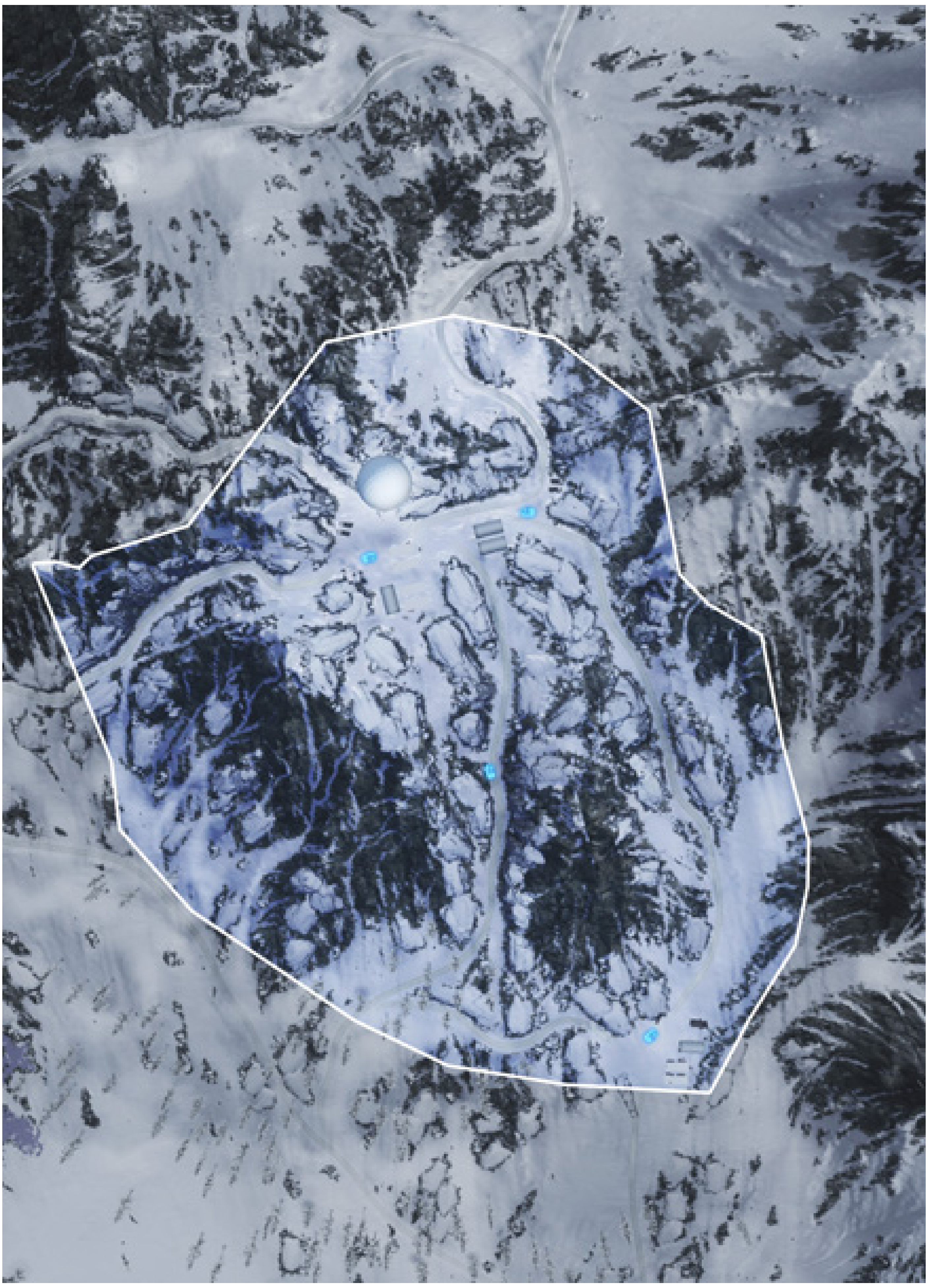
Although the action is restricted to a small portion of the island, the Airfield is very large, especially for an eight-player match.

So instead of rushing directly for the objective, the attacking squad should attempt flanking maneuvers to catch the defenders off guard.

Sniping opportunities are also available for players positioned on the west side of the runway. But securing the areas around the objectives requires CQB expertise, emphasizing quick reflexes over thoughtful strategy.

Squad Deathmatch

Alborz Mountains



This Squad Deathmatch is mostly centered around the rocky, snow-covered terrain of the radar station. While most fighting occurs around the radar station to the north, the map extends to the communication station to the south. The rocky terrain in the center of the map is difficult to traverse on foot, but it's preferable to moving along the steep narrow roads. With few trees available for cover and concealment, be ready to drop prone among the rocks if you come under fire. Patrolling the rocky center of the map is safer than fighting for control of the radar station. In many matches, squads often battle for control of the tall radar tower. While this predictable sniping perch is a good defensive position, your squad may incur heavy losses while trying to hold the high ground. There are four possible IFV spawn locations, and two of them are at the radar station. But the uneven terrain makes these vehicles difficult to maneuver on this map. If your squad gains an IFV, stay near the flat terrain of the radar station or communication station. These areas offer the longest sight lines, allowing you to engage opponents at long range with the vehicle's powerful weapons. Avoid traveling the narrow roads between the two locations to avoid being ambushed by opposing squads.

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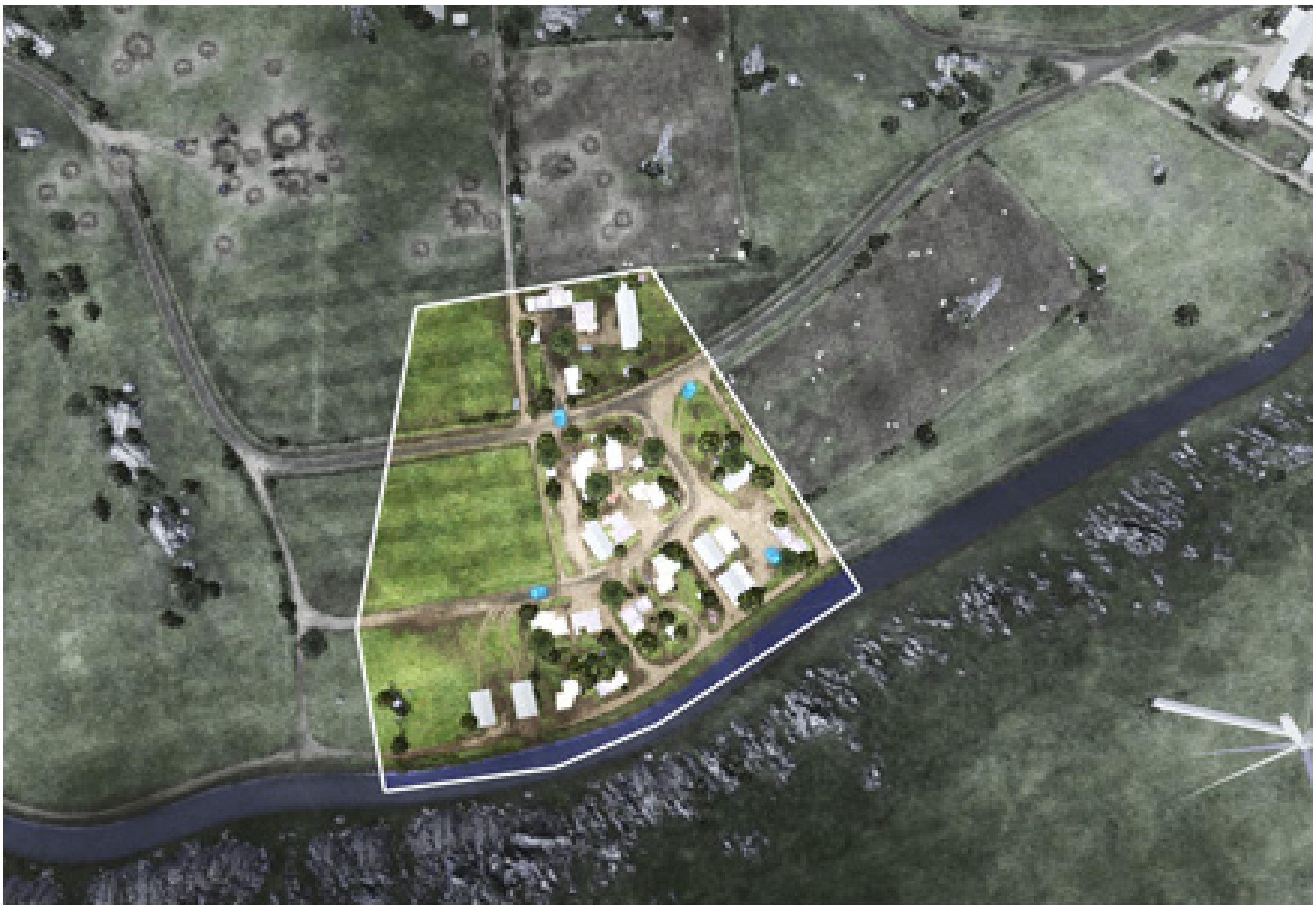
Squad Deathmatch

Armored Shield



This battle is centered around the buildings of the farm and village, bringing urban-style combat to this otherwise rural setting. Expect plenty of house-to-house fighting in the center of the map, so choose your weapons accordingly. Carbines, PDWs, and shotguns are all very effective in these cramped spaces. But make sure your squad also has some anti-tank capability when it comes to dealing with the IFV. Engineers armed with rocket launchers or support troops equipped with C4 are required to take out this threat. A single IFV spawns at one of four possible locations along the perimeter of the village. Make an effort to take control of one of these vehicles to give your squad a quick boost in kills. But when driving the IFV, don't loiter among the buildings in the center of the map—there are far too many hiding spots for opponents. Instead, drive out onto the field to the west and engage opponents in the village from long range. By avoiding close contact with enemy troops, you'll have an easier time holding onto the IFV. But it will still require repairs, so make sure at least one squad member is carrying a repair tool at all times.

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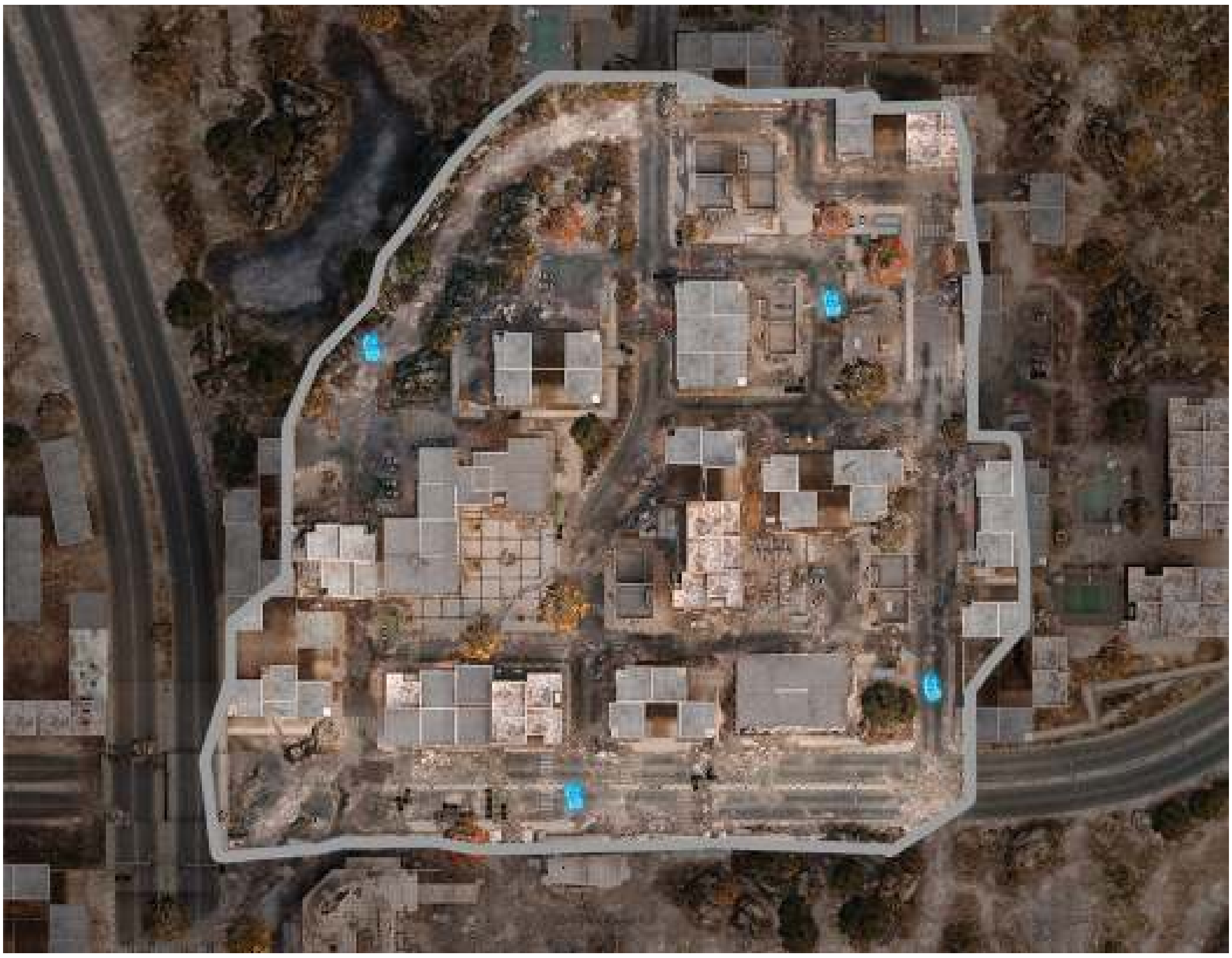
Squad Deathmatch

Azadi Palace



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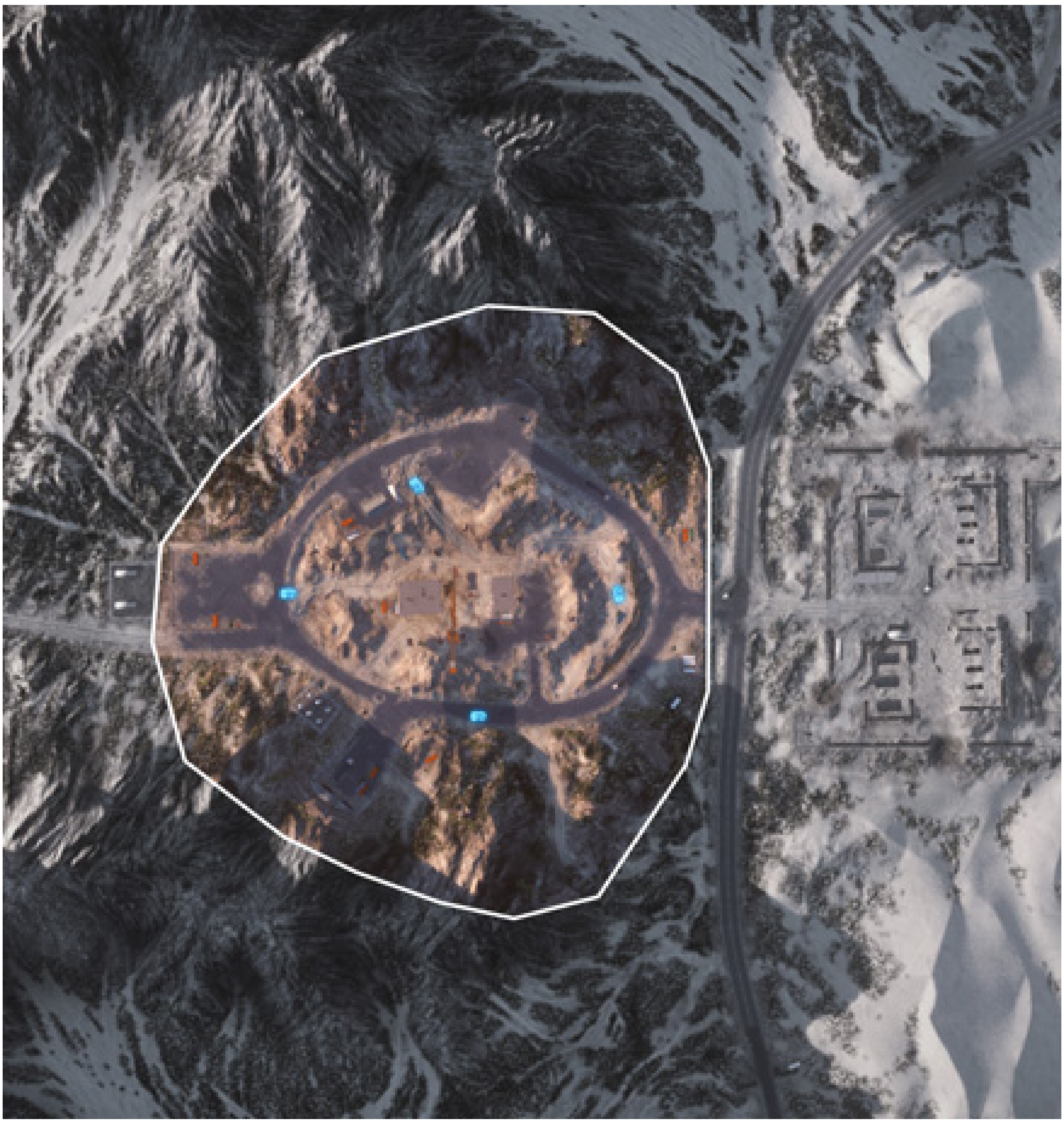
In this game mode, the fighting is centered around the north side of the city, forcing squads to traverse the debris-strewn streets and alleyways in search of prey. In the majority of matches, the fighting gravitates toward the Downtown area and nearby plaza. Depending on your squad's skill level and comfort in a chaotic environment, the Downtown area may be a good place to avoid. Instead, patrol the area on the east side of the map, moving between the City Entrance and Market. There are several accessible buildings in this area that your squad can use as a miniature base. If you prefer to stay in one spot, consider holing up in one of these buildings and ambushing enemy squads as they pass nearby. The four potential IFV spawn points are located on the perimeter of the map, with two on the north side and two on the south side. If your squad manages to get access to an IFV, avoid charging through the city's center. Instead, stick to the streets along the perimeter of the map. The street on the south side of the map offers some long sight lines where the IFV's weapons are very effective. Just keep your distance from enemy squads to avoid getting hammered by incoming rockets or C4.

Squad Deathmatch

Bandar Desert



In this game mode the fighting takes place entirely around the army base, giving each squad the opportunity showcase their versatility. In almost every match, the squads usually gravitate toward the two three-story structures in the center of the map. Fighting in these dark buildings is common, so consider bringing along a carbine or PDW equipped with either a tactical light or laser sight. Of the two buildings, the smaller structure on the east side is easier for a squad to control. Consider moving to the second floor of this building and defending all stairways and ladders, preferably with claymores. Gaining a base in the middle of the map is attractive, but it may be very costly to hold if your squad settles on a sedentary game plan. If you prefer to stay on the move, patrol the perimeter of the map while engaging the opposing squads battling in the center. This is a good way to take advantage of the chaos around the two central buildings. Staying outside of the center also gives your squad a better chance of acquiring an IFV—all four IFV spawn points are on the perimeter of the map. If your squad manages to take control of an IFV, stay away from the center of the map. Instead, stay on the perimeter, preferably on the north side. The idea is to keep your distance from the opposing squads while using the IFV's powerful weapons to rack up kills from long range. Even if you keep your distance, the IFV is likely to get the attention of the other squads. So be ready to repair the vehicle as it takes damage. The longer you can maintain control of the IFV, the more likely your squad will come out on top.

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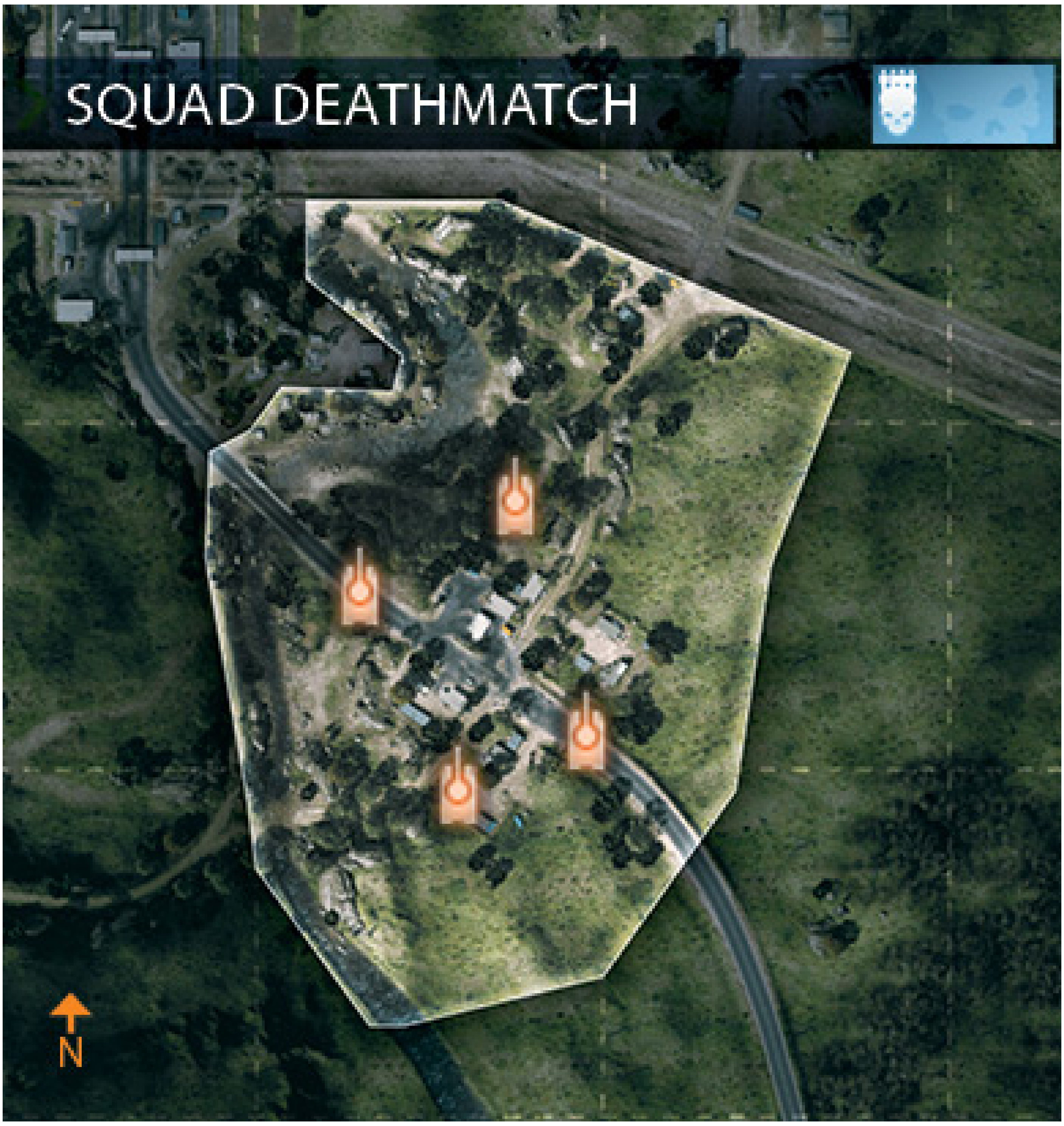
Squad Deathmatch

Caspian Border



The action in this game mode centers around the Forest and Gas Station areas for a mix of urban and woodland combat. There are four potential spawn areas for the IFV, all located near the roads around the Gas Station.

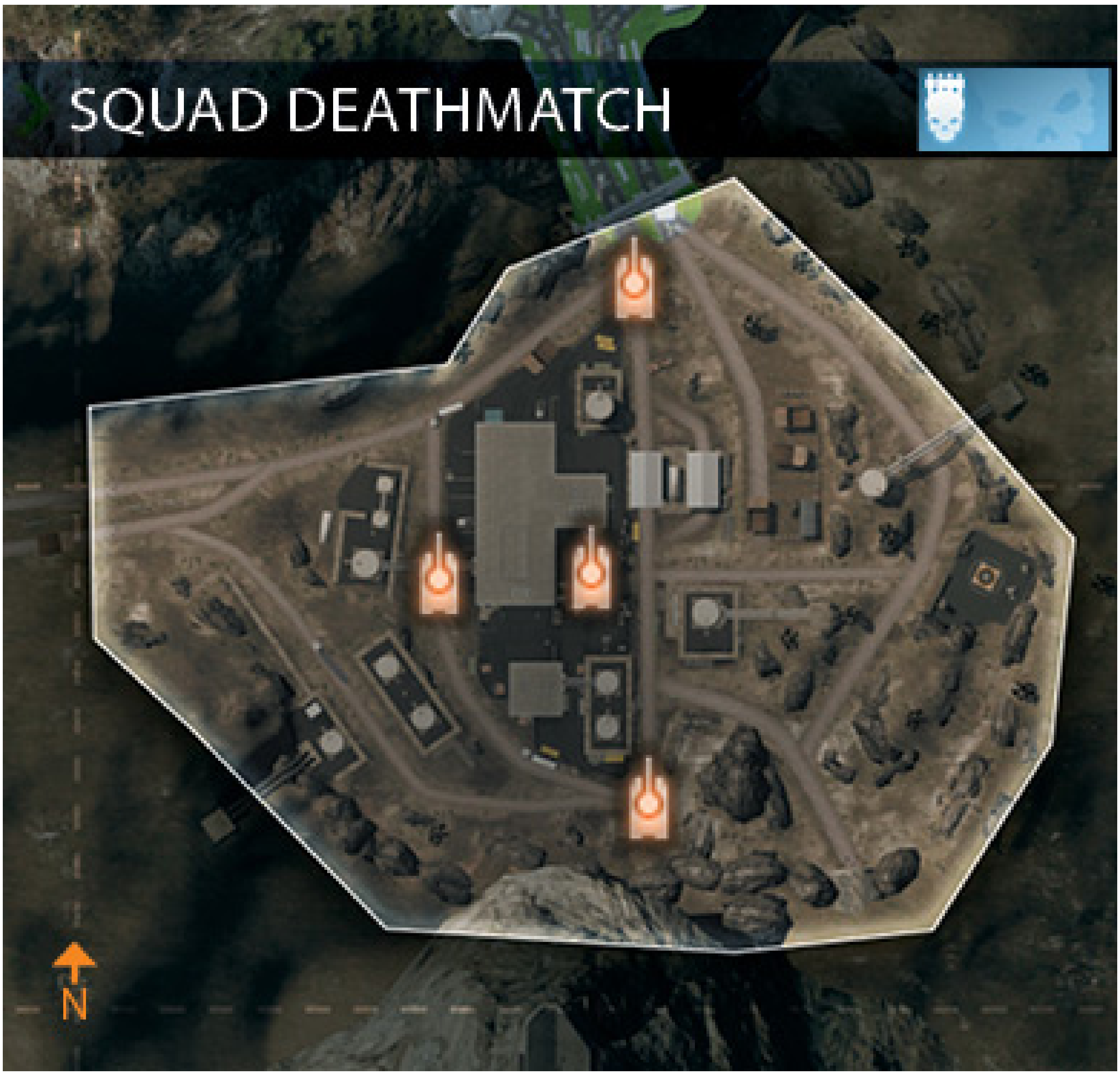
If your squad is fortunate enough to take control of a IFV, drive it far away from the Forest and Gas Station. There are far too many hiding places for engineers in these places, making your ride a rocket and C4 magnet.

Instead, drive it to the open terrain to the south or northeast and back it up against the map's border while firing toward the center of the map. This is a great way to score some easy kills and help your squad secure the lead.

But anytime you're in the vehicle, you're going to get attention from the other squads. So make sure you have at least one engineer on your squad to conduct repairs.

Squad Deathmatch

Damavand Park



The Factory Valley is the location of this battle, as you and your squad fight for dominance. This sprawling industrial area offers plenty of cover and concealment, particularly around the massive warehouse.

Fights in this area often take place at close to intermediate range, so choose your kit loadout accordingly. For those who prefer putting a bit more distance between themselves and their enemies, the high ground on the east side of the map offers long sight lines that are ideal for recon troops looking for long-range kills.

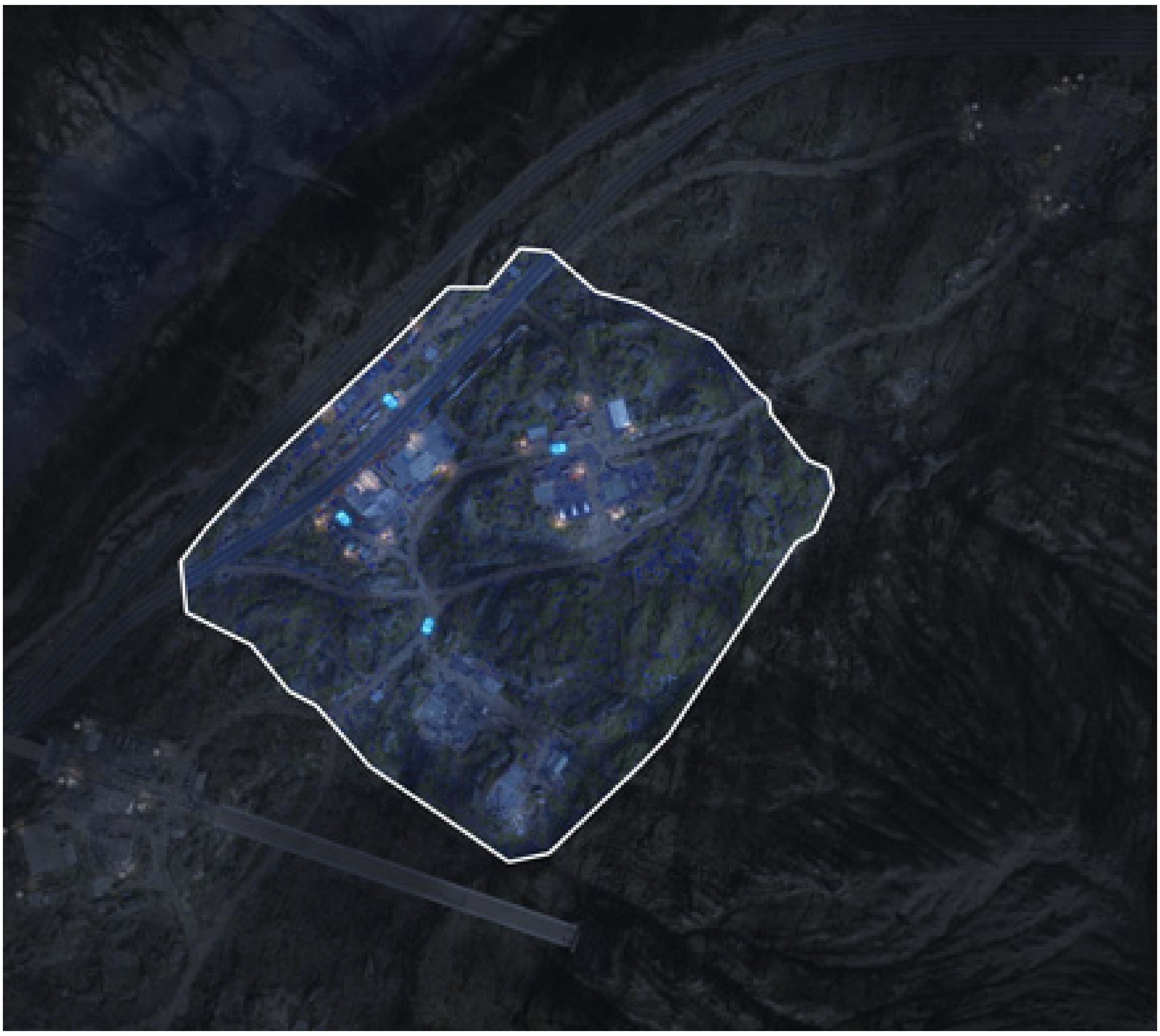
The IFV spawns in one of four locations surrounding the warehouse. If your squad gets access to one of these IFVs, don't linger around the map's core.

You'll only be a magnet for incoming rockets and C4 attacks. Instead, race to the perimeter of the map where there's less cover for enemy squads.

Also, make sure you have at least one engineer on your squad to perform repairs. Make the most of your time in the IFV, scoring as many kills as possible to give your squad the lead.

Squad Deathmatch

Death Valley



In this game mode the map is restricted to the north side of the valley, with fighting focused around the logging camp, construction site, and power station. Two of the four possible IFV spawn points are located near the construction site, so make an effort to control the west side of the map in an effort to secure an IFV. Once your team has gained access to a BMP-2M, stay clear of the three main facilities, as they offer plenty of hiding spots for opponents armed with rocket launchers and other IFV-killing weapons. Instead consider driving to the east side of the map and engaging opponents at long range with the BMP-2M's weapons. While driving the BMP-2M, the thermal optics upgrade can come in handy for spotting opponents rushing through the darkness, so consider making this adjustment before spawning into the match. If you don't have access to the IFV, consider staying on the east side of the map where traffic is much lighter. By patrolling the area between the power station and logging camp you can still rack up plenty of kills without exposing yourself to the chaos near the construction site.

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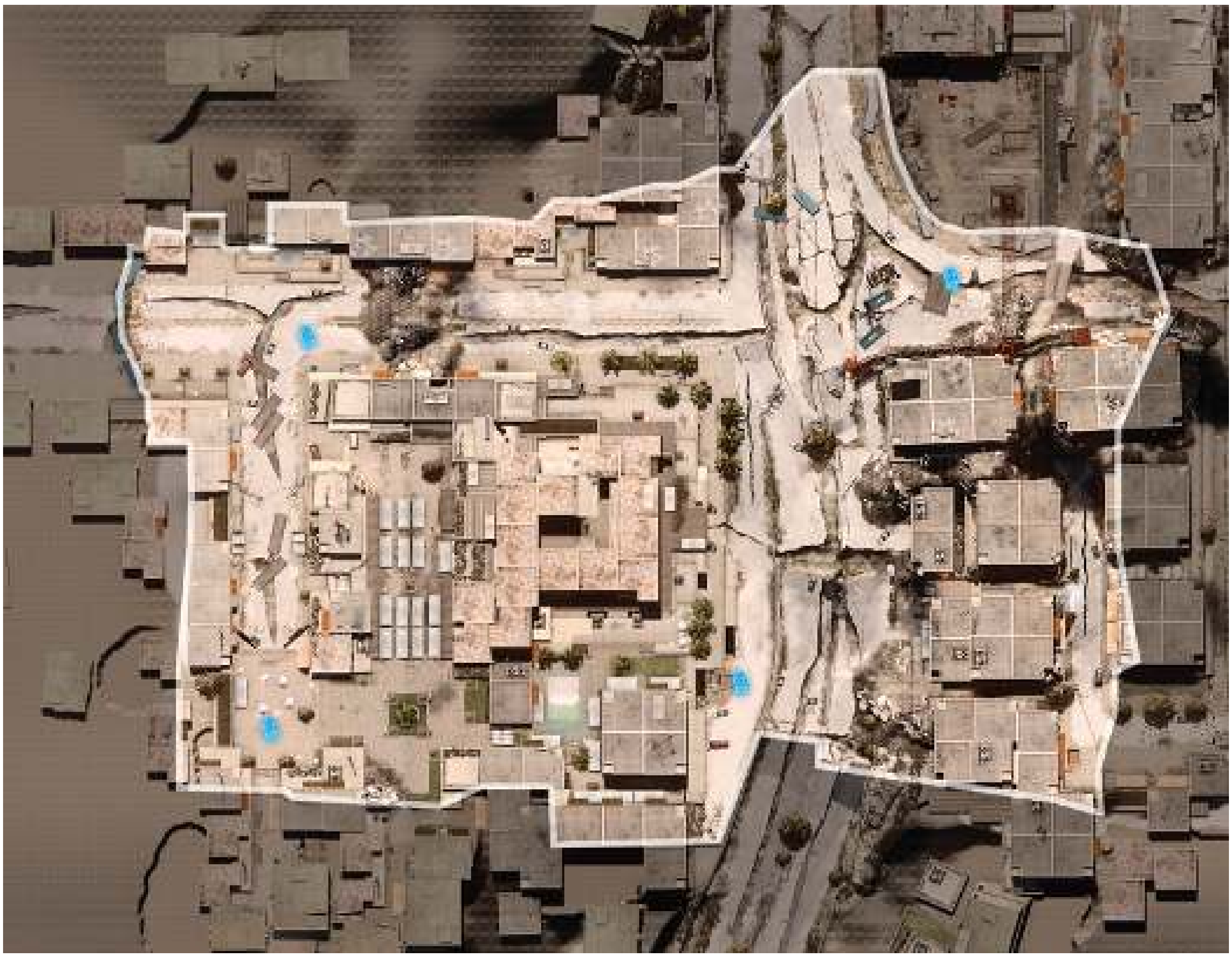
Squad Deathmatch

Epicenter



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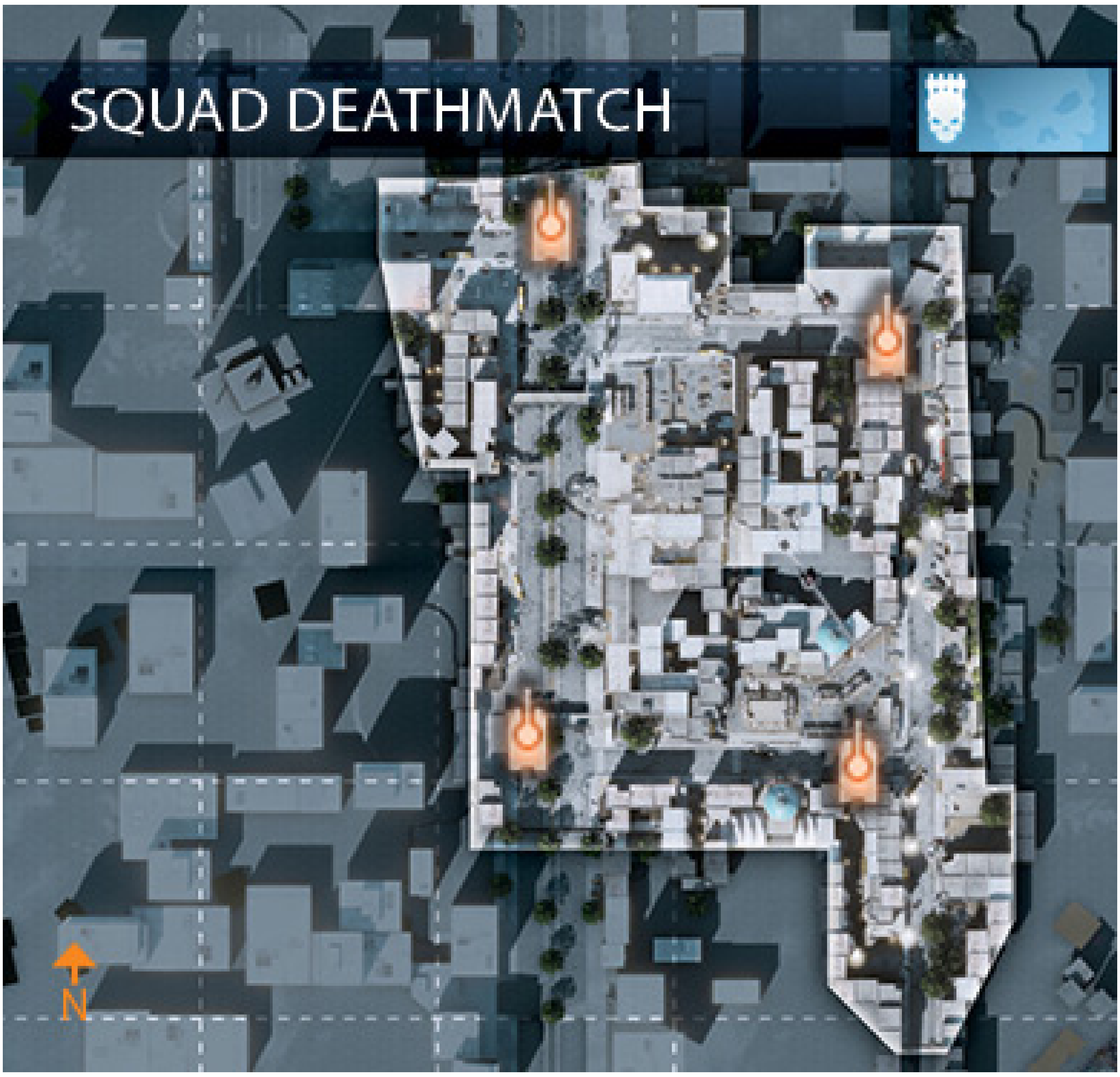
Most of the map is open for exploration during Squad Deathmatch with the exception of the Construction and Residential areas. If your squad is looking for a place to hole up, there aren't too many safe spots from which to defend. Even the Hotel is far too porous for one squad to effectively lock down. Your squad's best chances are to keep moving, patrolling the area around the Hotel and adjoining market to the west. Avoid moving along the streets flanking the Hotel. These streets are most likely to be patrolled by one of the randomly spawned IFVs or camped by enemy snipers. Instead, stick to the narrow alleyways, maintenance corridors, and other rubble-filled areas where the IFV has trouble maneuvering—the area around the Highrise is a relatively safe area to seek refuge from a pursuing IFV. If your squad manages to gain control of an IFV, do your best to keep your distance from the opposing squads. Consider parking it on the far western street and using its powerful weapons to engage enemy squads scurrying about the Crossroad intersection.

Squad Deathmatch

Grand Bazaar



In Grand Bazaar's Squad Deathmatch, the entire map is open, which makes for a chaotic and epic urban battle with no sense of a front line. The streets flanking the central city block are often patrolled by the IFV, spawned at one of four locations near the intersections.

If you want to avoid confronting the IFV, stick to the alleys in the middle of the map or on the perimeter. Unless you're packing long-range and anti-tank weapons, the streets are a good place to avoid at all times.

But the cramped alleyways cutting through the central city block aren't much safer. Equip close-range weapons like shotguns and PDWs to gain the upper hand in firefights here.

Also, never wander too far from your squad. Given the tight confines and twisting pathways, its easy to get separated. So keep an eye on the HUD's green squad icons as well as the minimap to keep up with your squad mates. This is definitely a map where you'll want friends around to watch your back.

Squad Deathmatch

Gulf of Oman

A USMC Marine Expeditionary Unit (MEU) has landed on this Persian Gulf beach during the night in the hopes of quickly seizing the nearby Russian airbase.

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The stakes are high for both sides. The Marines face possibly being driven into the sea and destroyed. The Russian forces could lose a key airbase and open the door for US forces to take strategic oilfields.

Both sides have been using the morning to prepare for the final assault.

More urban combat awaits in this heated battle centered around the City and Construction Site areas of the map.

This is a relatively small area, but enemy encounters are less frequent than expected due to buildings and other structures that break sight lines.

Obviously, some squads will attempt to control the high ground, particularly around the Construction Site. But think twice before climbing to the top of the crane.

This is an extremely predictable sniping perch that is likely to draw the fire of every opponent on the ground. There are four potential IFV spawn points on this map, along the perimeter.

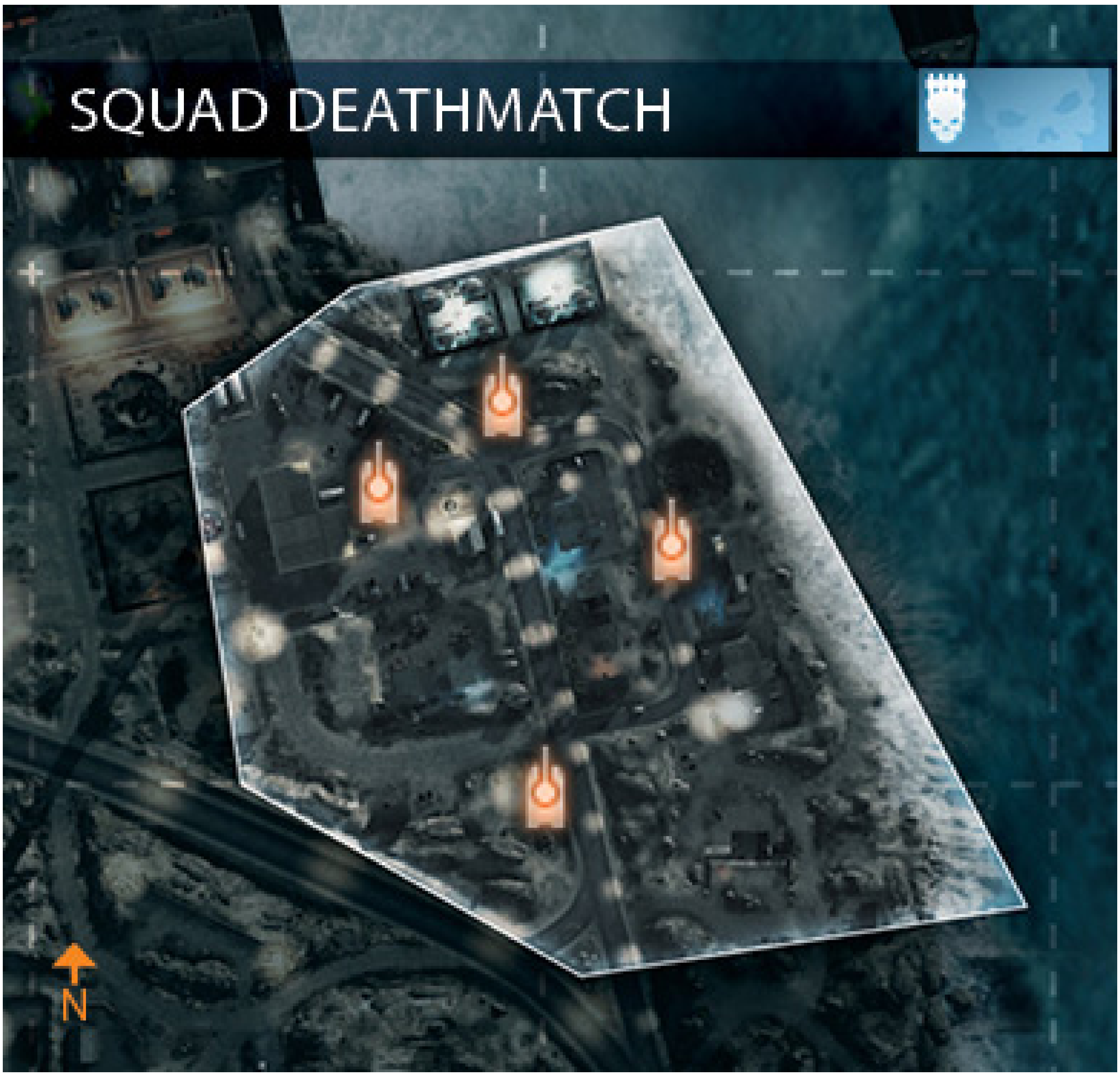
Try to hop in one of these vehicles for a quick joyride to boost your squad’s score. But don’t expect it to last very long.

There are far too many hiding spots for enemy engineers armed with rocket launchers and mines. If you do get an IFV, have two squad members follow behind on foot to provide rear security.

While the IFV provides a great way to score a few quick kills, your squad is probably better served by staying on foot and patrolling the perimeter of the map.

Squad Deathmatch

Kharg Island



This game mode is centered around the Construction Site, which provides a frantic taste of urban combat as each squad fights for dominance.

There are plenty of two- and three-story buildings in this area that make it easy for squads to take the high ground and pick off opponents running around this relatively compact combat zone.

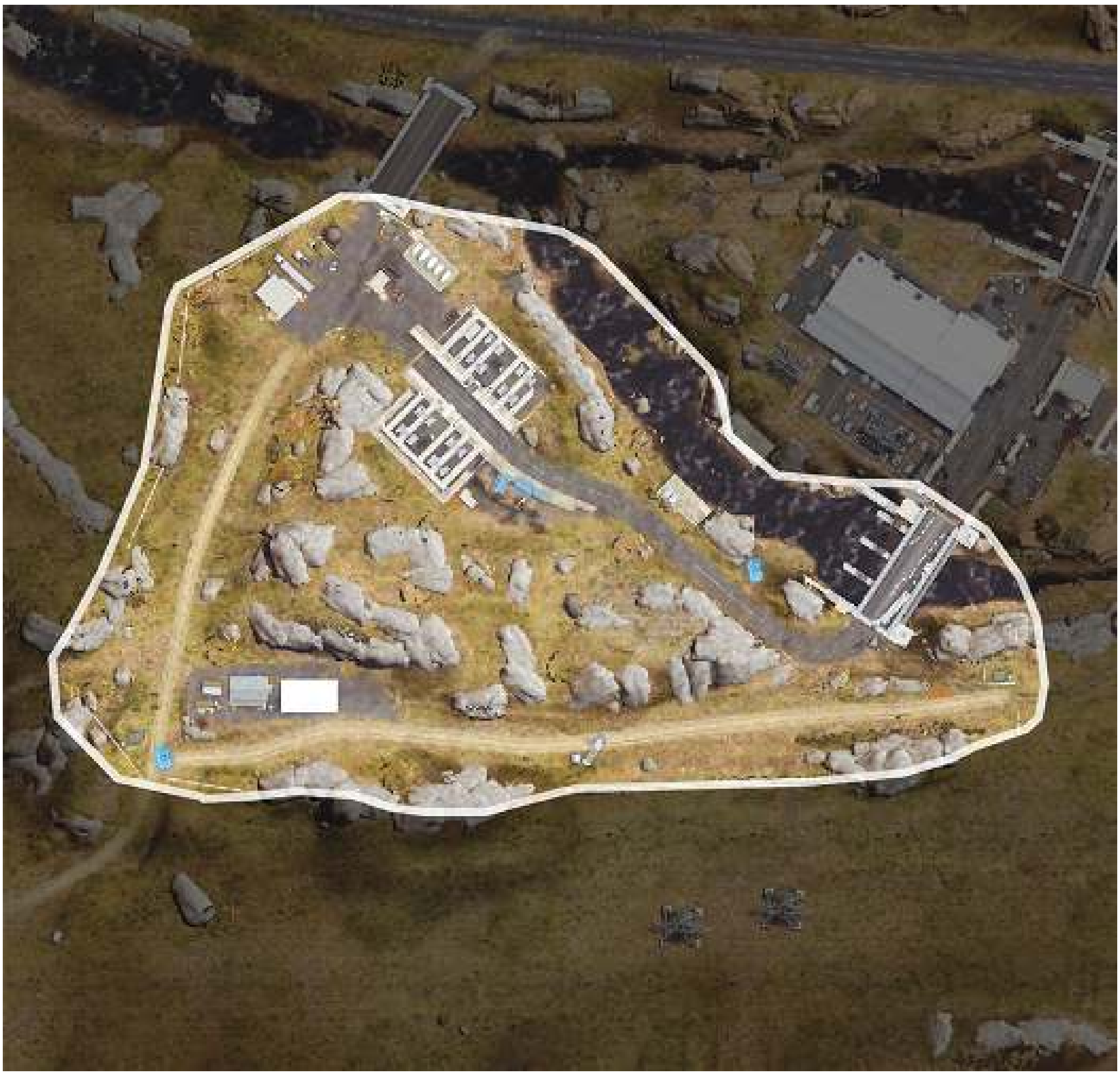
There are four possible IFV spawn points, mostly positioned along the road that cuts down the center of the map. If your squad gets access to an IFV, use it to counter foot traffic along the roads.

While the IFV's auto-cannon is nice for punching holes through walls, it's the machine gun turret that can really drive up your squad's score by zooming in on distant opponents and pumping them full of lead.

Whether you are driving around in the IFV or moving on foot, stay together and cautiously work the perimeter of the map and constantly scour the center for enemies.

Squad Deathmatch

Kiasar Railroad



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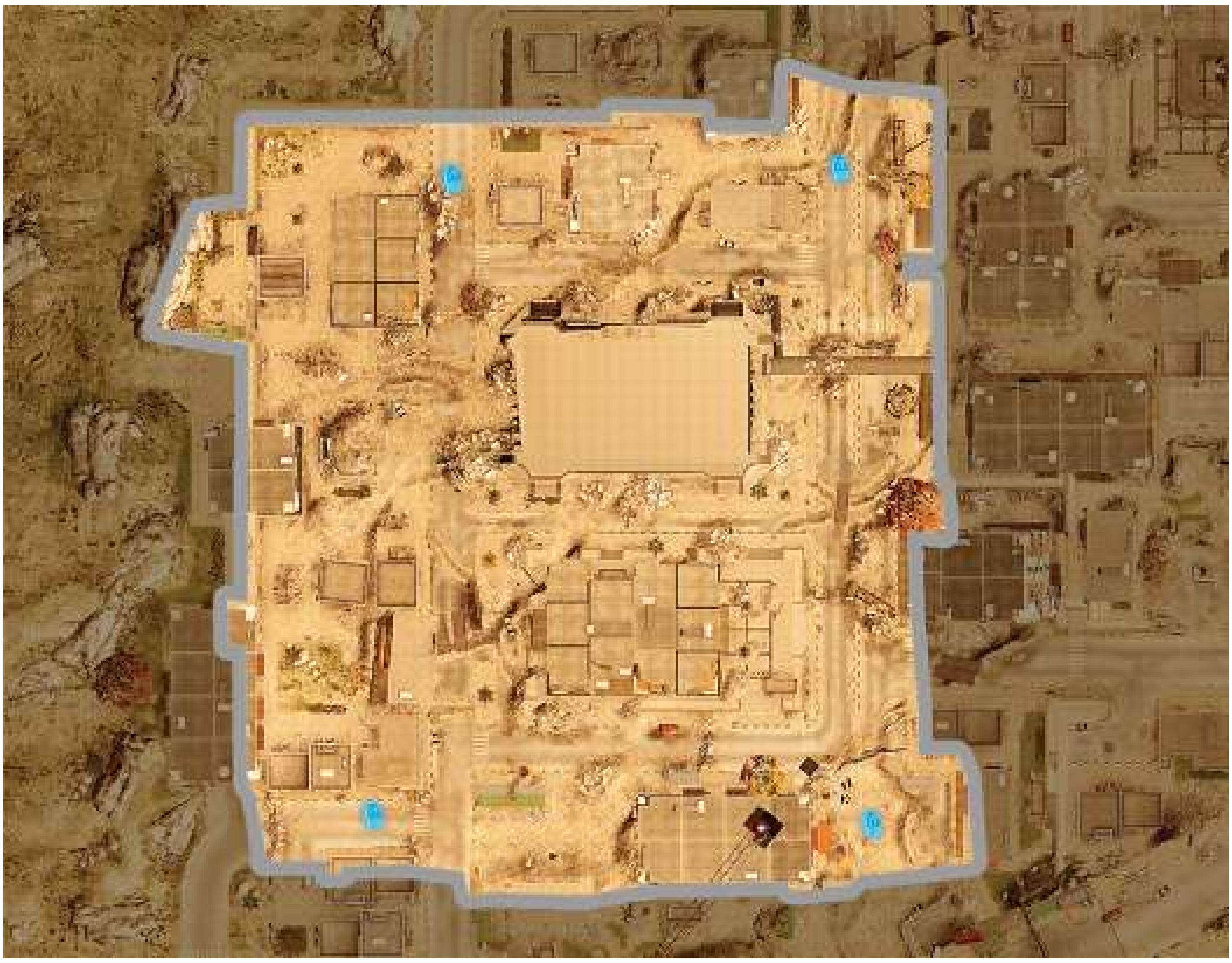
In this game mode, the combat is situated around the Power Station and the Outpost area to the southwest. At random locations, a single BMP-2M deploys into the combat area. This vehicle is well suited to patrol through the lot west of the Power Station and the Outpost area, but it is especially vulnerable to attack when passing through the Power Station itself. The high walls that flank the road through the Power Station mean that the IFV cannot turn easily between them. This Power Station provides plenty of opportunity for close-quarters battles, but the labyrinth of power transformers here also means that being trapped by multiple hostiles is a possibility. If your squad is having difficulty capitalizing on these intense firefights, taking position along the ridge north of the Outpost can give a high-ground advantage on enemies as they pass to and from the Power Station. Don't forget to place mines at the entrance to the Power Station as well, since an enemy speeding through the combat zone in an IFV can pose a particularly real threat to your land-based squad.

Squad Deathmatch

Markaz Monolith



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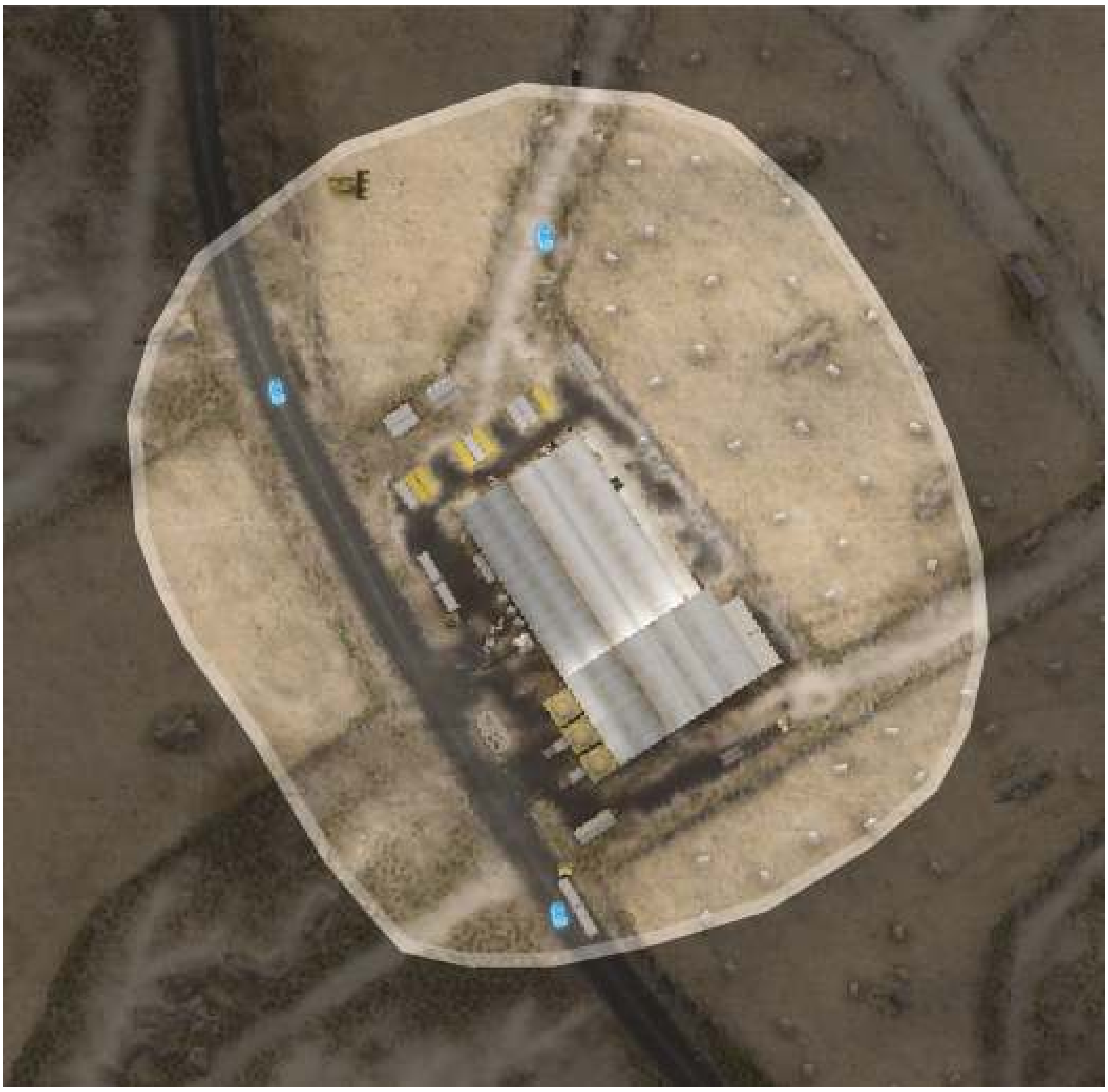
Once again, the city center is the site of this Squad Deathmatch battle, with most fighting taking place around the Mall and hotel. In these matches, most squads automatically gravitate toward the Mall, hoping to secure the upper floors and use the structure as a base of operations. However, the Mall is far too large for a four-player squad to adequately secure—there are simply too many entry points to cover. As a result, the fighting inside the Mall is a chaotic free-for-all, where individual skill often trumps any sense of tactics. If you prefer an arena-style gun battle, by all means, lead your squad into the Mall. However, it's much safer (and wiser) to stay clear of the Mall's interior. Instead, patrol the northern, western, and eastern perimeter of the map—avoid the street on the east side as it's often watched by sharpshooters or patrolled by an IFV. By moving along the perimeter of the map, your squad can rack up plenty of kills by targeting opponents rushing through the center. The perimeter is also where the four possible IFV spawn points are located, so being there increases your squad's chances of gaining access to one of these devastating vehicles. But even if your squad acquires an IFV, stick to the perimeter streets and avoid the Mall's interior at all costs.

Squad Deathmatch

Nebandan Flats



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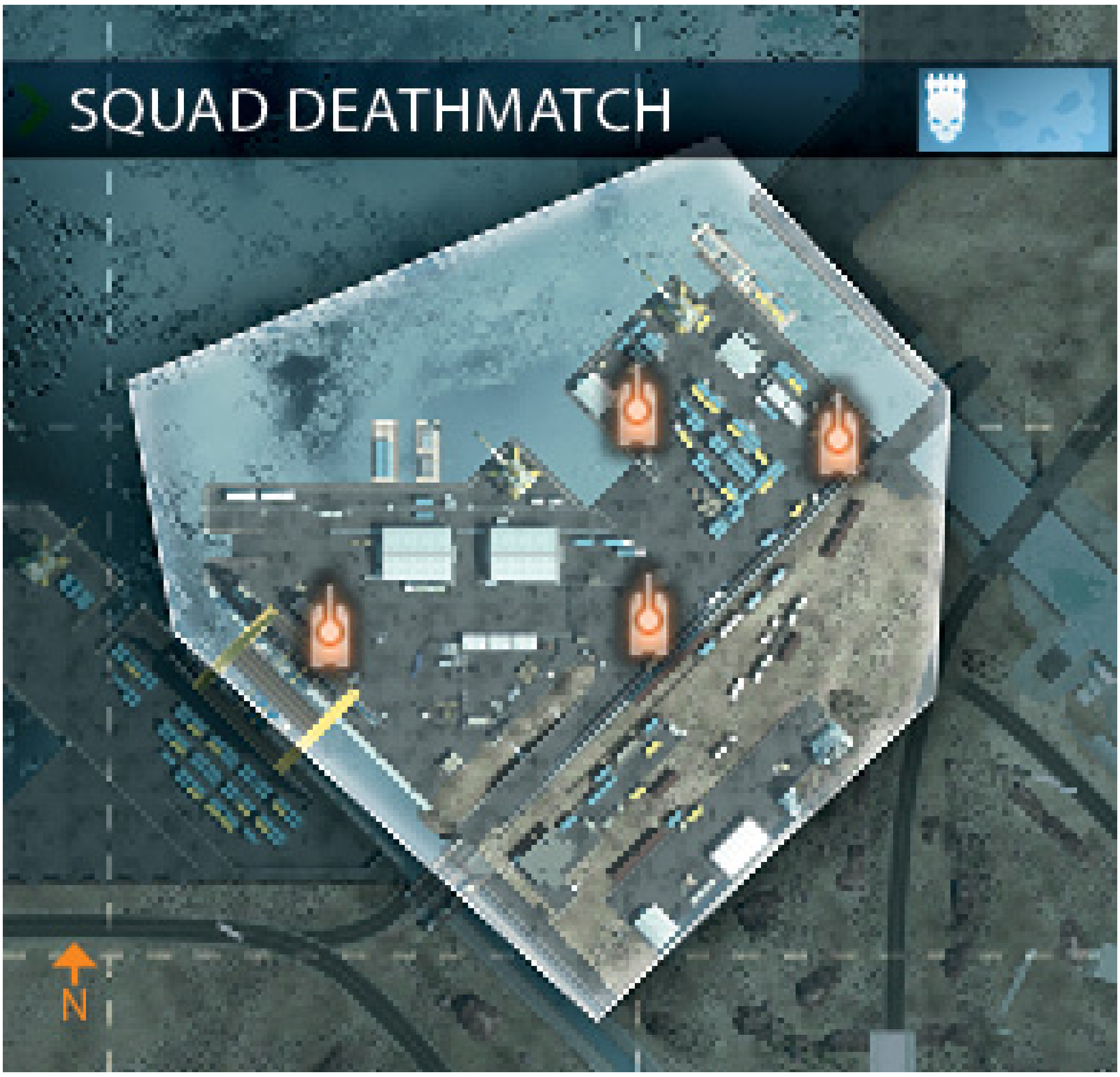
In this mode, the conflict is centered on the Warehouse and the surrounding fields. Although the randomly spawning IFV is present on this map, many of its battles will take place within the Warehouse itself. The confines of the north side of the Warehouse are the home of frantic squad-based combat. Crafty squads will make use of the windows on the building's east side to eliminate enemy squads through the use of grenades and the M320 GL. Given the nature of the combat among the shipping containers on the building's north side, squads looking to avoid direct combat should run through this area, deploying claymores as they proceed through the building. When engaging enemies within the fields, squads should make use of the large hay bales scattered throughout the fields for cover—just don't rely on these to defend against the heavy-weight IFV and its turret. Deploying a MAV can inform a squad of the enemies' positions, and more importantly, the position of the IFV should it not be in your squad's possession. Without many sight lines, recon soldiers are best equipped with shotguns or PDWs, as well as support items like the T-UGS motion sensors and MAVs.

Squad Deathmatch

Noshahr Canals



Squad Deathmatch on this map encompasses the Dry Dock, Container Area, and Train Yard. While on foot, avoid the Dry Dock as there's minimal cover and the tall buildings are popular perches for snipers.

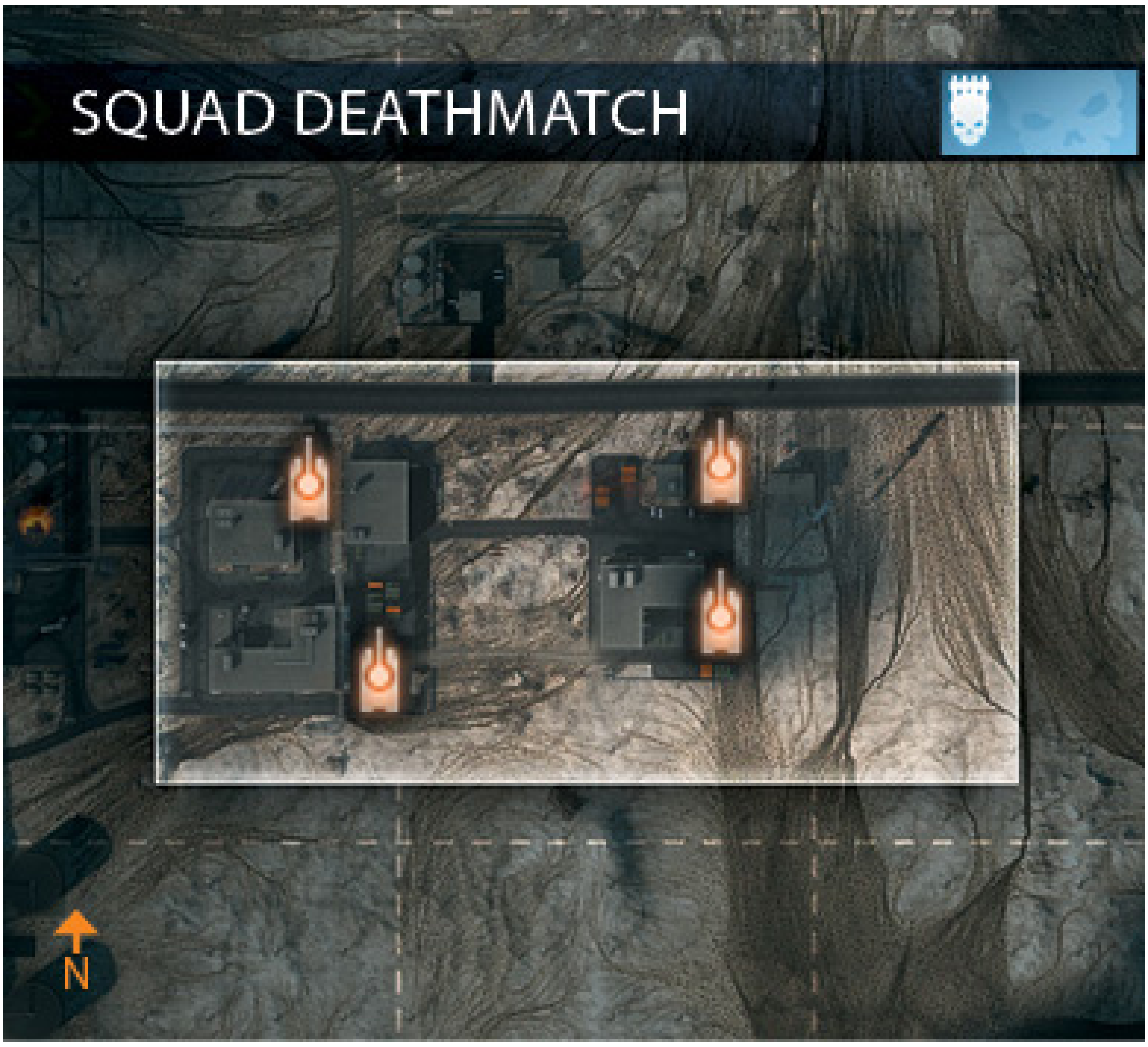
The Container Area and the Train Yard offer more protection, and fewer long sight lines means fewer deaths by snipers. The Train Yard sits on higher ground, too, which is ideal for firing down on enemies racing around the area to the north.

The IFV spawn points are all located around the Dry Dock and Container Area. But if you manage to snag one of these vehicles, keep it near the Dry Dock area, where there's plenty of room to maneuver and spot enemy infantry.

If necessary, you can drive into one of the warehouses to conduct repairs, away from the chaotic action outside. Once fully repaired, get the IFV back into the fight to give your squad a lead in total kills.

Squad Deathmatch

Operation Firestorm



The map in Squad Deathmatch is restricted to the areas around the Warehouses and Construction Site. There are four large warehouses in this area, which make for some chaotic interior fightfights.

With the IFV spawning at one of four spots on the perimeter, squads often seek shelter in the warehouses to avoid getting wiped out. But this often puts them in close contact with opposing squads.

So come prepared to do battle at close range. Engineers armed with carbines and rocket launchers are well suited for countering most threats on this map.

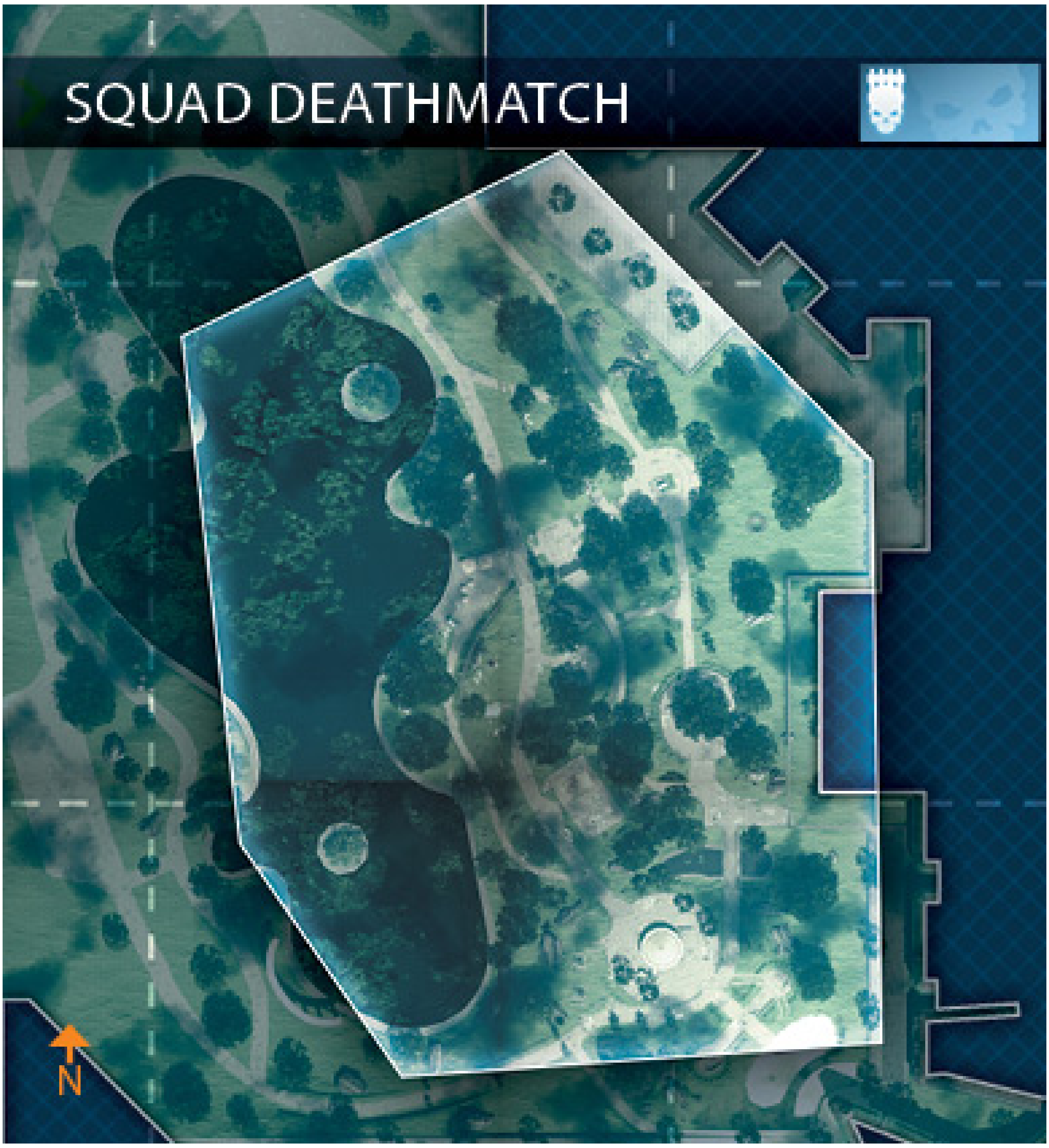
Unless your squad occupies the IFV, avoid moving through the undeveloped area between the Warehouses and the Construction Site.

With little cover to hide behind, this area is often camped by snipers firing from warehouse windows and rooftops to the east and west.

While it may seem like a good idea to stay put inside a warehouse and blast any opponents who enter, chances are your squad won't score enough kills to maintain the lead. So if this safe tactic doesn't work in your favor, begin moving around to seek out new prey.

Squad Deathmatch

Operation Métro



The park is the site of this Squad Deathmatch, providing a mix of lush terrain to carve up with your squad's weapons. There are no IFV spawn points on this map, so it's purely an infantry battle, with the most skilled squad claiming victory.

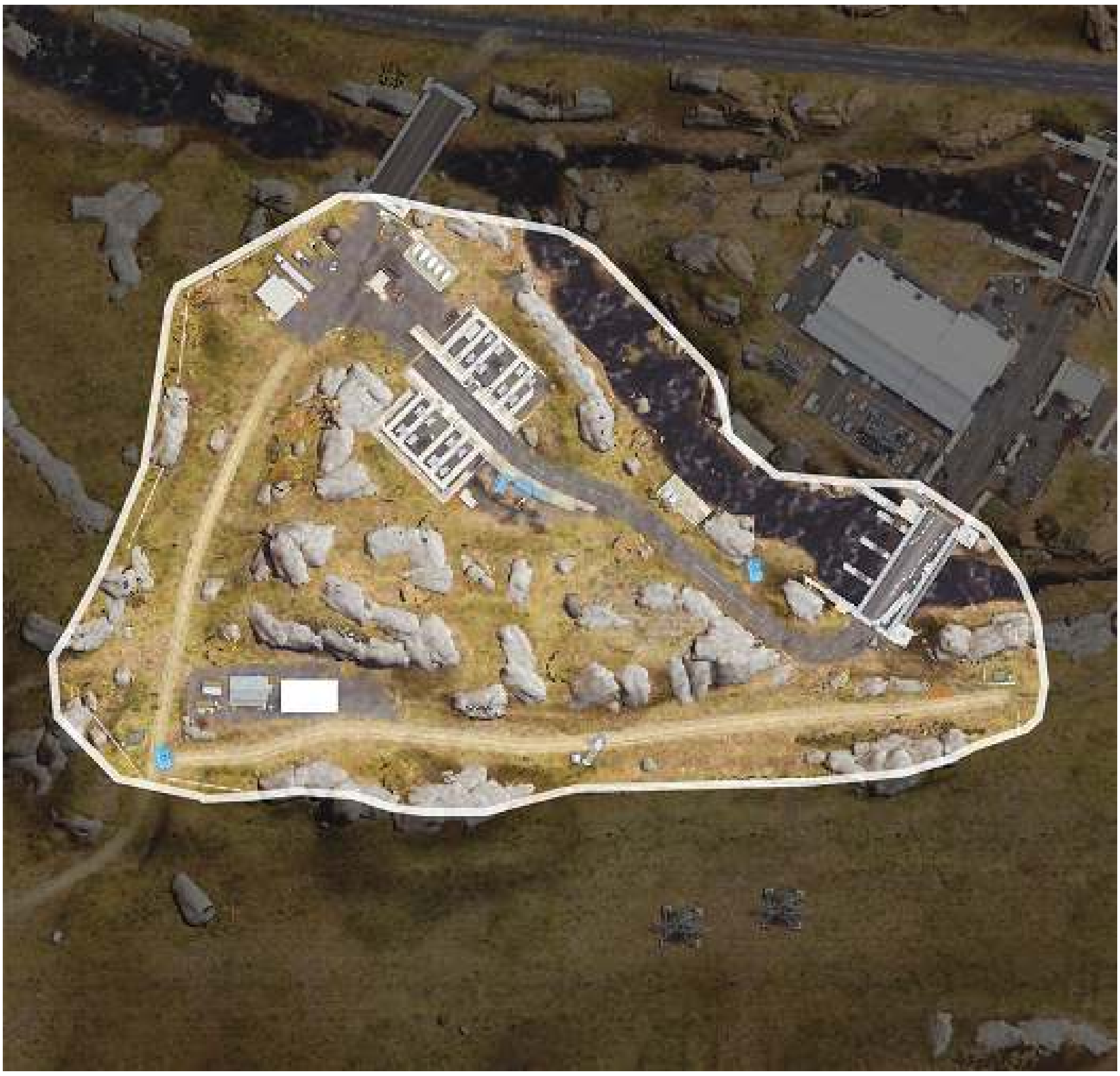
Given the open terrain of the park, there are not many advantageous locations from which to defend. But that won't stop recon troops from setting up camp and sniping opponents.

As usual, avoid the paved footpaths and other open areas that lack cover, such as the pond to the west. Instead, methodically creep along the map's east side, using the trees and boulders for cover while training your weapons on opponents in the center of the map.

By keeping your backs against the eastern boundary, you can avoid being attacked from behind.

Squad Deathmatch

Operation Riverside



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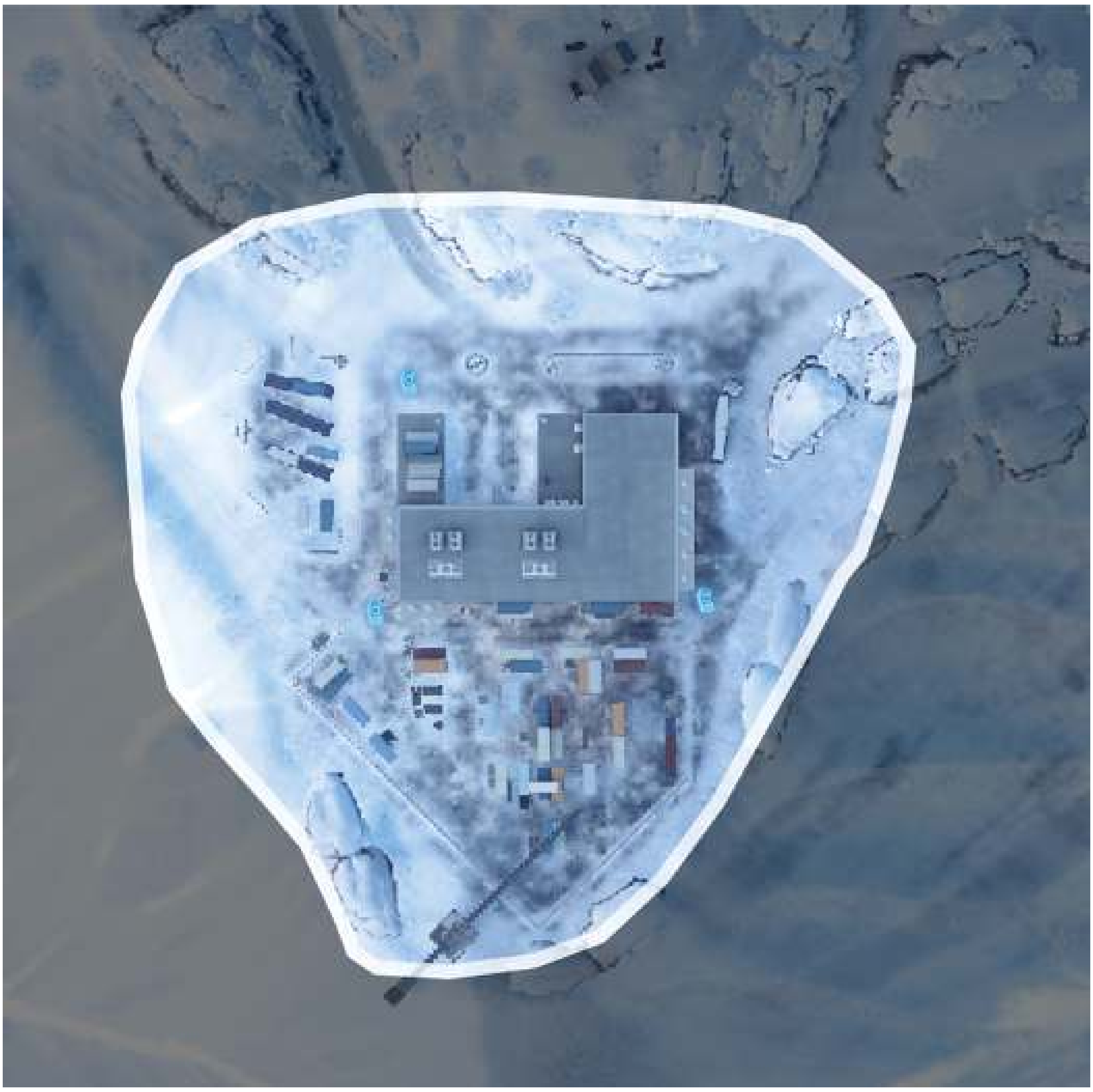
Squad Deathmatch

Sabalan Pipeline



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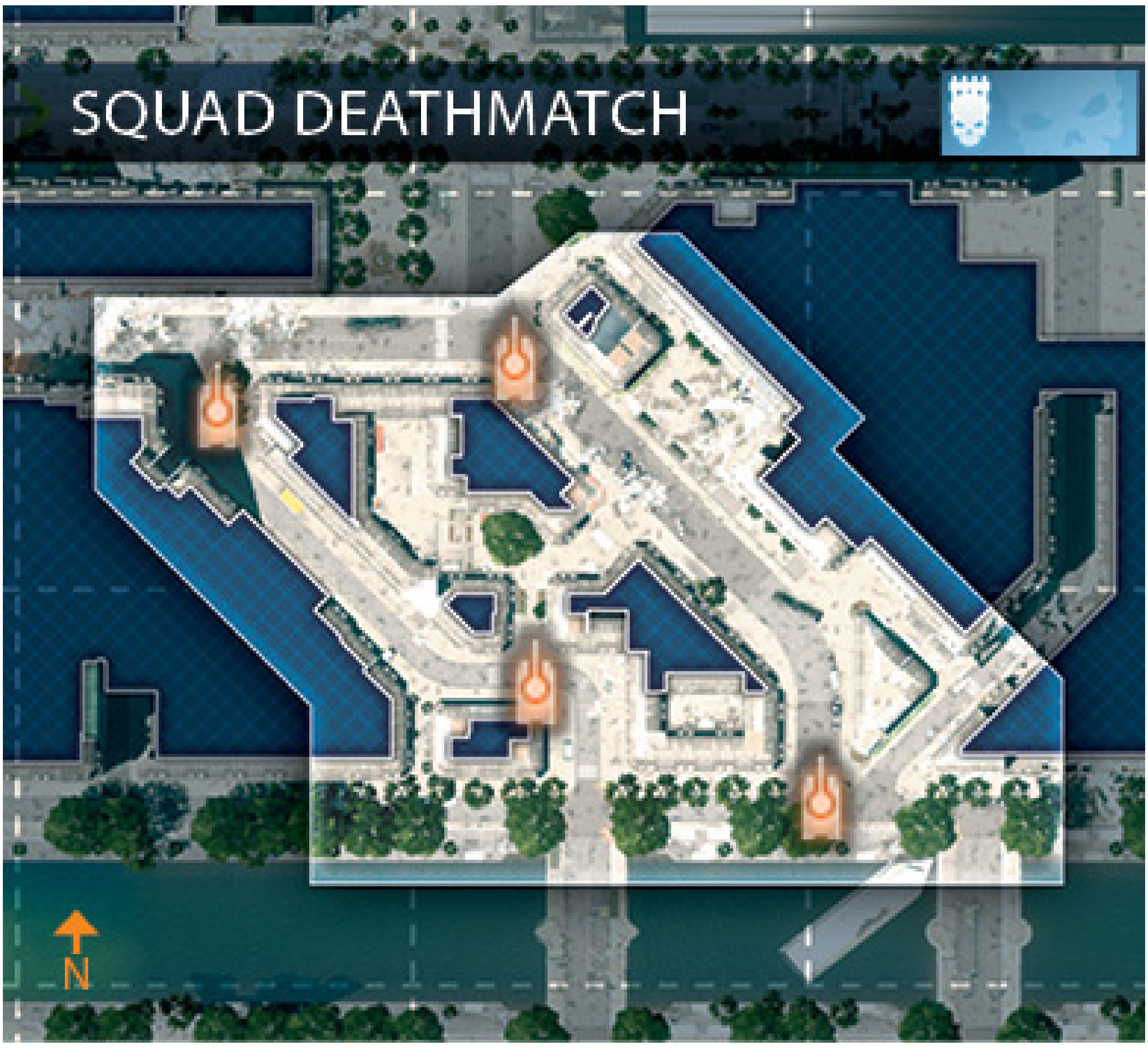
Focused around the Warehouse, the Squad Deathmatch combat at Sabalan Pipeline will be fierce and in close quarters, despite the massive exterior area surrounding the Warehouse. Combat will focus on two areas: the multitiered interior of the Warehouse and the outdoor storage yard south of the building that contains a large number of shipping containers. The tight confines of the storage yard will make it difficult to navigate with the IFV, as the tight turns and haphazardly placed shipping containers provide enemy squads opportunities to use explosives to destroy the vehicle. For the squad that possesses the vehicle, the best tactic is to travel just outside of the fence line and fire its weapons into the storage yard, where the close-quarters combat is taking place. Doing this suppresses enemy soldiers, and racks up kills through splash damage or kill assists. Once inside, the multiple tiers of the Warehouse provide plenty of opportunities for campers to capitalize on their elevated position, quickly killing off entire squads that choose to stick together. Experienced teams will either place T-UGS motion sensors or deploy a MAV to observe enemy positions and flank when possible.

Squad Deathmatch

Seine Crossing



In this Squad Deathmatch, the map is restricted to the area around the Back Streets, Monument Square, and Market Avenue on the north side of the river. There are four possible IFV spawn points located along the perimeter streets.

However, this is a dangerous map for vehicles given the numerous hiding spots for enemy engineers and support troops armed with C4.

So if your squad gains access to an IFV, move to the northern street, turning your rear armor to the north and your front armor to the south.

This allows you to fire down the western and eastern streets from an elevated position while protecting the vehicle's weak rear armor from flanking attacks. If your squad doesn't have the IFV, avoid the streets at all costs.

Even if the IFV isn't present, the streets are likely to be covered by enemy sharpshooters. Instead, patrol the narrow streets and alleys on the perimeter.

The Back Streets area in the center of the map acts as a hub that is frequently traveled by all squads. If your squad can hide here, you're bound to score dozens of kills that help to secure the lead.

Squad Deathmatch

Sharqi Peninsula

This vital position on the Persian Gulf possesses a TV station with a powerful transmitter that aids the ongoing Russian campaign by broadcasting propaganda.

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US rapid deployment forces have captured this coastal position and now face a determined counterattack by converging Russian forces.

This lazy seaside resort of villas, markets, and beach houses is about to become a modern battlefield as US forces attempt to hold onto their newly captured communications prize.

Compared to most Squad Deathmatch maps, this one is huge; it encompasses the entire city except for the TV Station.

Instead of roaming around the map looking for easy kills, consider finding a spot near the map's center and occupying it.

Obviously, the Construction Site is the most popular location. The tall buildings and the massive crane all serve as excellent sniping perches.

But the Construction Site is far too big for one squad to adequately lock down. The hillside to the west, near the Surveillance Post, is another nice overlook.

Squads posted here have a clear view of the east side of the city and can engage opponents scrambling about the Construction Site.

Plus, there's an IFV spawn point on the road to the east. Speaking of IFVs, this is one map where your squad can go the distance with one of these vehicles.

With plenty of paved roads to choose from, drive this vehicle near the middle of the map to score some quick kills, then retreat to the periphery to conduct repairs before making another push inward.

The key is to stay on the roads, where you can speed away if necessary. The longer your squad can maintain control of the IFV, the greater your chances of walking away with a win.

Squad Deathmatch

Strike at Karkand

Control of the industrial facility and harbor at Karkand motivates this assault by US forces, where they find Russian forces marshalling to defend the industrial city and determined to meet the attack with stiff resistance.

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The terrain surrounding Karkand is sufficiently open to allow for sweeping fields of fire, but the open ground increases the danger posed by anti-vehicle missiles and sniping.

It is vital for both sides to secure firebases in Karkand’s sheltered city center.

Squad Deathmatch encompasses the entire east half of the city, making for an exciting experience as your squad dashes across streets and sweeps alleyways for opposing forces.

There are four possible IFV spawn points, giving your squad the chance to hop aboard and score some easy kills. However, this map favors infantry more than vehicles.

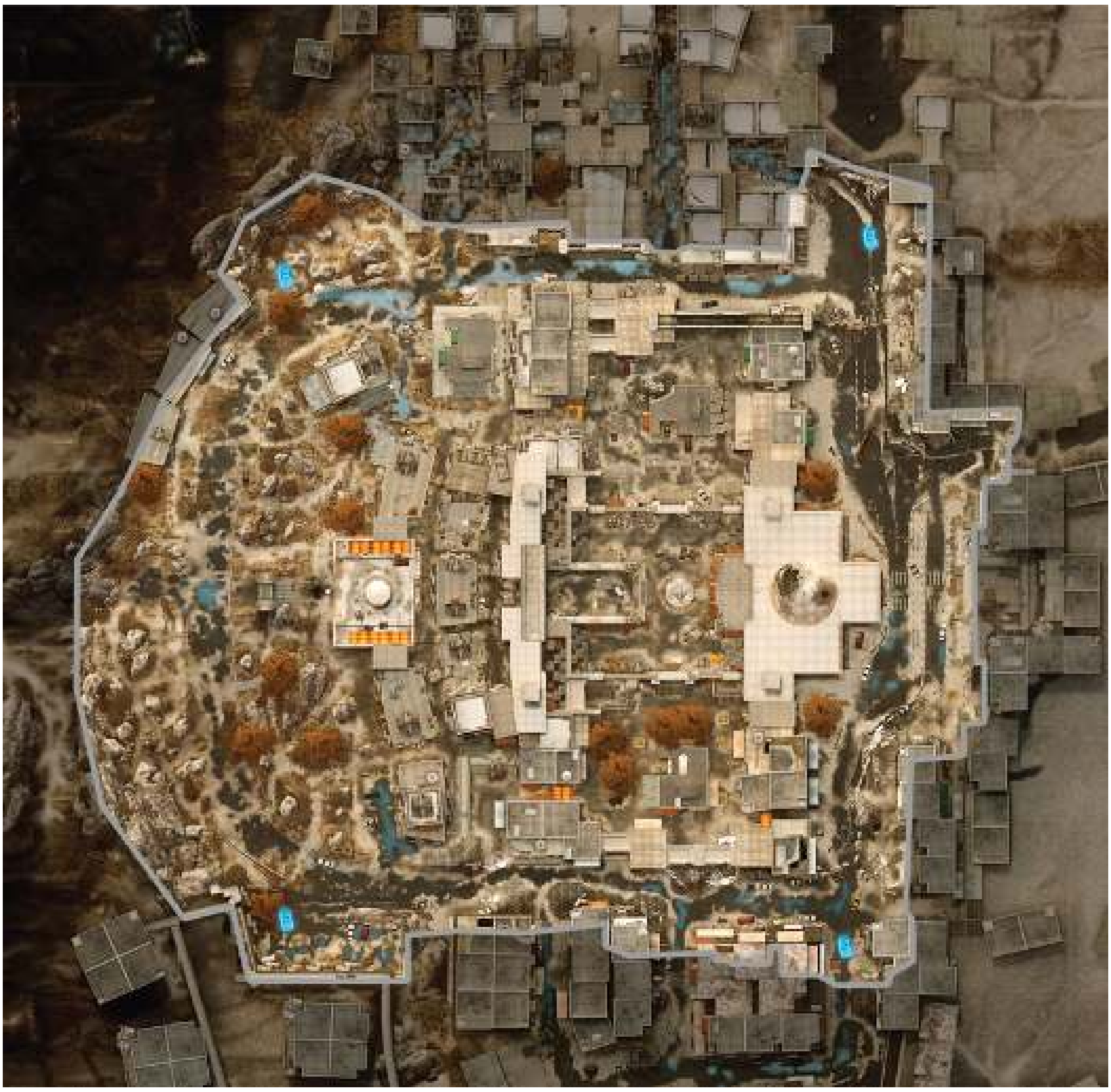
The buildings and alleys offer plenty of places to hide and flank enemy IFVs, assuming you have the firepower. Therefore, make sure your squad has at least one engineer to deal with these threats.

While there are some great sniping perches in this city, it’s best to stay on the move, working your way around the map’s perimeter. While moving, stay in close contact with your squad.

In tight quarters, it’s easy to get separated, making you vulnerable to attacks by enemy squads. This is one city where you constantly need a buddy to watch your back.

Squad Deathmatch

Talah Market



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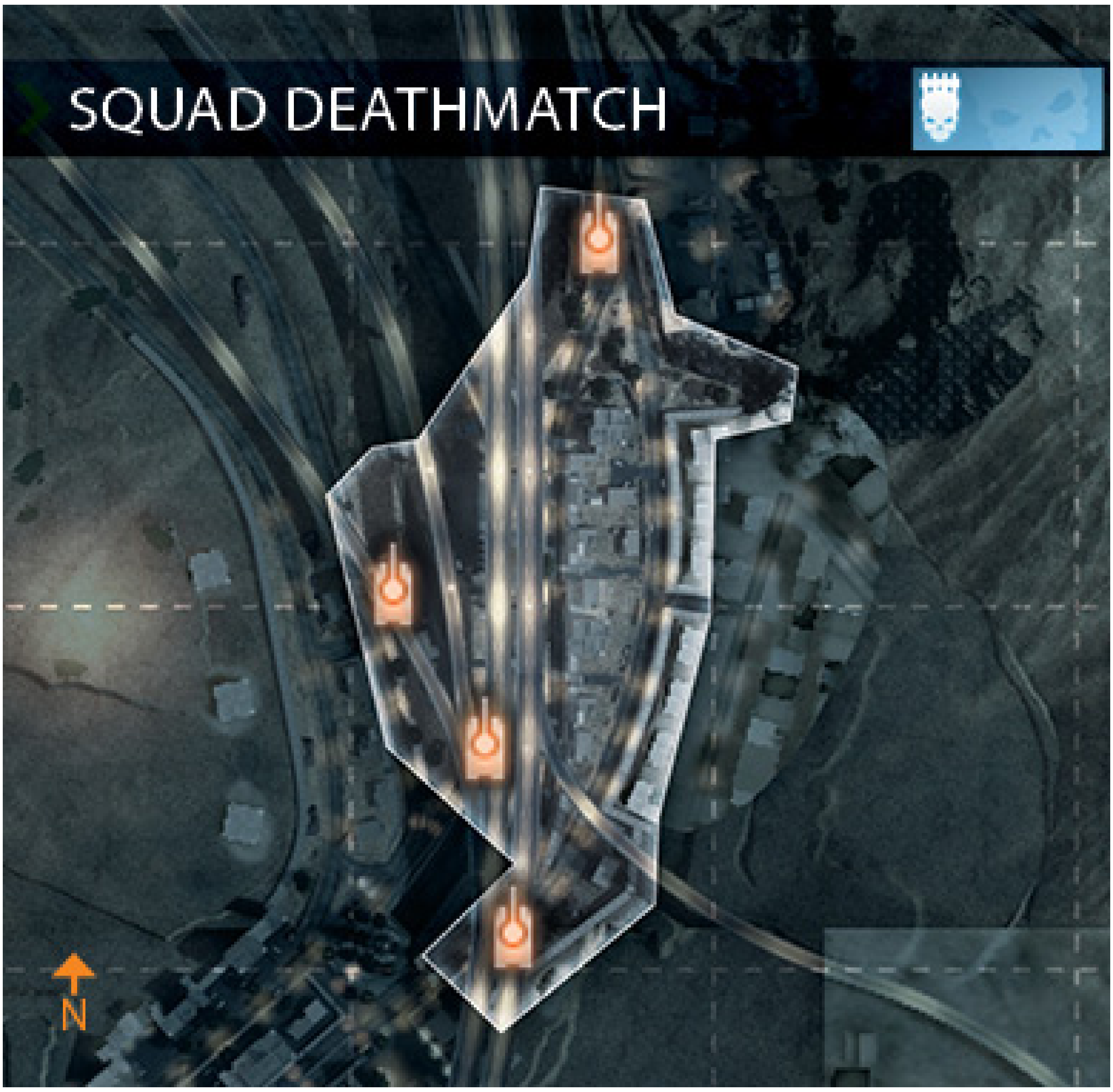
Whether your squad prefers rushing about or digging in at one location, this map offers a variety of tactical options. When moving about the map, stick to the center and moving through the Courtyard, Square, and alleys east of the Park. But be careful to avoid the streets ringing the map as they're likely to be patrolled by an IFV or camped by enemy snipers. By sticking to the cramped alleys in the center of the map, your squad has the best chance of racking up kills while minimizing risk. If you prefer to stay put, consider hiding out in the abandoned souk on the east side of the Square or within the garage-like structure at the Courtyard. Both of these buildings are adjacent to high-traffic areas where it is easy to ambush opponents. If your squad is lucky enough to gain access to one of the four randomly spawned IFVs, drive it along the perimeter road surrounding the map and engage foot traffic in the center. However, be careful not to park the IFV in one spot for too long, no matter how many kills you're racking up—a stationary IFV is a juicy target for incoming rockets and C4-toting support troops.

Squad Deathmatch

Tehran Highway



If you’re familiar with the Conquest variants of Tehran Highway, you’ll have an easier time getting your bearings in this chaotic match. The action here is restricted to the areas around the Back Yard, Truck, Foot Bridge, and Construction Site.

While the highway makes up a large portion of this map, avoid this area if you’re on foot. Three of the four potential IFV spawn locations are positioned along the highway—the fourth is on the north side of the map, near the depot.

Given the wide roads and long sight lines, the IFV has an easy time operating along the highway. But if you’re on foot, it’s a good idea to stay within the neighborhood on the east side of the highway.

This gives you a better chance to confront other squads at close to intermediate range. This neighborhood also sits on higher ground, so your squad fires down at opponents on the highway to the west.

Squad Deathmatch

Wake Island

The Imperial Japanese Navy conquered the coral atoll of Wake Island in 1941. The island remained in Japanese control until the end of the war in 1945.

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Now, 70 years later, the US Marines have returned to this small island in an attempt to secure the airfield, now occupied by Russian forces.

With air, ground, and sea units prepared for deployment, this small horseshoe-shaped island is once again the site of an intense battle between two superpowers.

The Squad Deathmatch variant of Wake Island is set at the Airfield. The flat, open terrain of the runway is definitely a kill zone and should be avoided at all costs.

Even if your squad acquires an IFV, avoid loitering near the runway where your ride is likely to be hit by incoming rockets from all angles.

Instead, seek more defensible terrain to the east side of the Airfield. To avoid getting caught in the open, most squads gravitate toward the large hangar-like building on the east side of the runway.

The interior of this building is a high-traffic area that is likely to see plenty of action throughout the match. While it’s possible for a squad to lock down this building, it may prove too costly to defend.

If you’re looking for a quieter location, head for the rocky hills on the west side of the runway. With the sea at your back, you won’t have to worry too much about being flanked.

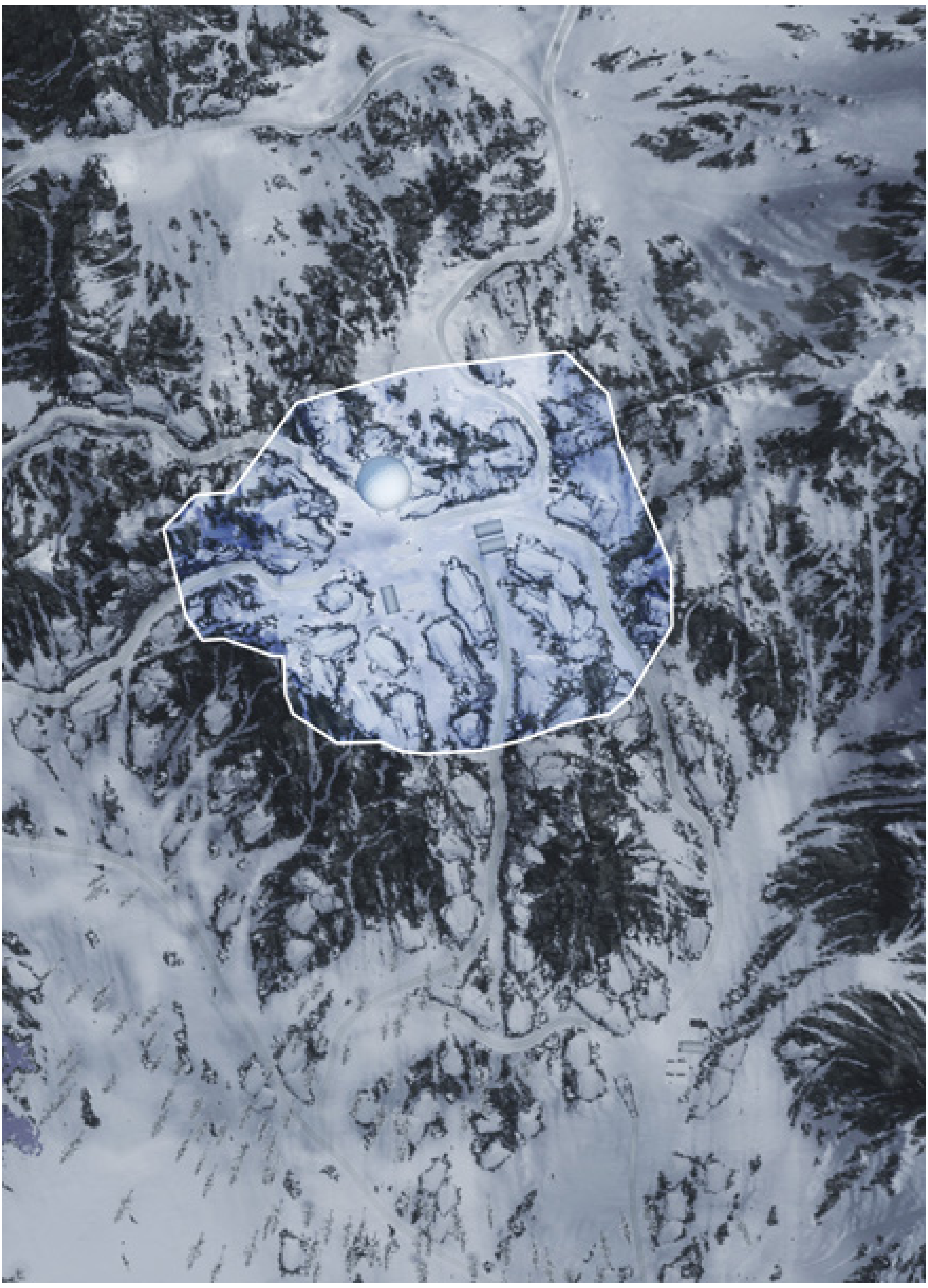
The hills also provide an elevated view of the Airfield that is ideal for picking off opponents at long range. But if your squad becomes too successful here, prepare to move out.

The hill to the northeast, by the Beach, is also a good location from which to engage opponents at the Airfield.

By moving along the northern and western sides of the Airfield, your squad can avoid getting caught up in the chaos around the runway.

Team Deathmatch

Alborz Mountains



The Team Deathmatch variant of this map is restricted to the area around the radar station. At the center of the map is the tall radar tower, often making this structure the focal point of the battle. The tower's elevated catwalks provide a sweeping view of the surrounding area, making it an ideal sniper perch. However, securing the tower from enemy infiltration is a must if your team attempts to hold out here. Place claymores along the stairways and post guards on the catwalks to defend against intruders. While the radar tower offers a clear view, the catwalks offer little cover. Instead, consider sniping through the windows of the control room. Aiming through the windows reduces the field of view, but the added cover is worth it. If the opposing team controls the tower, do your best to stay out of sight. Hide among the rocks to the south and use a sniper rifle of your own to pick off exposed opponents on the tower's catwalks. Considering the long sight lines on this map, choose your weapons accordingly. Assault rifles and sniper rifles offer the best range and power. However, you may want to go with a shotgun or PDW if attempting to clear out the radar tower.

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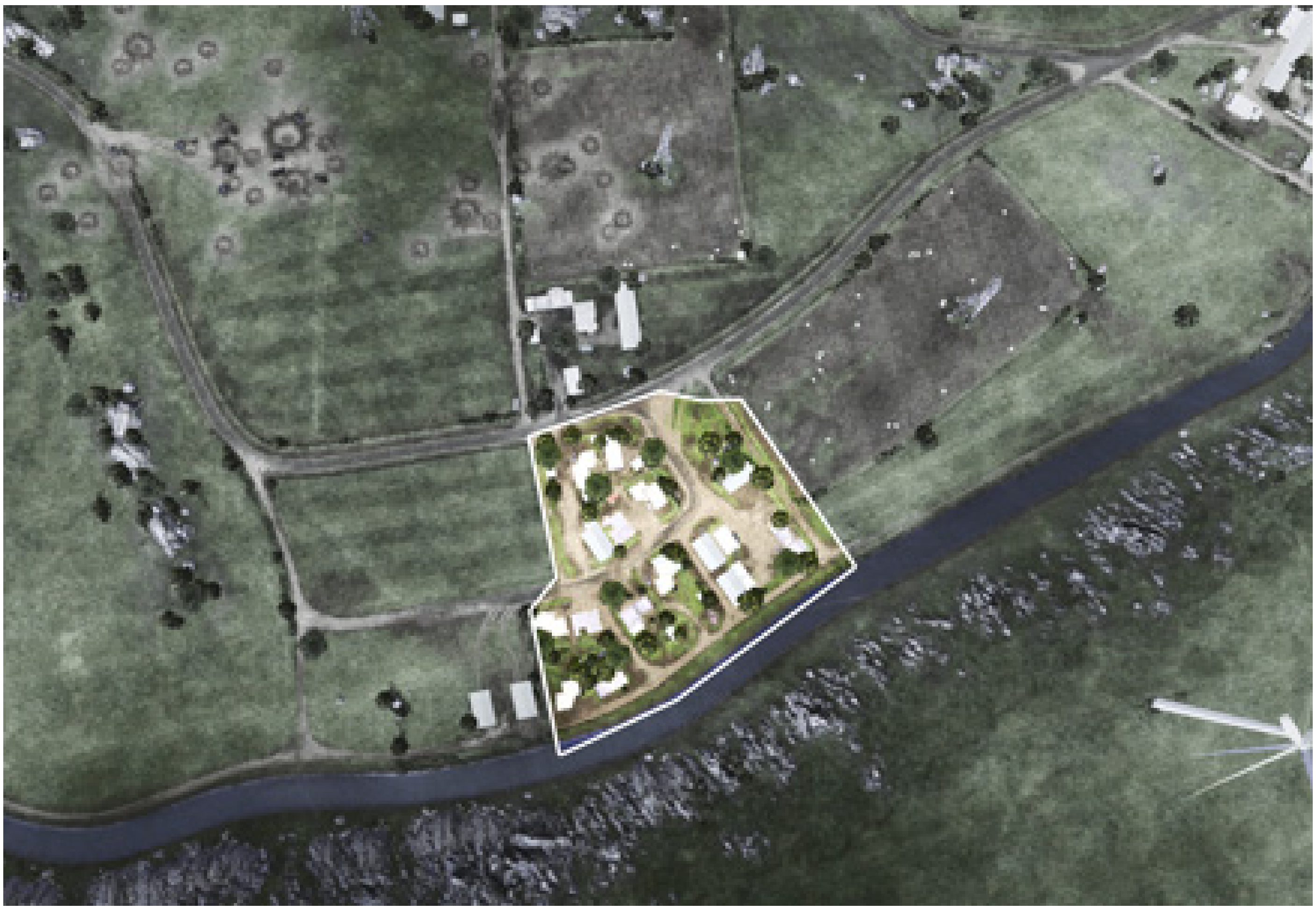
Team Deathmatch

Armored Shield



This battle, situated entirely within the confines of the village is an absolute meat grinder. The more players on the map, the greater the intensity—and carnage. Before spawning into this battle, think urban combat. Given the house-to-house nature of this battle, almost every enemy encounter occurs at extremely close range. Therefore, strongly consider bringing along a shotgun or PDW equipped with a laser sight. While the laser sight is effective for temporarily blinding opponents, it also increases hip accuracy, allowing you to fire accurately without aiming through a scope or iron sight. Rocket and grenade launchers are good choices too, ideal for blowing holes in walls, taking out opponents hiding behind cover. Consider spawning into the match as a shotgun-toting recon soldier and quickly place a T-UGS motion sensor to identify the locations of nearby enemies. Sharing this information with your team will help them hunt down opponents, boosting your team's score. Every time you spawn into the match, plant a new T-UGS motion sensor to reveal more enemies. Tracking the locations and movement of enemy troops is the best way to give your team the upper hand in this unforgiving environment.

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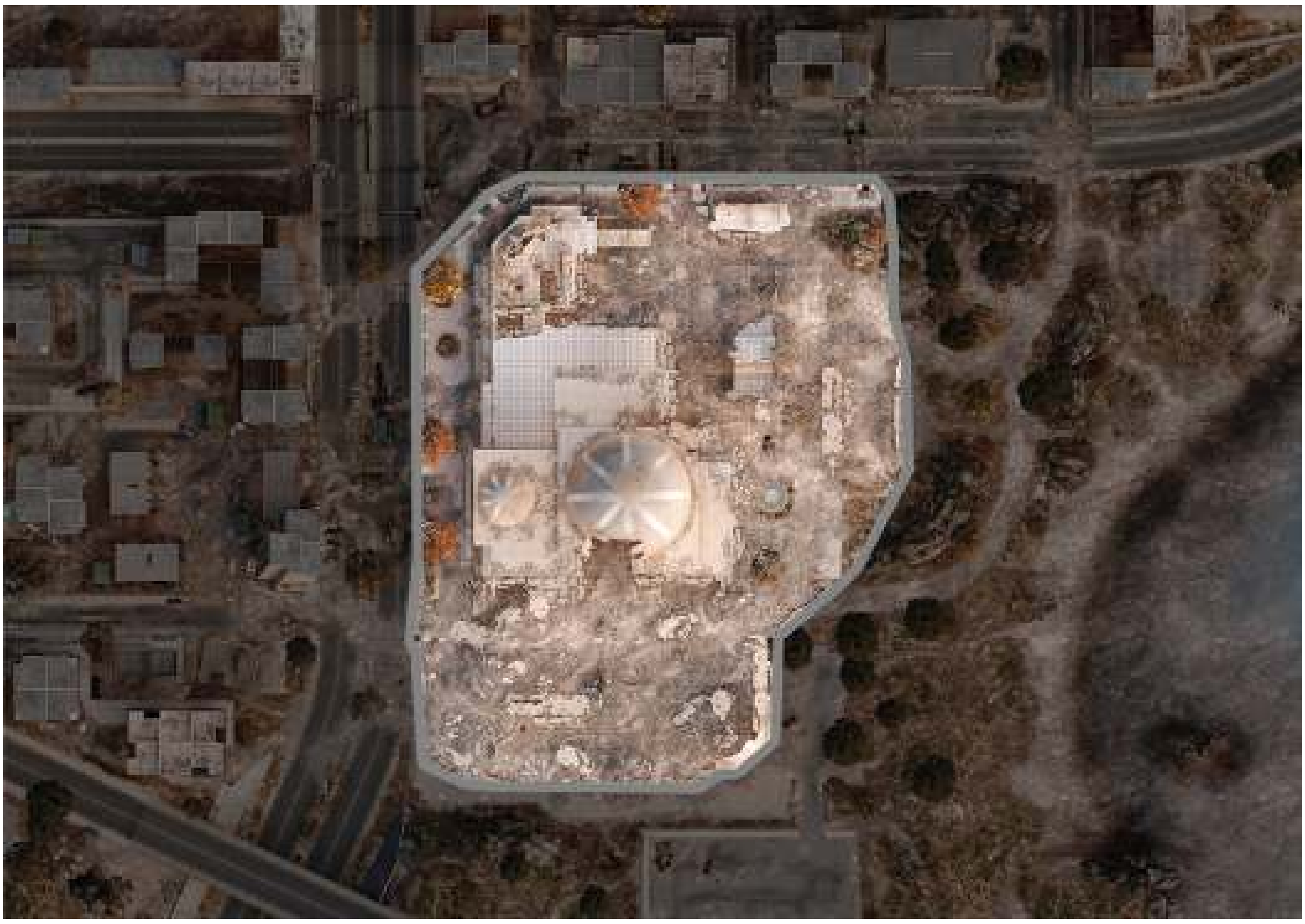
Team Deathmatch

Azadi Palace



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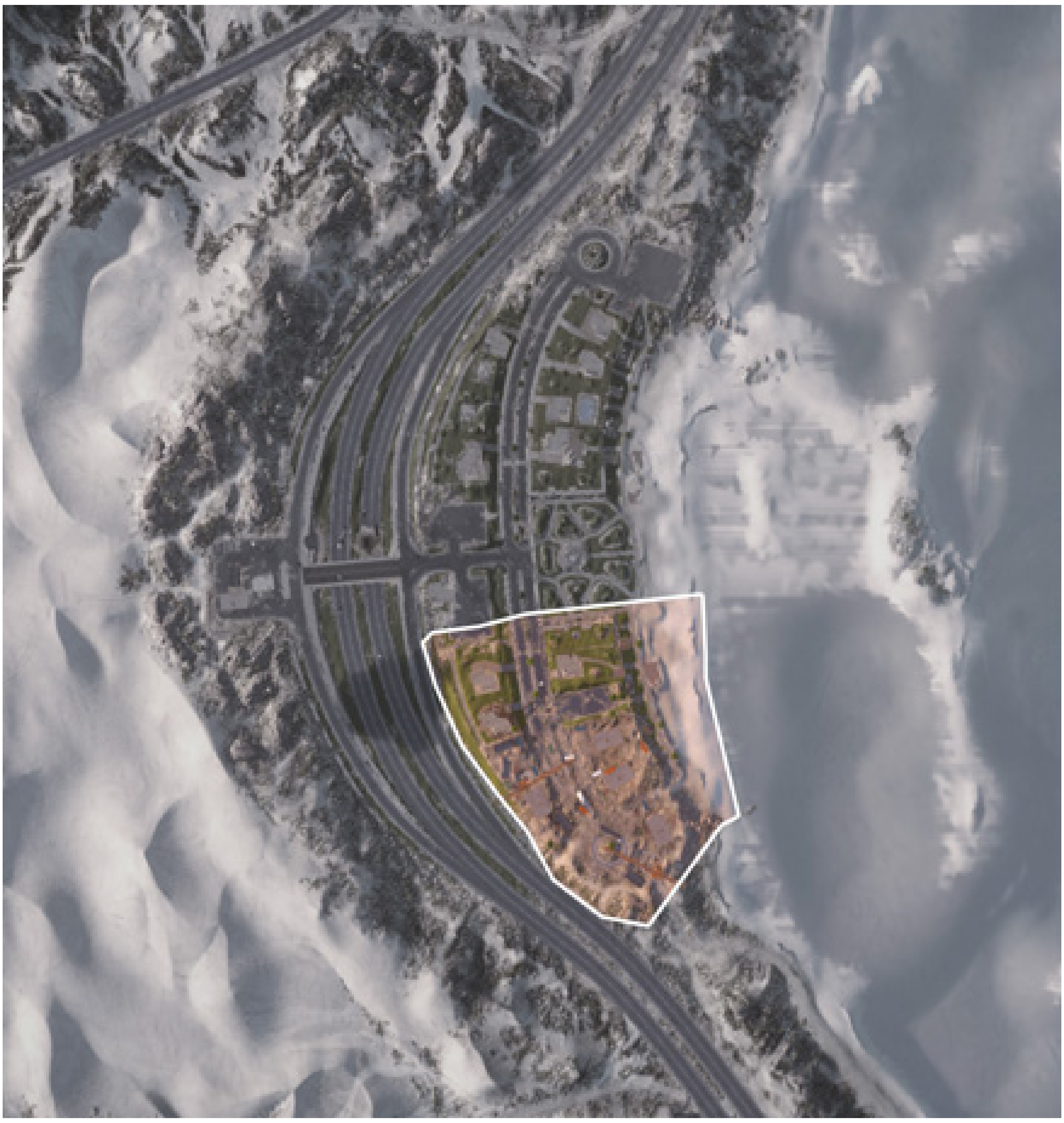
Like Scavenger and Gun Master, Team Deathmatch takes place entirely at Azadi Palace, and the locale always leads to some truly chaotic gun battles as both teams fight for dominance. The presence of a massive two-story structure often drives most players indoors. As a result, the interior gets crowded very fast, with bullets whizzing through corridors and grenades detonating all over the place. This is particularly true on the ground floor, where constant movement is necessary if you wish to stay alive longer than a few seconds. Coordinated teams have a better chance of making a stand on the second floor, where the rooms and corridors are larger and much easier to defend. The Senate room, on the north side, is one of the most popular defensive positions. With only three access points consisting of two staircases and one doorway, a handful of teammates can lock down this room with little trouble, and ambush opponents as they wander within sight. If you prefer to avoid the chaos inside the Palace, the rubble along the structure's perimeter offers decent cover and concealment. Consider posting up on the Palace's east side and engaging opponents racing about the exposed second floor, near the restaurant. But don't stay in one spot for more than a few seconds unless you want to donate your dog tags to a knife-wielding foe.

Team Deathmatch

Bandar Desert



In Team Deathmatch the action is largely focused around the construction site, making this a deadly urban environment ideal for this fast-paced game mode. The many buildings here offer plenty of cover and options for static defenses. If your team is looking for an Alamo, consider one of the partially constructed three-story buildings on the south side of the map. The third floors of these buildings offer excellent sight lines and decent protection. But if you choose to hold out in one of these buildings, make sure someone defends the ladders and stairways. Placing T-UGS motion sensors around your defensive position is a great way to warn your team of potential intruders. While the cranes are attractive sniper perches, you're likely to be picked off while climbing the tall ladders. Instead, look for lower-elevation positions that offer a good view of the street on the north side of the map. If you prefer to stay on the move, always travel in a pack of three to four teammates while using the walls, barriers, and buildings for cover. When possible, move along the perimeter of the map, particularly when operating in the south side of the map. Avoid the center of the construction site at all costs, as it's likely watched by opponents posted in the surrounding buildings. Instead, look for opportunities to target opponents hiding in these buildings—rockets and grenade launchers are ideal for making these players scramble for cover.

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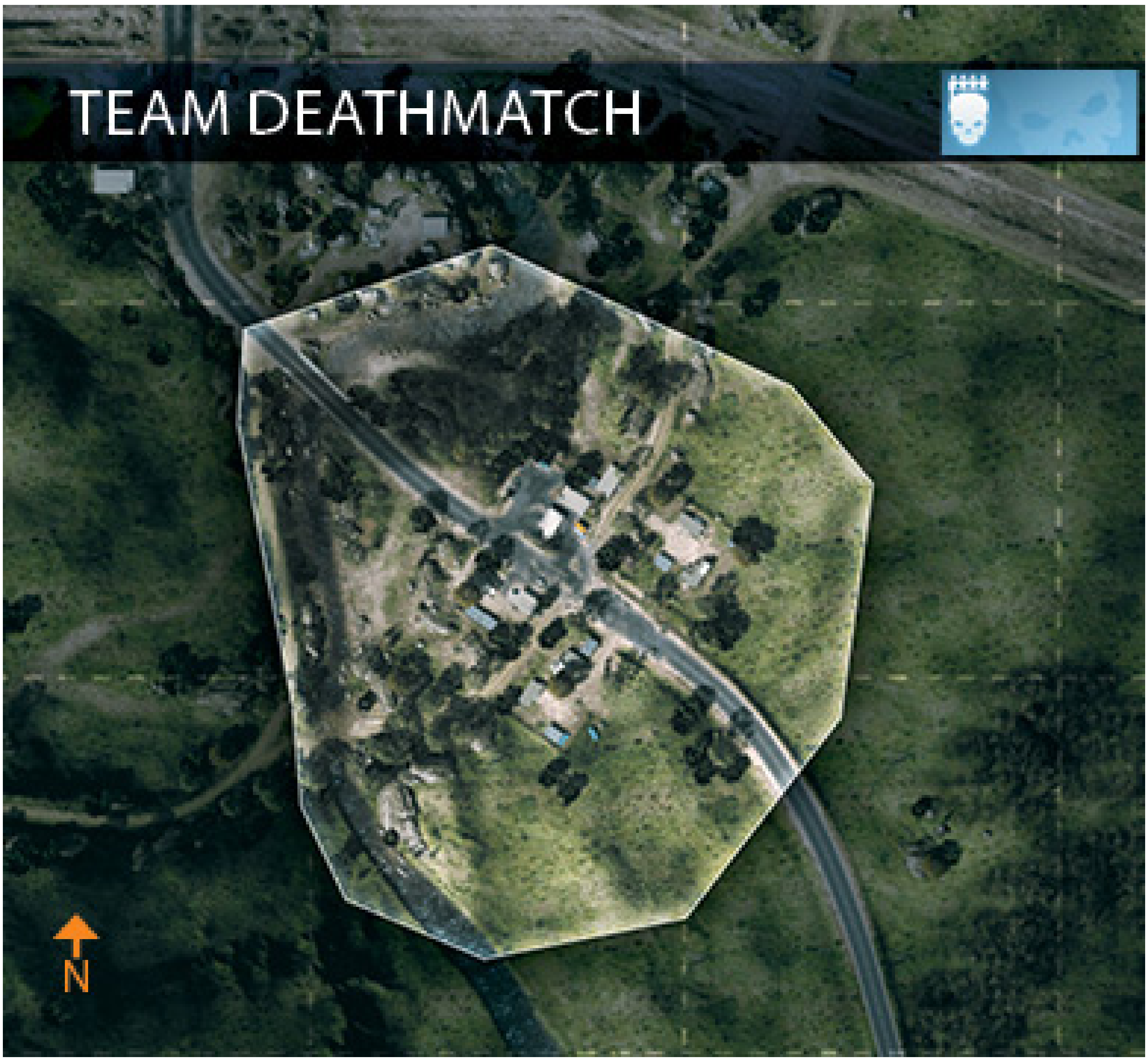
Team Deathmatch

Caspian Border



In the Team Deathmatch variant, controlling the structures around the Gas Station is a good strategy for dominating a round. The Gas Station is at the very center of this map, along with several other small structures to its south and east.

While the buildings may seem like safe positions from which to defend, keep in mind that almost every wall is destructible. The crossroads at the center of the map is a good place to avoid.

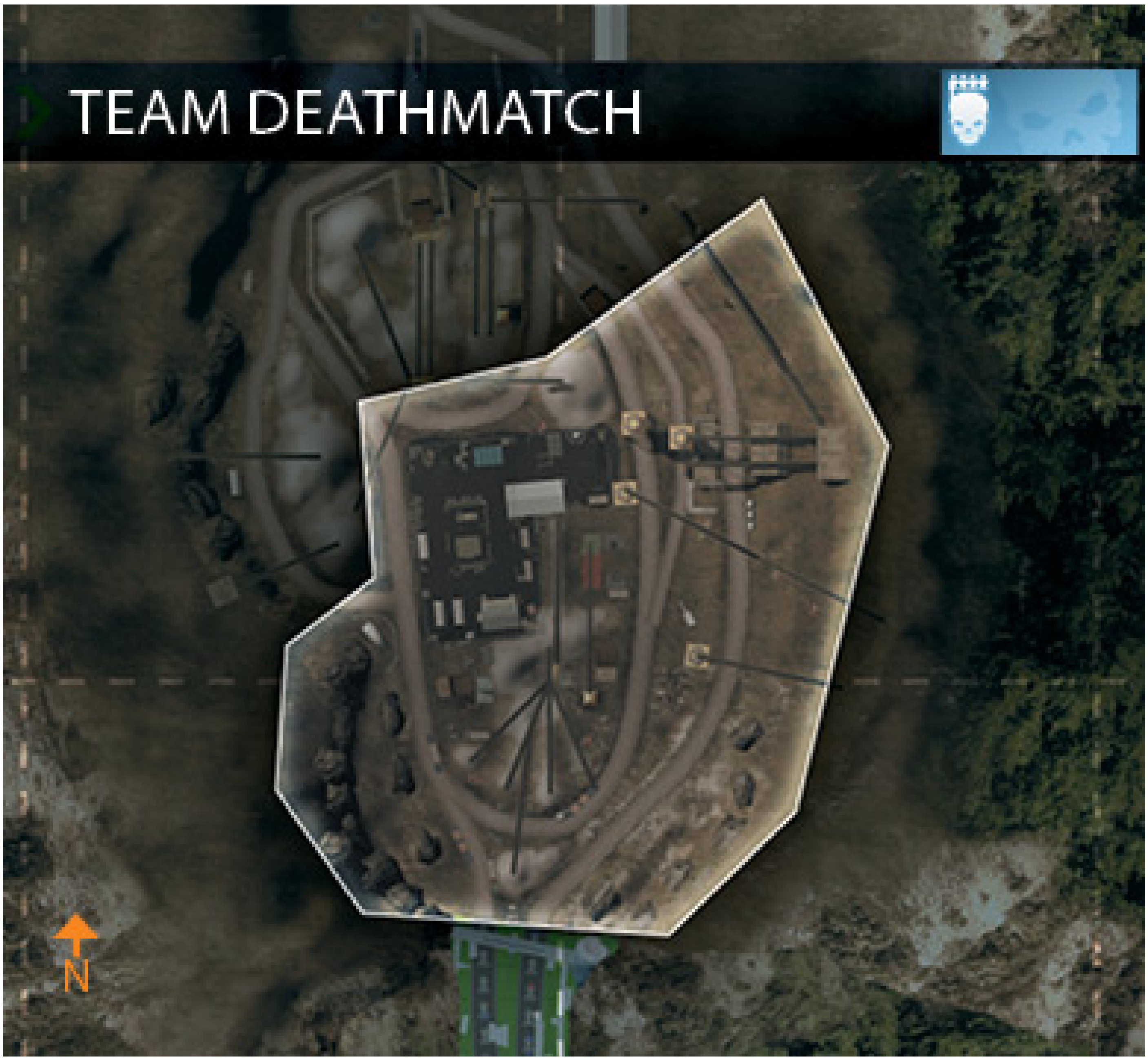
Both the paved and dirt roads offer long sightlines and are frequently watched by recon and support players looking for easy kills. If you want to avoid getting sniped, head for the woods north of the Gas Station.

Here, you can find decent concealment that is ideal for launching ambushes. However, as in any Team Deathmatch, never wander off on your own.

Stay with at least one other teammate, or form a small posse of teammates and orbit around the perimeter of the map looking for easy prey. Being constantly moving is preferable to defending one static position unless you have the dedicated manpower to make a stand.

Team Deathmatch

Damavand Park



When playing on a full server, the fight in and around this Mining Area can get extremely intense. If you find yourself on the valley floor, immediately seek cover among the small buildings or mining equipment.

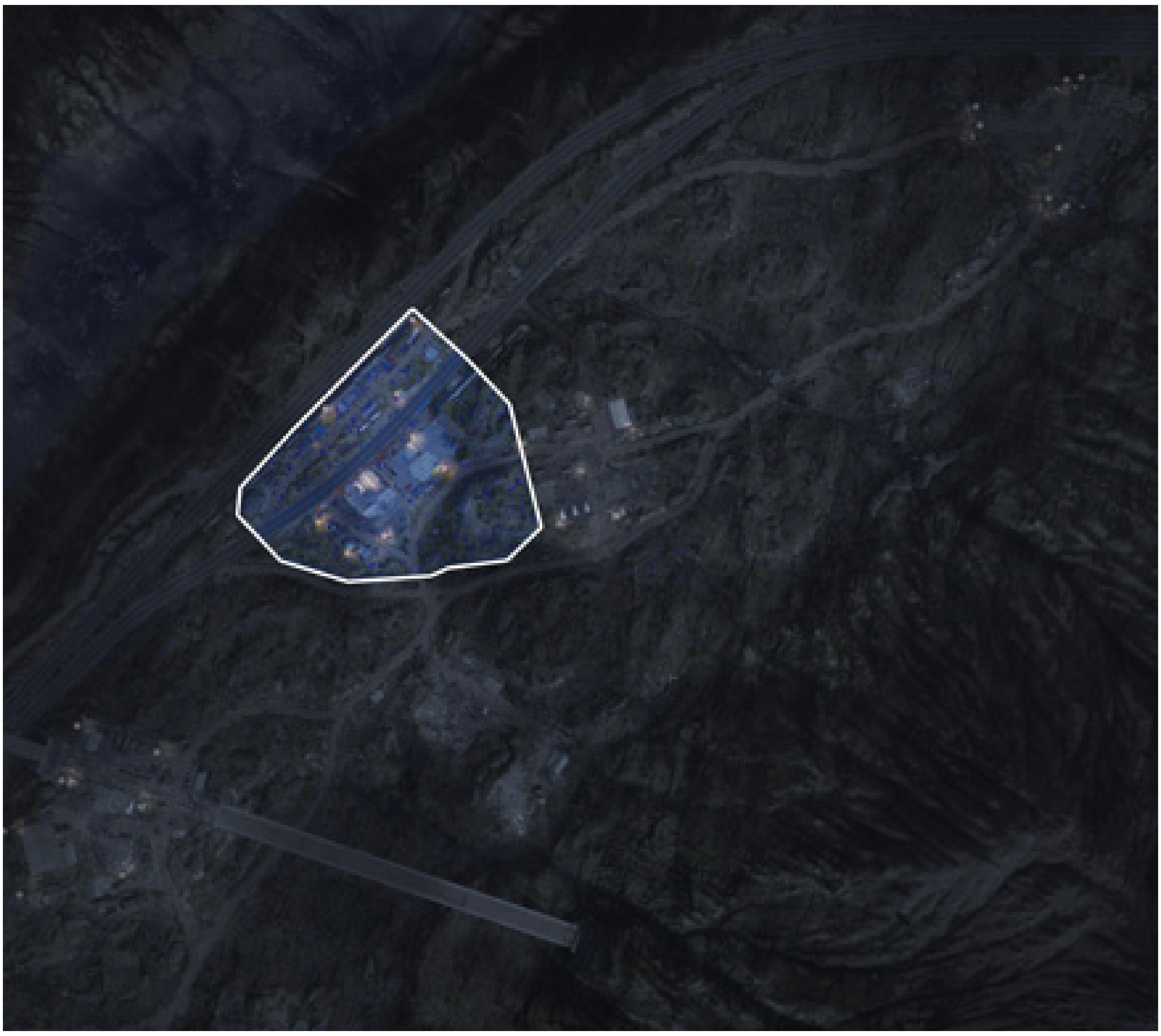
The hillside to the east is a popular sniping spot for recon players. From this high vantage point, they have a relatively clear view of the map. However, the hillside offers very little cover, making it fairly easy to counter-snipe these opponents.

Or look for opportunities to flank squads camping the high ground by attacking from the north or south and claiming the high ground for your own team. Instead of trying to occupy the center of the map, work the perimeter.

Otherwise, enemy attacks can come from any direction. Still, an organized team can make a solid defensive effort by claiming a fixed position and holding it. Just make sure you have plenty of teammates around to cover all angles.

Team Deathmatch

Death Valley

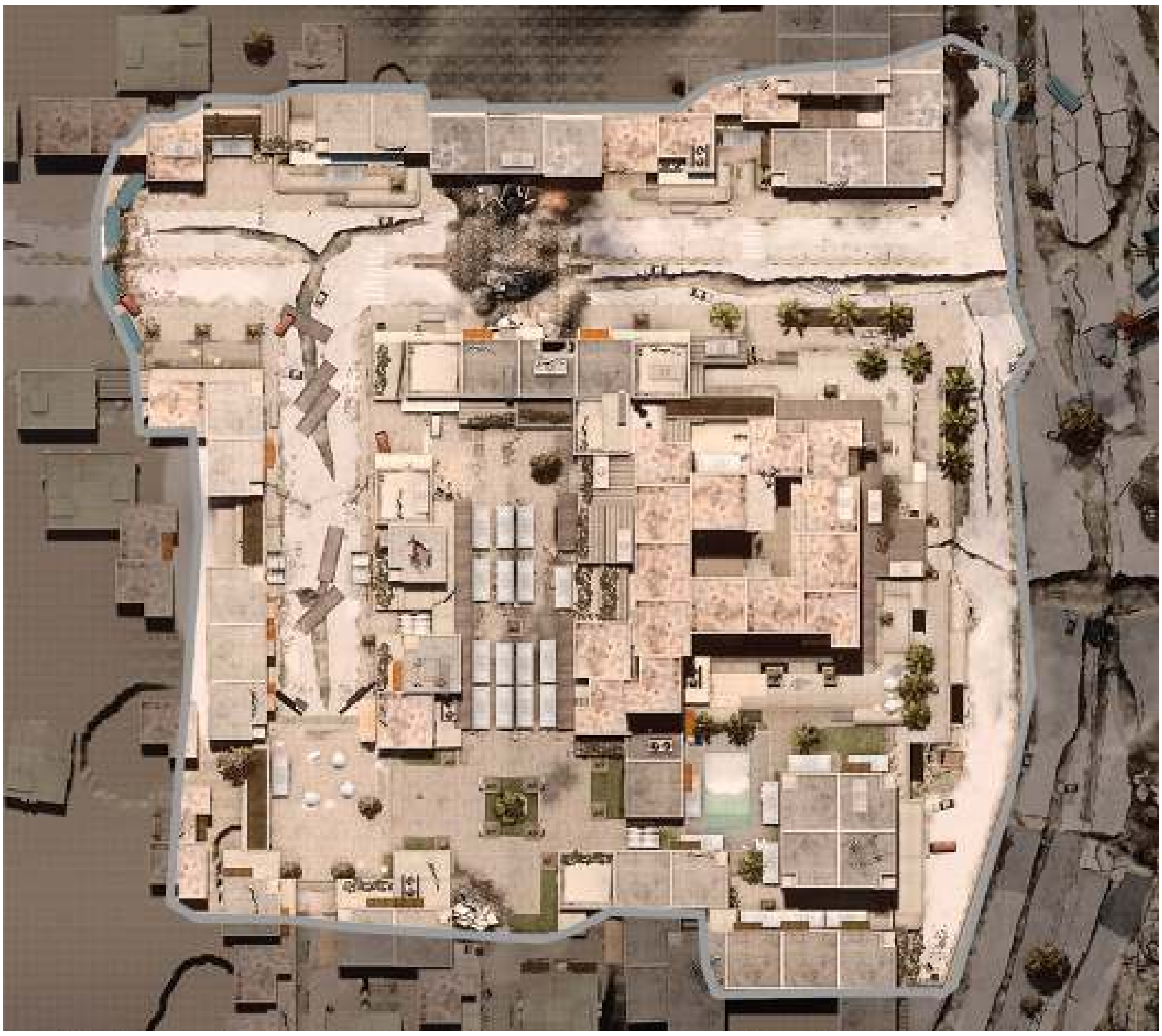


This intense infantry battle is focused entirely around the construction site. Teams often gravitate toward the structures in the middle of the map, attempting to take the high ground. But the elevated floors and rooftops of the partially constructed buildings are exposed, making a sedentary strategy risky unless supported by the whole team. Don’t bother camping on one of the elevated floors unless you have a teammate (or claymore) at the top of the stairs. Most fighting at the construction site takes place at close range, making shotguns and PDWs most effective. Instead of defending one point at the contentious center of the map, consider patrolling the perimeter while engaging opponents in the middle. From the perimeter it’s possible to engage opponents holed up in the buildings at the construction site without drawing too much attention to yourself. But don’t bother bringing along a sniper rifle—assault rifles are more than adequate at this range, plus you’ll want the versatility of an automatic weapon on this chaotic map.

Click here for interactive maps

Team Deathmatch

Epicenter



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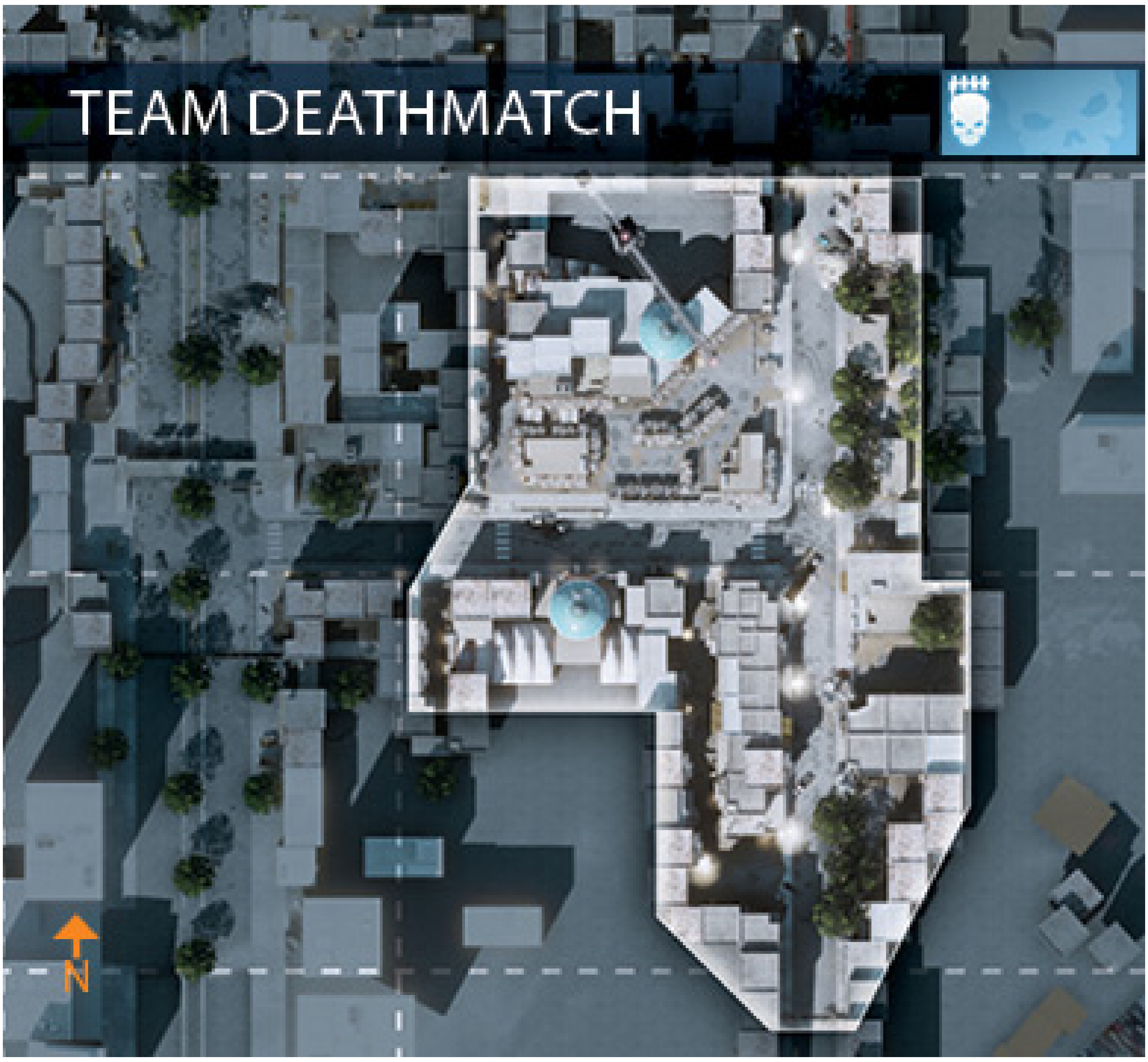
Like Gun Master, in Team Deathmatch the action is restricted to the west side of the map, with most fighting centered around the Hotel. Controlling the Hotel's interior corridors is a popular tactic that leads to some brutal close-quarter fighting—if you're planning on fighting for control of the Hotel's interior, bring along a PDW or shotgun. The Hotel lobby is the site of heavy action since most corridors lead to this central location. But the Hotel isn't the only contentious spot on the map. The street on the north side of the Hotel is an area frequented by sharpshooters since this area offers some of the longest sight lines. If you don't have a sniper or assault rifle, avoid moving along this street. Instead, patrol the area on the west side of the Hotel. The market area in particular is a great spot for some close- and intermediate-range gun battles where neither team has a distinct advantage.

Team Deathmatch

Grand Bazaar



In Team Deathmatch the combat zone is limited to the southeast corner around the Market. This is a very small area even if played with only a dozen players.

Instead of constantly running around the map and getting killed, work out a plan with your team to hold a specific area. The area around the Market is an ideal defensive position, assuming your team has enough players to lock it down.

Camp the alleys to the north and utilize the balconies on the north side of the Market to fire down on opponents in the street to the south.

When possible, avoid the street to the east, as it’s a natural kill zone for recon troops camped on the north or south ends. If snipers become a problem here, flank them from the alleys to the west and steal their dog tags.

But always keep close tabs on your squad and teammates. Otherwise this battle quickly becomes a chaotic deathmatch with no real sense of teamwork.

Team Deathmatch

Gulf of Oman

A USMC Marine Expeditionary Unit (MEU) has landed on this Persian Gulf beach during the night in the hopes of quickly seizing the nearby Russian airbase.

Click here for interactive maps

The stakes are high for both sides. The Marines face possibly being driven into the sea and destroyed. The Russian forces could lose a key airbase and open the door for US forces to take strategic oilfields.

Both sides have been using the morning to prepare for the final assault.

If you thought the map for Squad Deathmatch was small, just wait until you set foot on this map. This is little more than a chaotic urban playground, where quick reflexes dominate.

Since moving around this map is so dangerous, don't be surprised if players tend to find a secure corner and camp.

While camping in one spot isn't the most sporting way to play, it's by far the safest option, especially if you find yourself on your own.

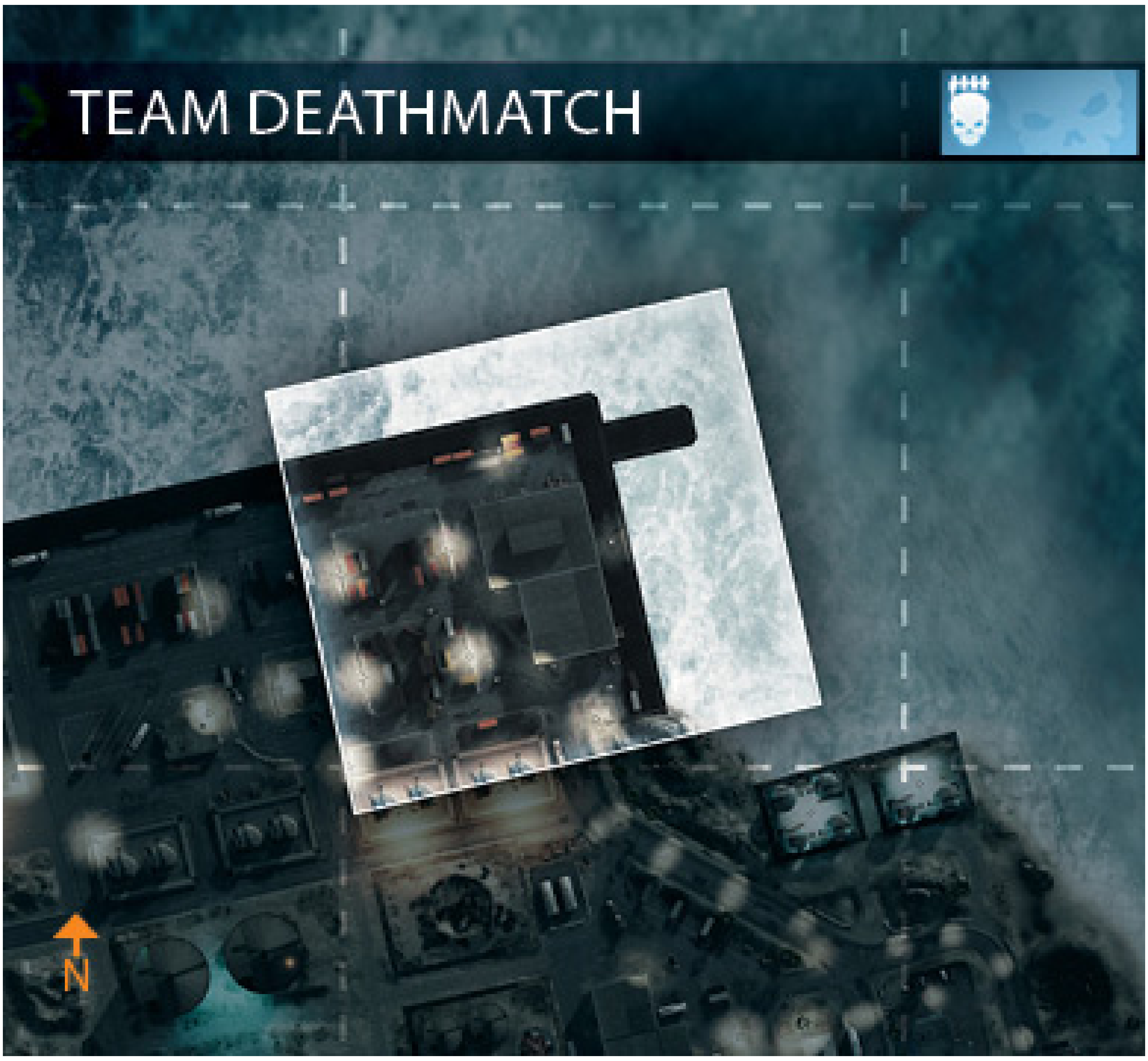
However, if you work together with a close group of friends, you can successfully navigate this map. However, avoid the street as much as possible.

When you must cross a street, sprint or deploy smoke ahead of your advance. The building in the center of the map has an accessible rooftop.

So watch for enemy snipers here, or occupy the rooftop for yourself. Still, it's best to keep moving. If you kill multiple enemies from one spot, it's only a matter of time before they respawn and seek revenge.

Team Deathmatch

Kharg Island



Located on the Docks portion of the map, there are two key areas in this match and each requires completely different weapons and tactics. The west side of the docks is littered with stacks of shipping containers.

The rows between each stack of shipping containers create long sight lines that are ideal for recon and support troops. So expect long-range combat to dominate in this area of the map.

On the east side of the Docks is the large warehouse. Work together with your team to claim warehouse early and use it as a fort throughout the match.

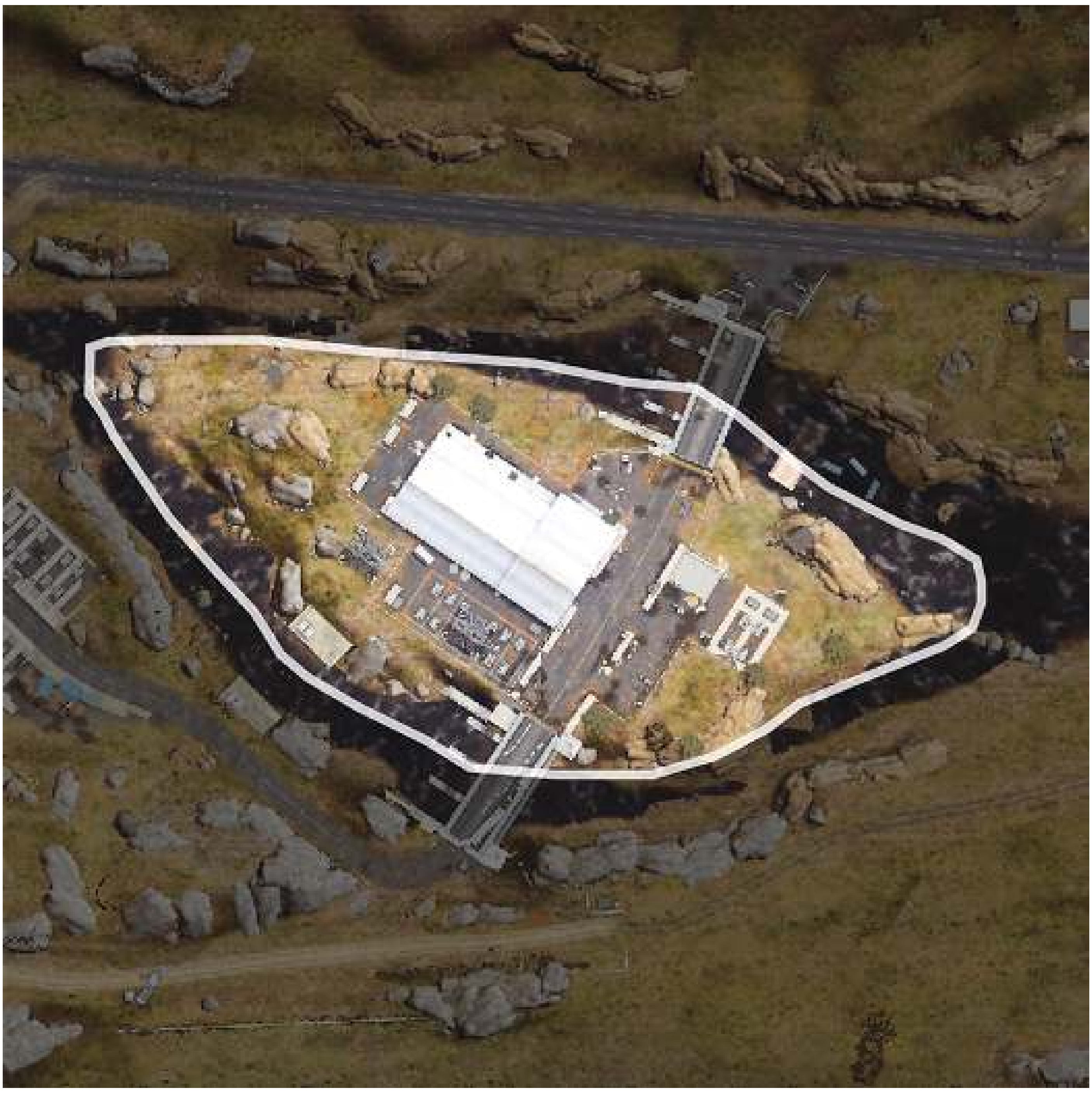
This makes it easy to ambush opponents that wander into the massive structure. The warehouse also has second-floor windows facing west that are ideal for firing down on enemies hiding among the shipping containers.

While most combat within the warehouse occurs at close range, choose a weapon that also allows you to score kills at a distance—carbines and assault rifles are well suited for this fight.

The team that manages to hold on to the warehouse has the best chance of coming out on top.

Team Deathmatch

Kiasar Railroad

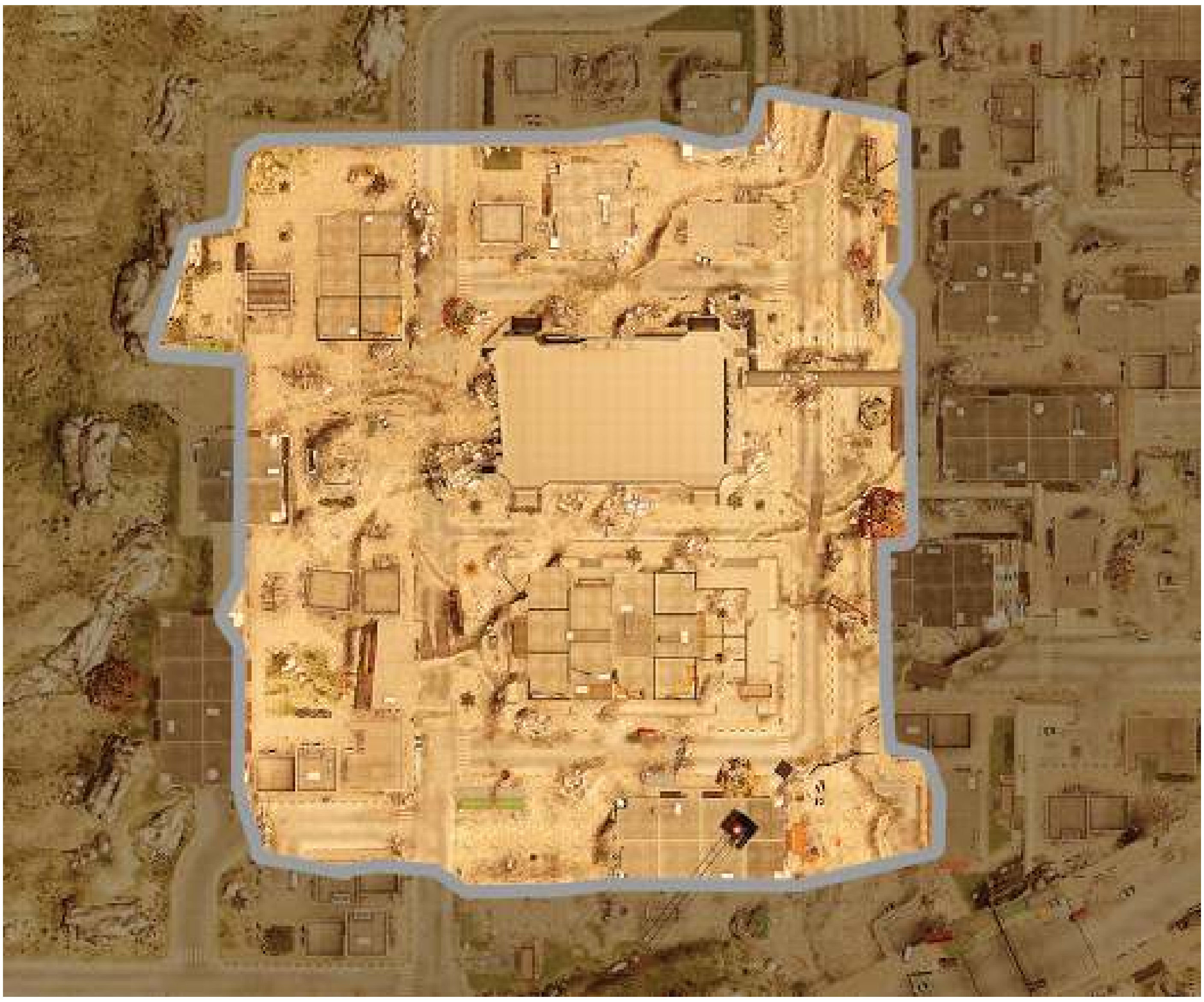


Click here for interactive maps

Like its counterpart, Team Deathmatch focuses its frantic combat to the confines of a small area of the map. This area is located within and immediately surrounding the Warehouse. While the area outside of the Warehouse is a likely place to catch stray soldiers in your sights as they run to and fro, the principal area of combat will be the west side of the Warehouse interior. With its multiple catwalks and server racks, it features plenty of opportunities to be concealed and get the jump on the enemy. Just be sure to keep an eye on the catwalks when making your way through the building's interior, as most hostiles will be using this vantage point as a sniper perch. Dropping a T-UGS motion sensor near one of the server racks will help to detect enemies as they pass through the building as well, so don't be stingy in deploying them. This server room has five possible entrances, with two of them being tight doorways on the north wall. These doorways, due to their placement, can be monitored from the catwalk and can be rigged with explosives to provide cover. One of the entrances is a large hangar door to the west, as well as a doorway to the east side of the Warehouse. The last of these is a doorway that accesses the catwalk from the east side of the building. This is the safest path to enter the server room from, as it is the least direct and gives you the advantage of surveying the room prior to entry.

Team Deathmatch

Markaz Monolith



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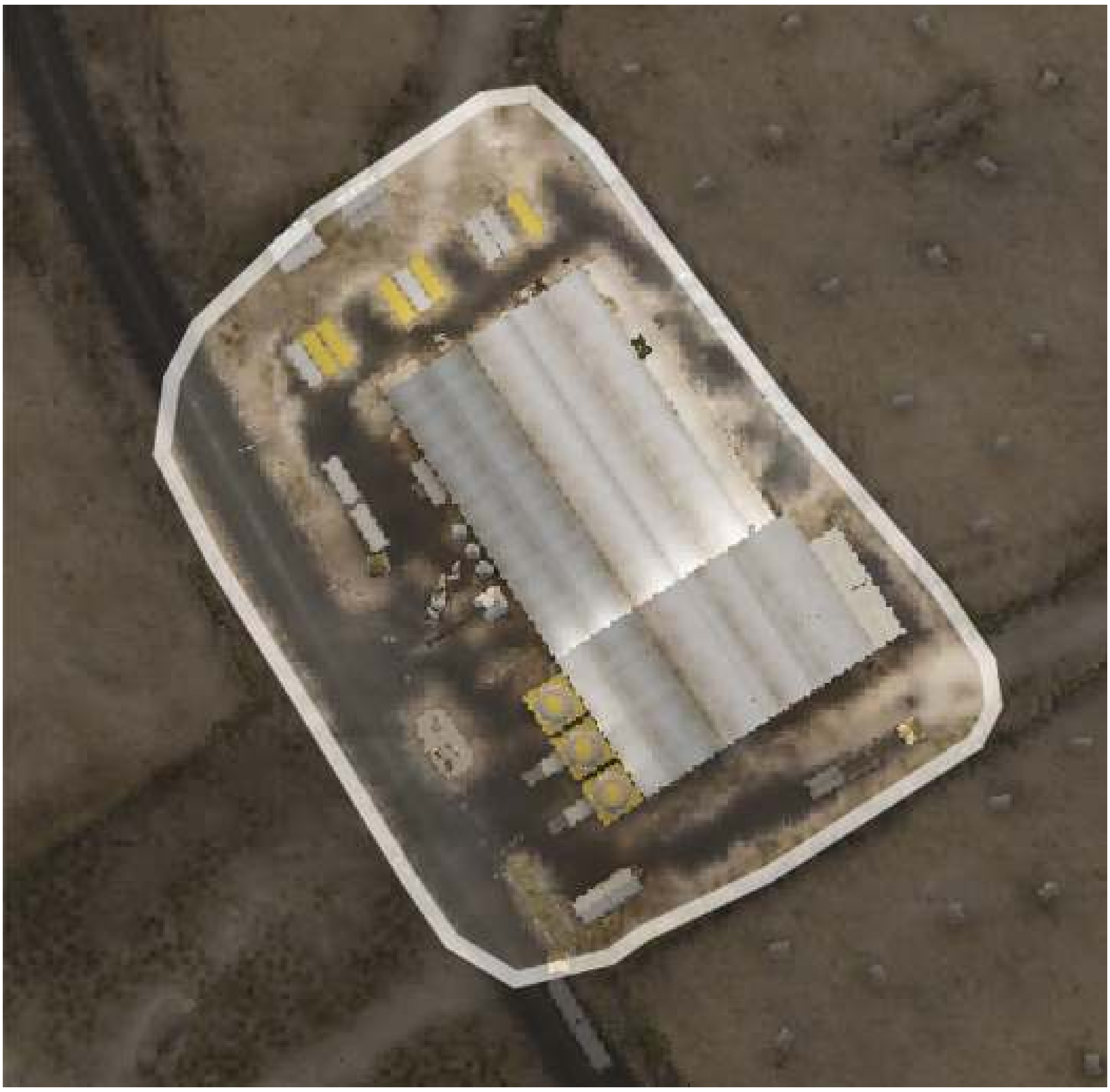
During Team Deathmatch expect more fighting around the Mall and hotel in the center of the city. This is one game mode where it makes sense to make a stand inside the Mall, using it as your team's Alamo. This game mode gives your team the manpower necessary to adequately lock down the location, but only if the team carefully coordinates the defenses. Since the Mall's ground floor is extremely porous, focus on holding the upper floors, and use the elevated promenades and escalators to fire down on opponents. Here the escalators become deadly choke points your team can booby-trap with Claymores and C4. But don't forget to cover the sky bridge on the east side. If it is left undefended, opponents can sneak onto the second floor and engage your team at close range. Some Claymores and an LMG aimed at the sky bridge should be enough to deter such sneak attacks. If you're looking to boost your score while aiding your teammates, plant a T-UGS motion sensor on the floor of the Mall to rack up Motion Sensor Assists. If playing a quick pickup game, with no communication with teammates, it's best to avoid the Mall entirely. Instead, find a few teammates to patrol the map with and patrol the perimeter.

Team Deathmatch

Nebandan Flats

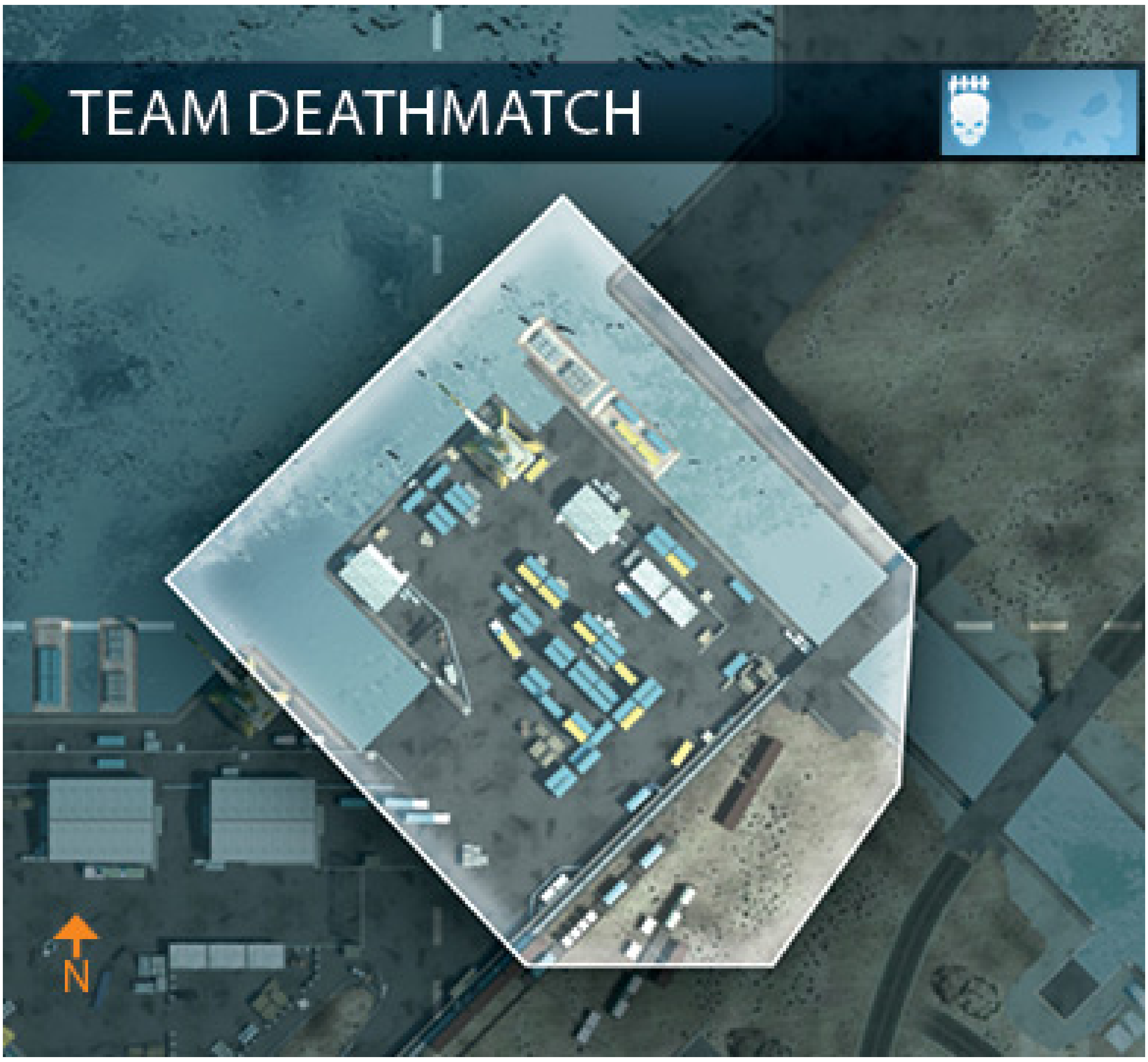


Click here for interactive maps

Like its Squad Deathmatch counterpart, Team Deathmatch is restricted to the Warehouse. This time, the field is out of bounds to the teams, and so the combat is almost exclusively indoors. This makes for a fast and frantic match, with both teams constantly engaging each other within the tight confines of the Warehouse's interior. Coordinated teams stand a much better chance at dominating this battle. With most of the combat occurring around the shipping containers of the building's north side, teams should equip a squad to take advantage of the windows on the building's east side, which can toss in grenades while another squad draws hostiles through to the south side, placing claymores and C4 in their wake. More experienced teams will avoid the shipping containers, as the possibility of claymores being present in these tight quarters is likely and these can quickly wipe out entire squads. Instead, these teams will take to the catwalks and maintain these elevated positions throughout the match.

Team Deathmatch

Noshahr Canals



In Team Deathmatch, the action is centered around the Container Area, making for a frantic fight among the maze of shipping containers. Before spawning into this match, carefully consider where you want to go on the map.

This will help determine what class and weapons are best to use. If you prefer close-quarters combat, choose a shotgun or submachine gun and head for the containers in the center of the map.

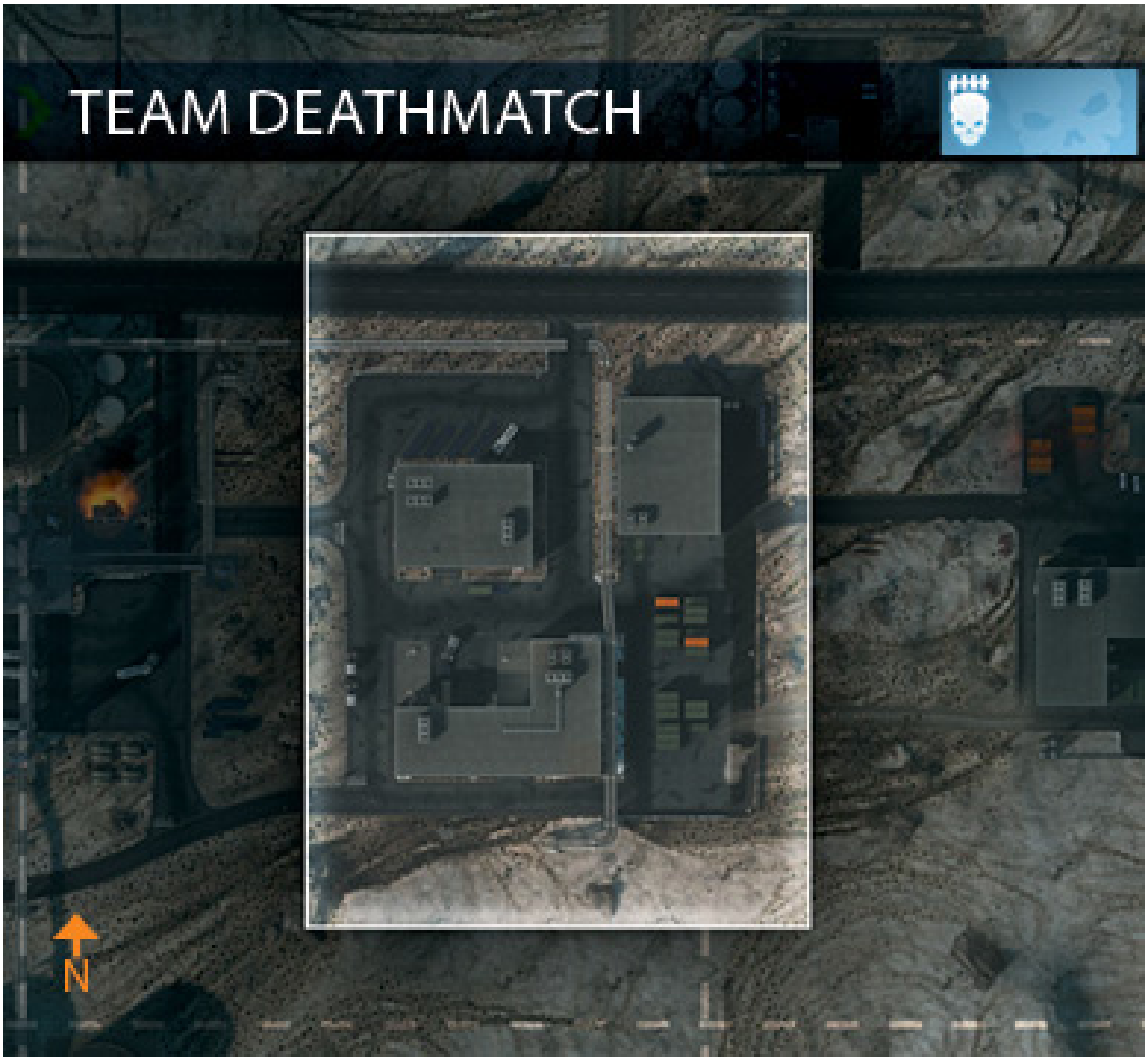
This is a good spot to ambush opponents at point-blank range.

Recon soldiers equipped with sniper rifles are best deployed on the southeast side of the map to use the elevated terrain of the Train Yard to pick off enemies on the east and west flanks of the Container Area.

While the high ground offers a great view, there’s very little cover, so stay on your belly to avoid silhouetting yourself. If your prefer to stay on the move, equip an assault rifle or carbine and work your way around the perimeter of the map, hunting for prey.

Team Deathmatch

Operation Firestorm



Looking for more warehouse combat? In Team Deathmatch, the action is centered around the three warehouses in the center of the map. In this case, pre-round communication is essential to determine where your team will hold out.

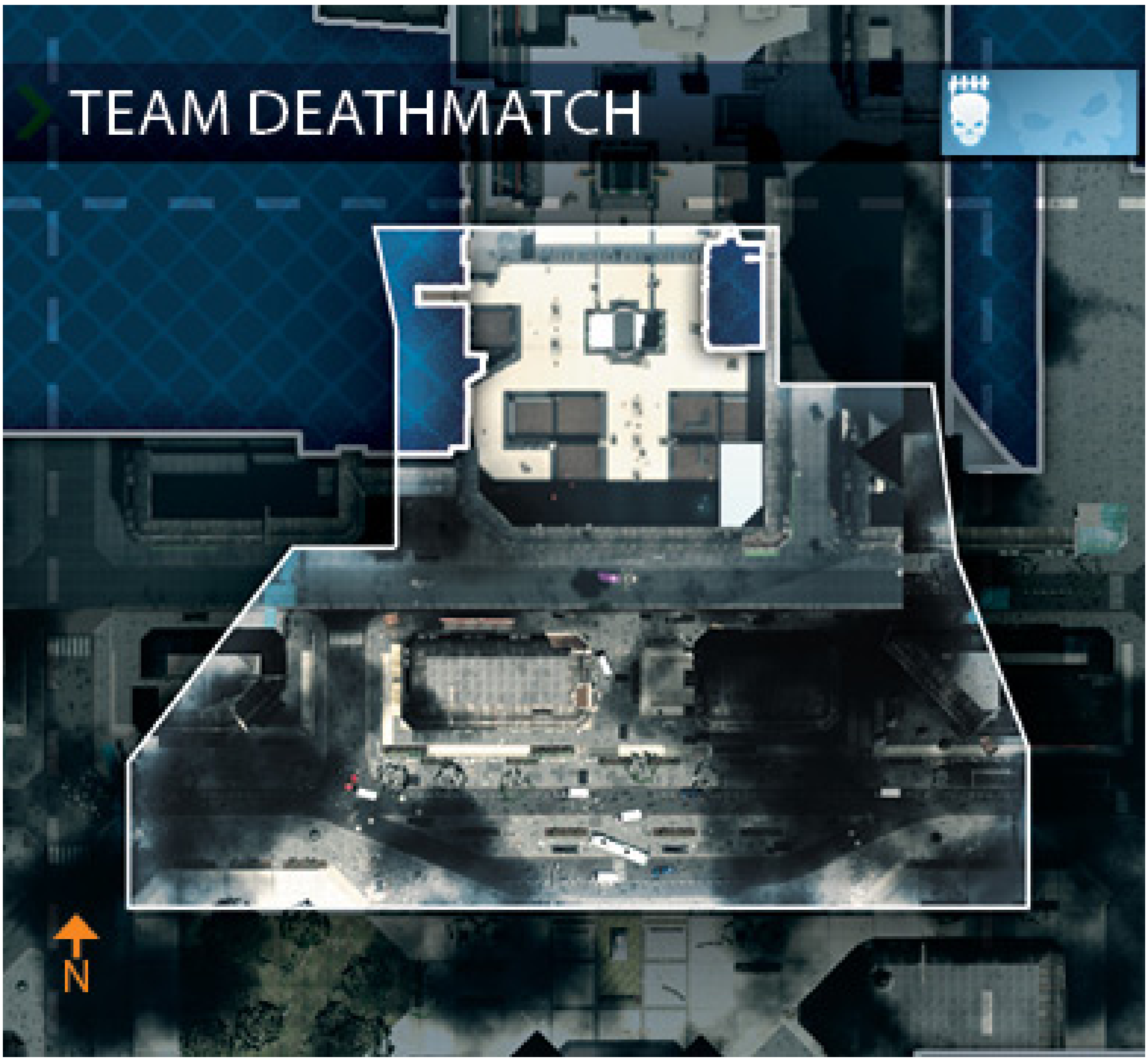
It's strongly advised to pick a warehouse or two and use them as forts. This allows your team to stay put and go on the defensive, picking off any opponents unlucky enough to wander into your team's zone of control.

But such a game plan requires discipline and teamwork. In such a transient game mode, convincing teammates to stay put is difficult. But if your team is more interested in winning than accruing personal stats, a defensive strategy is the best way to come out on top.

It certainly beats wandering around the map hoping the individual skills of your teammates are enough to achieve a victory.

Team Deathmatch

Operation Métro



In Team Deathmatch the action is restricted to the métro station exit and Paris street on the southern end of the map.

With no front line or objectives to rally around, the fight here can become frantic as players from both teams aimlessly wander around the map looking for opponents to shoot.

Although it's impossible to tell where your opponents will spawn, controlling the streets is a good way to give your team the upper hand. And the best way to control the streets is by occupying the two buildings south of the métro station.

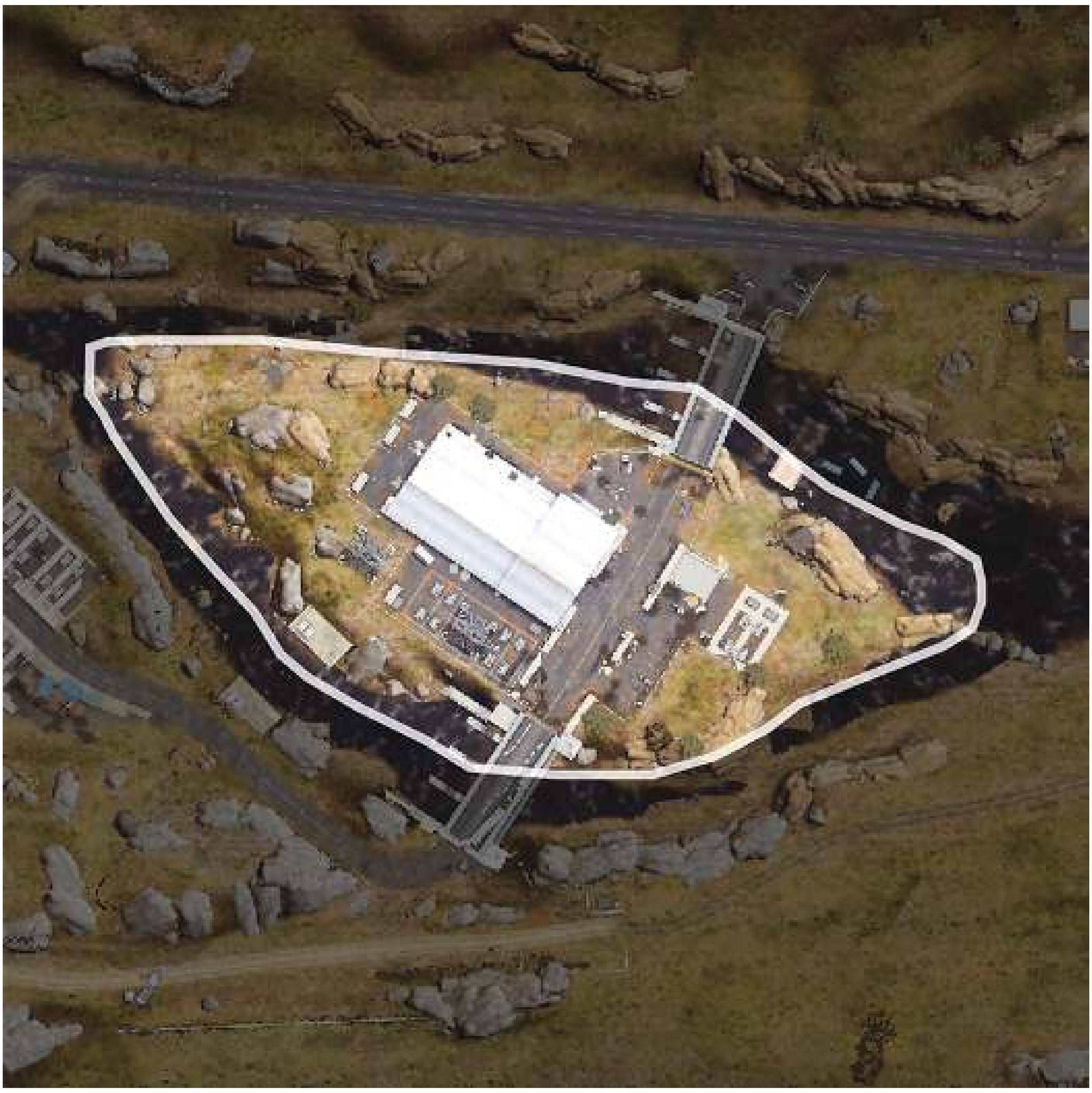
The upper floor windows offer great views of the streets to the north and south, as well as the plaza between the two buildings. Still, it takes teamwork to properly occupy and hold these two buildings.

So don't leave the entrances undefended or else a single opponent can sneak up behind teammates posted at the windows and steal their dog tags.

If you want to avoid the streets, consider hiding out in the métro station; gun down any opponents who come charging through the entrances. In any case, try to find a defensible position and lock it down with the help of your teammates.

Team Deathmatch

Operation Riverside

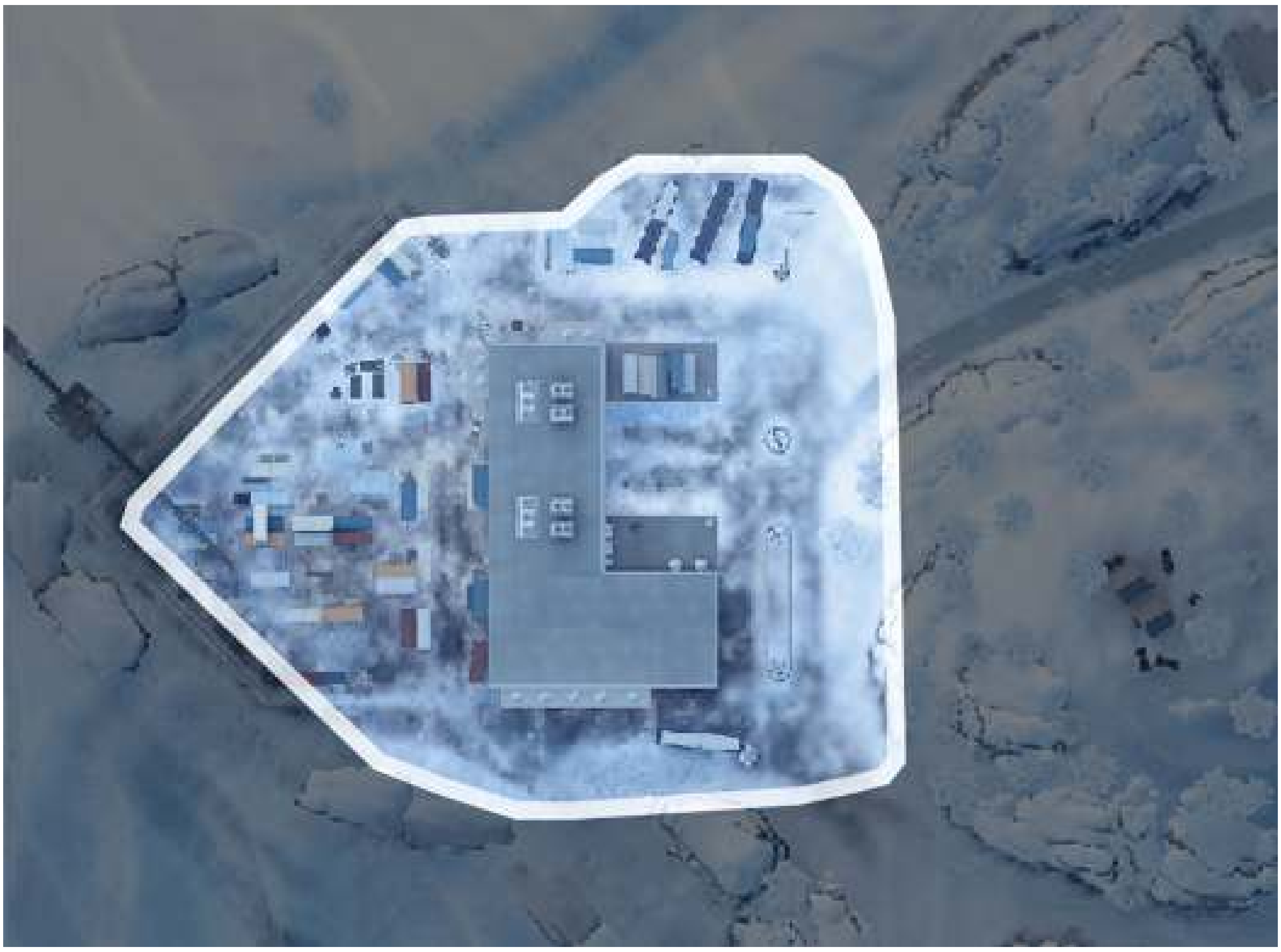


Click here for interactive maps

Like its counterpart, Team Deathmatch focuses its frantic combat to the confines of a small area of the map. This area is located within and immediately surrounding the Warehouse. While the area outside of the Warehouse is a likely place to catch stray soldiers in your sights as they run to and fro, the principal area of combat will be the west side of the Warehouse interior. With its multiple catwalks and server racks, it features plenty of opportunities to be concealed and get the jump on the enemy. Just be sure to keep an eye on the catwalks when making your way through the building's interior, as most hostiles will be using this vantage point as a sniper perch. Dropping a T-UGS motion sensor near one of the server racks will help to detect enemies as they pass through the building as well, so don't be stingy in deploying them. This server room has five possible entrances, with two of them being tight doorways on the north wall. These doorways, due to their placement, can be monitored from the catwalk and can be rigged with explosives to provide cover. One of the entrances is a large hangar door to the west, as well as a doorway to the east side of the Warehouse. The last of these is a doorway that accesses the catwalk from the east side of the building. This is the safest path to enter the server room from, as it is the least direct and gives you the advantage of surveying the room prior to entry.

Team Deathmatch

Sabalan Pipeline



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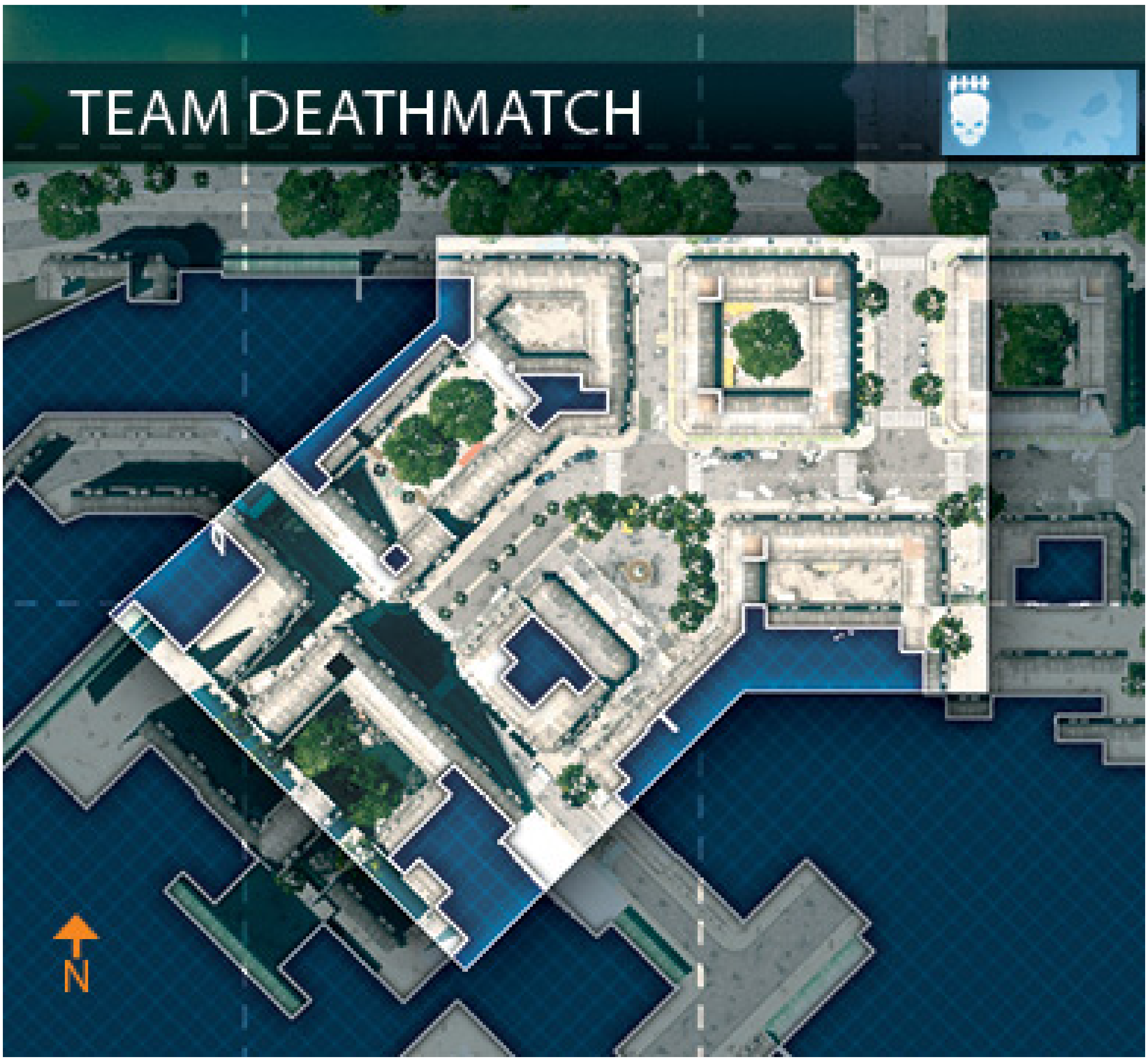
Similar in layout to the Squad Deathmatch battle, the Team Deathmatch map is limited to the area within the fence line, confining the conflict to the Warehouse and the south yard. Experienced teams will choose to engage in combat within the Warehouse itself, as this small space allows them to monitor the entire facility with only a few T-UGS motion sensors that give away the position of all hostiles within the building. Another advantage to remaining within the building is that booby traps such as claymores can be used more effectively, eliminating entire squads with minimal effort. Teams should expect grenades and the M320 GL to reign here, as the confines of the building allow for deflecting tactics when using these tools. Should the battle flow outside, though, the tactics remain the same. Instead of T-UGS motion sensors, MAVs should be used when engaging the enemy in the south yard, as they allow for a greater overview of enemy positions while they frantically run about the shipping containers.

Team Deathmatch

Seine Crossing



In Team Deathmatch, the action takes place in the streets and alleyways on the south side of the river. Although there are no vehicles in this match, it's still a good idea to avoid the wide central street.

The alleys and courtyards flanking the street offer a much safer route to move east and west. But don't expect these areas to be clear of threats. Opponents will likely use these perimeter paths to move around, too.

So avoid sprinting and keep your weapon raised and ready to fire at all times. When working together with a small group of teammates, it's possible to defend some of the small alleys and courtyards on the perimeter of the map.

These are high-traffic areas ideal for staging ambushes. Look for good hiding spots along the perimeter and engage the cross traffic to score some easy kills.

Whether moving about or ambushing opponents from a fixed position, always stay within sight of at least one teammate so you can offer each other support. If you try to win this battle on your own, your frequent deaths will only aid the opposing team's score.

Team Deathmatch

Sharqi Peninsula

This vital position on the Persian Gulf possesses a TV station with a powerful transmitter that aids the ongoing Russian campaign by broadcasting propaganda.

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US rapid deployment forces have captured this coastal position and now face a determined counterattack by converging Russian forces.

This lazy seaside resort of villas, markets, and beach houses is about to become a modern battlefield as US forces attempt to hold onto their newly captured communications prize.

Unlike the Squad Deathmatch map, this map is very compact and centered on the City Entrance and Surveillance Point on the west side of the city.

The center features a variety of buildings and alleyways that are ideal for close-range weapons like PDWs and shotguns.

Sight lines open up on the map's periphery, allowing recon troops with sniper rifles to take advantage of opponents moving along the streets.

As in most Team Deathmatches, it's best to find a small group of teammates and move together along the perimeter of the map.

There aren't many advantageous positions to defend here, so it's best to stay on the move.

If you prefer to stay in one location, find a good hiding spot and deploy a MAV to spot enemies for your teammates.

Chances are you won't score many points, but you'll greatly aid your team by directing them toward enemy units.

Team Deathmatch

Strike at Karkand

Control of the industrial facility and harbor at Karkand motivates this assault by US forces, where they find Russian forces marshalling to defend the industrial city and determined to meet the attack with stiff resistance.

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The terrain surrounding Karkand is sufficiently open to allow for sweeping fields of fire, but the open ground increases the danger posed by anti-vehicle missiles and sniping.

It is vital for both sides to secure firebases in Karkand's sheltered city center.

Even for Team Deathmatch, this map is extremely small, centered around the Hotel on the north side of the city.

Most players are smart enough to avoid the wide-open spaces of the two streets running north and south, thereby pushing most of the combat into the alleys and building interiors.

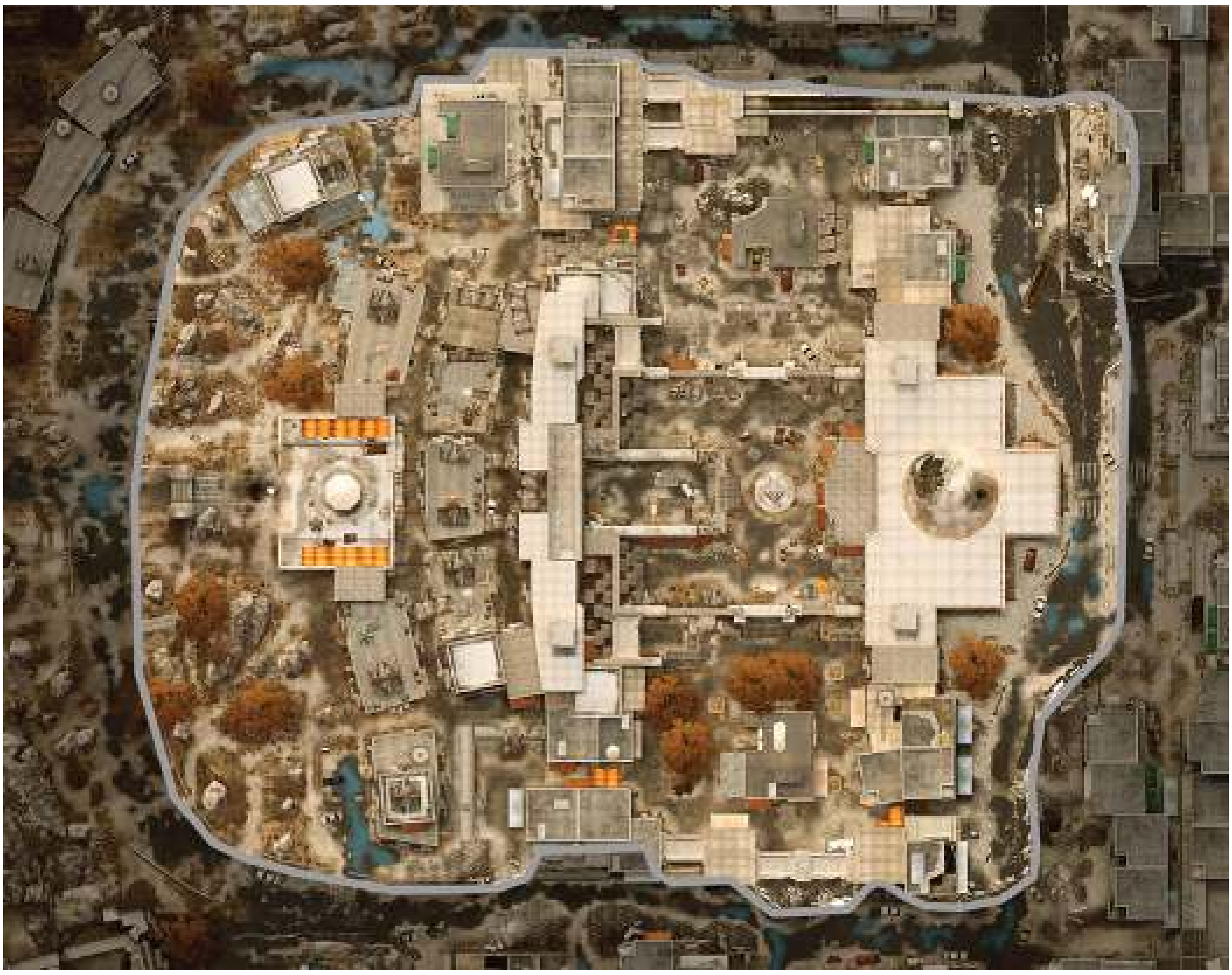
As a result, be prepared for some intense point-blank firefights. This is one battle where you're well served by the devastating firepower of shotguns and the high rates of fire offered by PDWs and carbines.

To avoid giving your opponents an advantage, refrain from sprinting unless you're crossing a street. Instead, keep your weapon aimed straight ahead and ready to fire at all times.

At these short ranges, even a split-second hesitation can result in a quick trip back to the respawn screen.

Team Deathmatch

Talah Market



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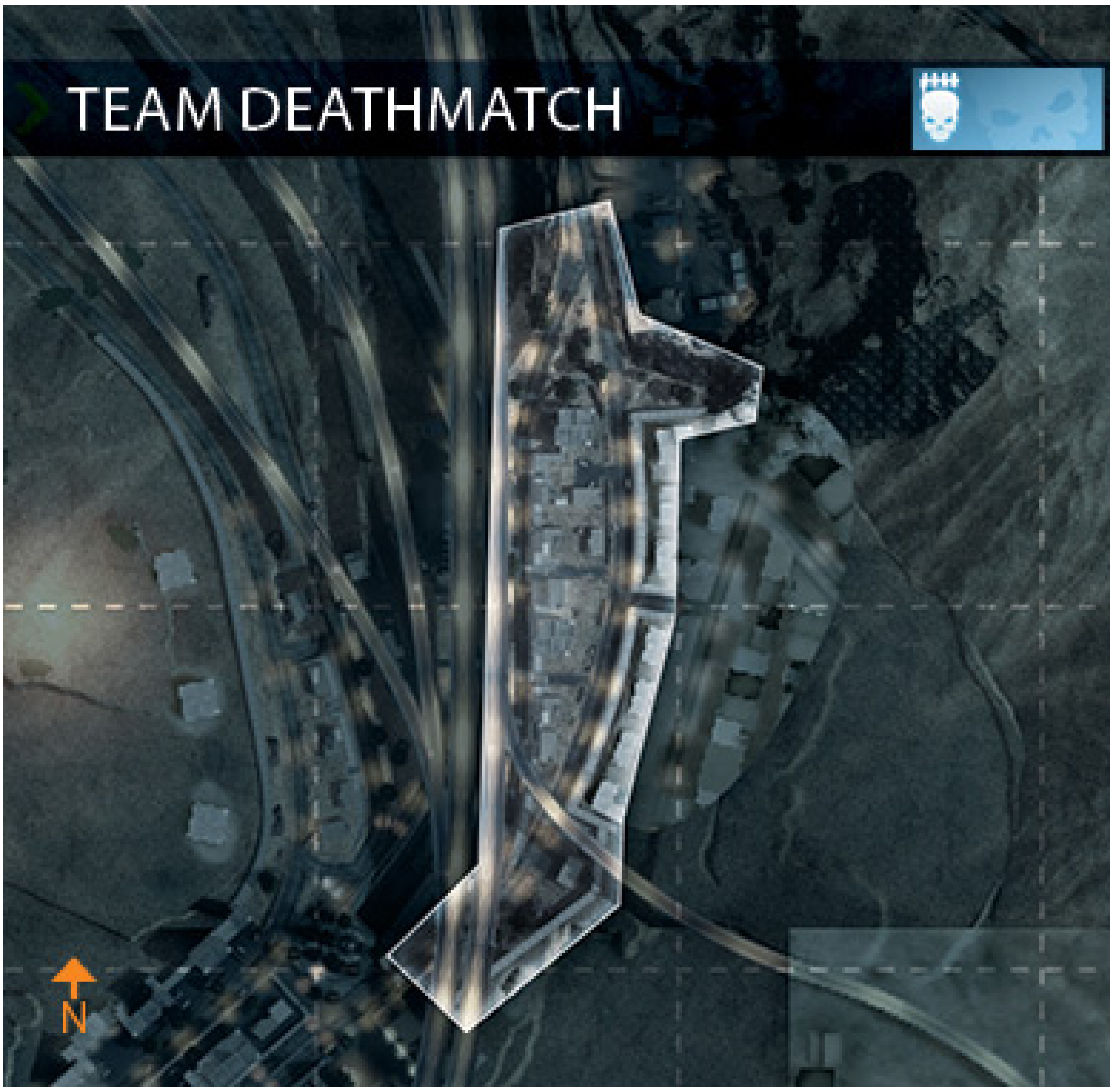
Like Gun Master, the action in Team Deathmatch is restricted to the map's center, with most fighting focused around the Square. Depending on your skill level, the Square is either a place to go or avoid because of the never-ending carnage at this location. Placing a T-UGS motion sensor near the Square is a surefire way to score plenty of Motion Sensor Assist bonuses. The chaotic, close-quarter nature of the map makes it difficult to orchestrate a cohesive team strategy. But some teams find success by gathering near the abandoned souk on the east side of the Square. An organized team can lock down this damaged structure and use it as a base of operations while engaging enemy traffic in the Square to the west and in the Main Street to the east. Ambushes can also be staged by locking down the Courtyard and the area south of the Square. Each of these confined areas has only a few entry points, which can be leveraged as deadly choke points. In any case, never try to secure the Square, as your team will likely find themselves surrounded and attacked from every direction.

Tehran Highway



The combat zone in this map is similar to Squad Deathmatch, but now the highway area is off limits, restricting action to the small neighborhood to the east. So prepare for plenty of close-quarters, house-to-house fighting in the map's center.

The long narrow streets on the east and west sides of the neighborhood offer flanking opportunities, but prepare to come under fire by recon opponents positioned to the north and south. Implementing a team strategy on this map is difficult due to the tight quarters.

But make an effort to control either the northern or southern ends of the map. This allows your team to take advantage of the long sight lines along the streets to the east and west while occupying buildings in the center.

Consolidating your team on one end of the map is a great way to overwhelm less organized teams consisting of small squads and lone-wolf players. So set up camp to the north or south and dig in. If your whole team can stick to the game plan, you have a strong chance of walking away with a win.

Team Deathmatch

Wake Island

The Imperial Japanese Navy conquered the coral atoll of Wake Island in 1941. The island remained in Japanese control until the end of the war in 1945.

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Now, 70 years later, the US Marines have returned to this small island in an attempt to secure the airfield, now occupied by Russian forces.

With air, ground, and sea units prepared for deployment, this small horseshoe-shaped island is once again the site of an intense battle between two superpowers.

Prepare yourself for some close-quarters action during this intense fight at the North Base. While the beaches on both sides of the peninsula are well within the map’s boundary, avoid these low, open expanses.

The beaches offer zero cover or concealment, making you a sitting duck for opponents. If you spawn on either beach, rush toward the high ground of the North Base and seek cover near one of the concrete structures.

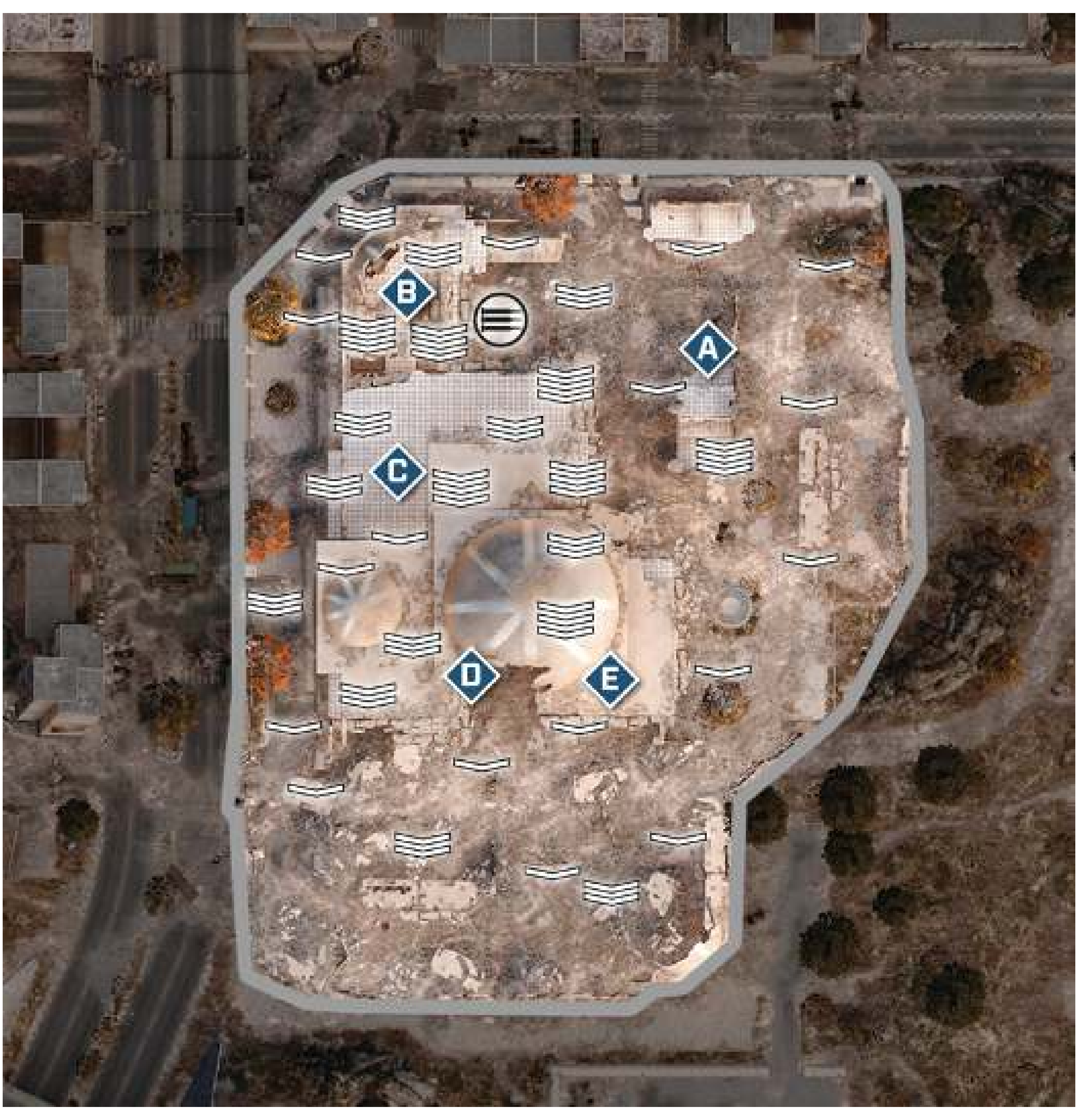
Don’t be surprised if enemy troops have already occupied these partially built structures. Before entering, toss in a grenade and wait for a response before stepping inside.

The more players that are crammed onto this tiny map, the more chaotic the battle becomes. So instead of trying to formulate a grand team strategy, focus on staying within sight of teammates so you can support each other.

While the concrete buildings offer some protection initially, they can be destroyed with rockets and other explosive weapons.

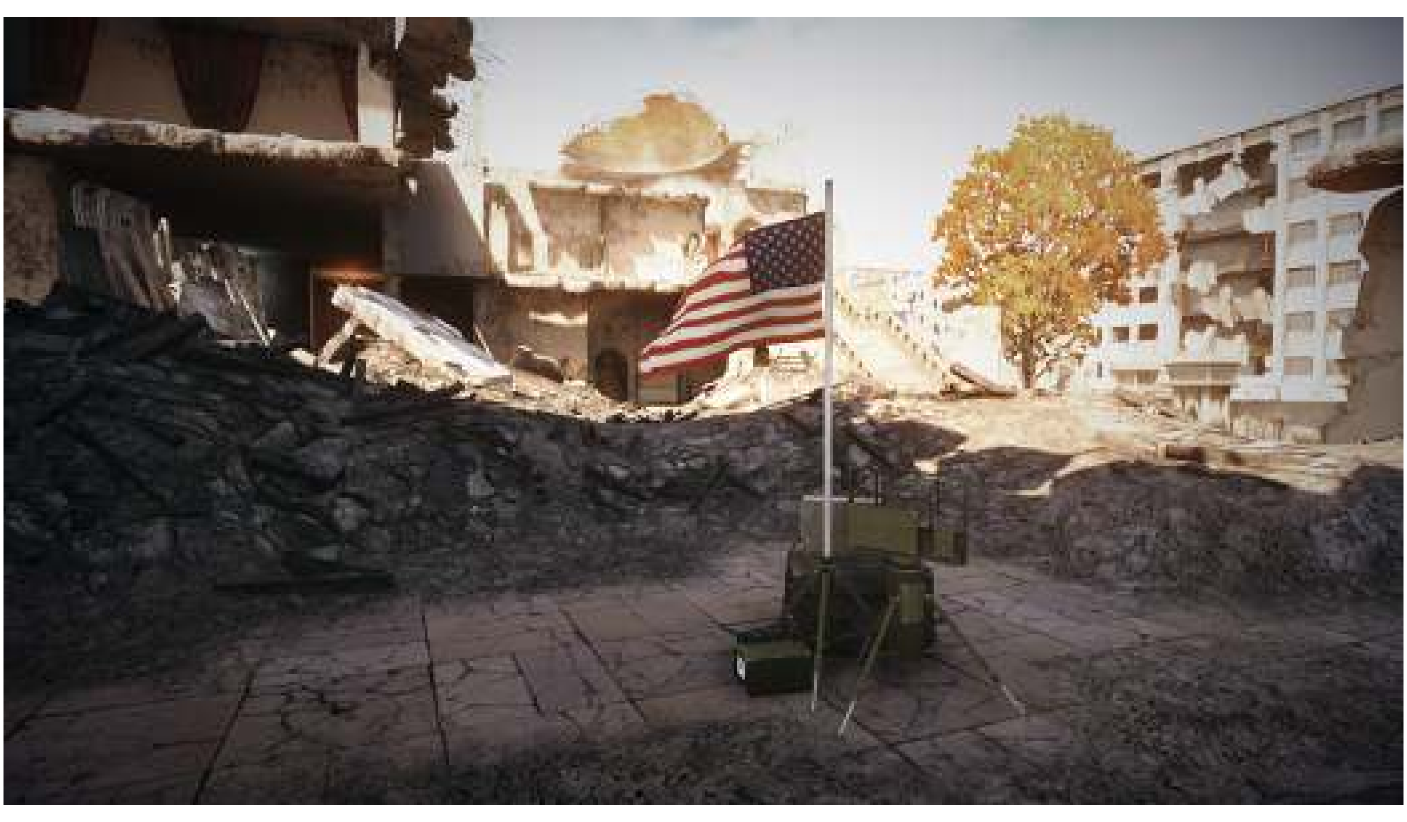
So if you suspect enemy troops are hiding in one of the buildings, bombard it with rockets and grenade launchers to deny your opponents cover.

Aftermath - Azadi Palace

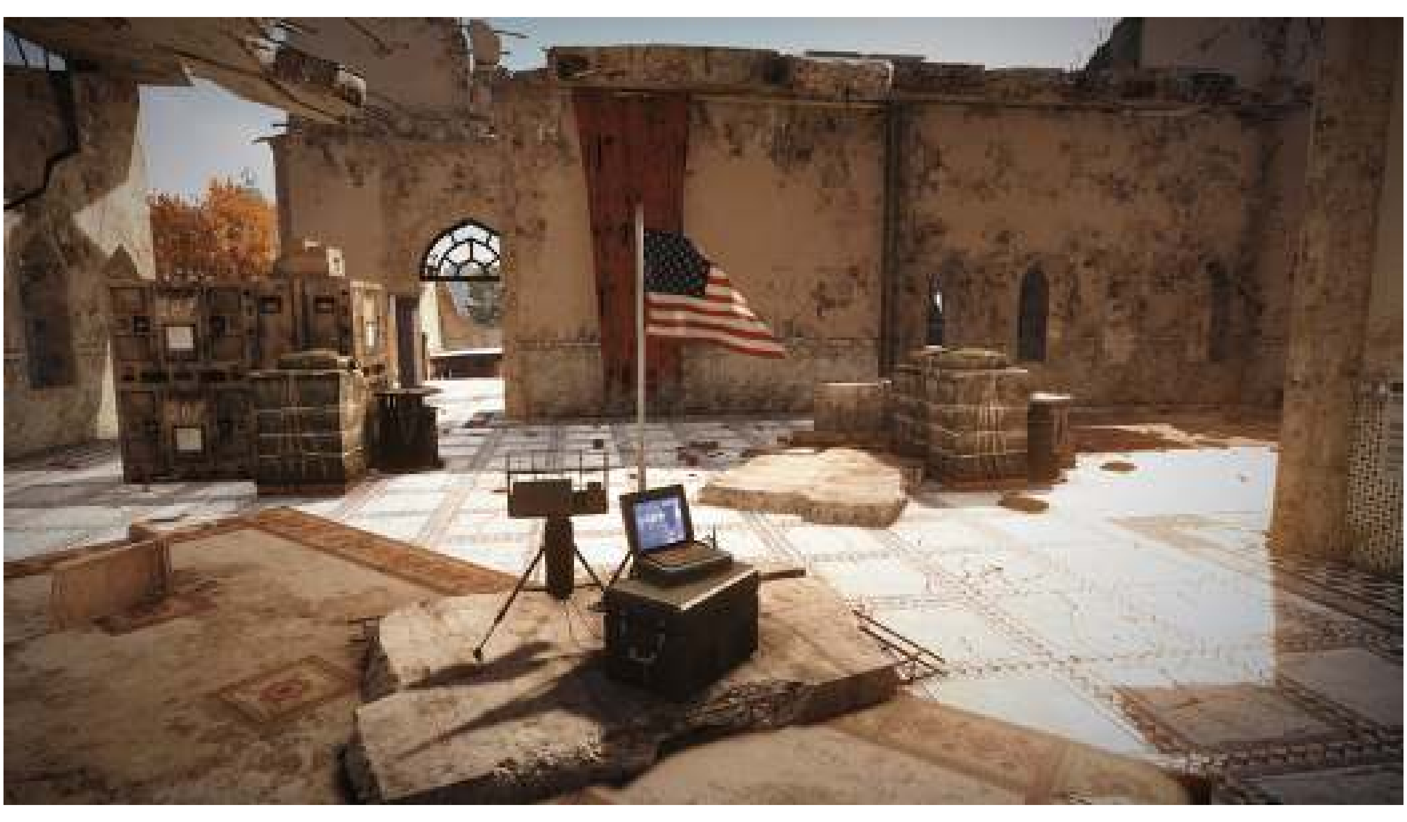


Open this map in a new window

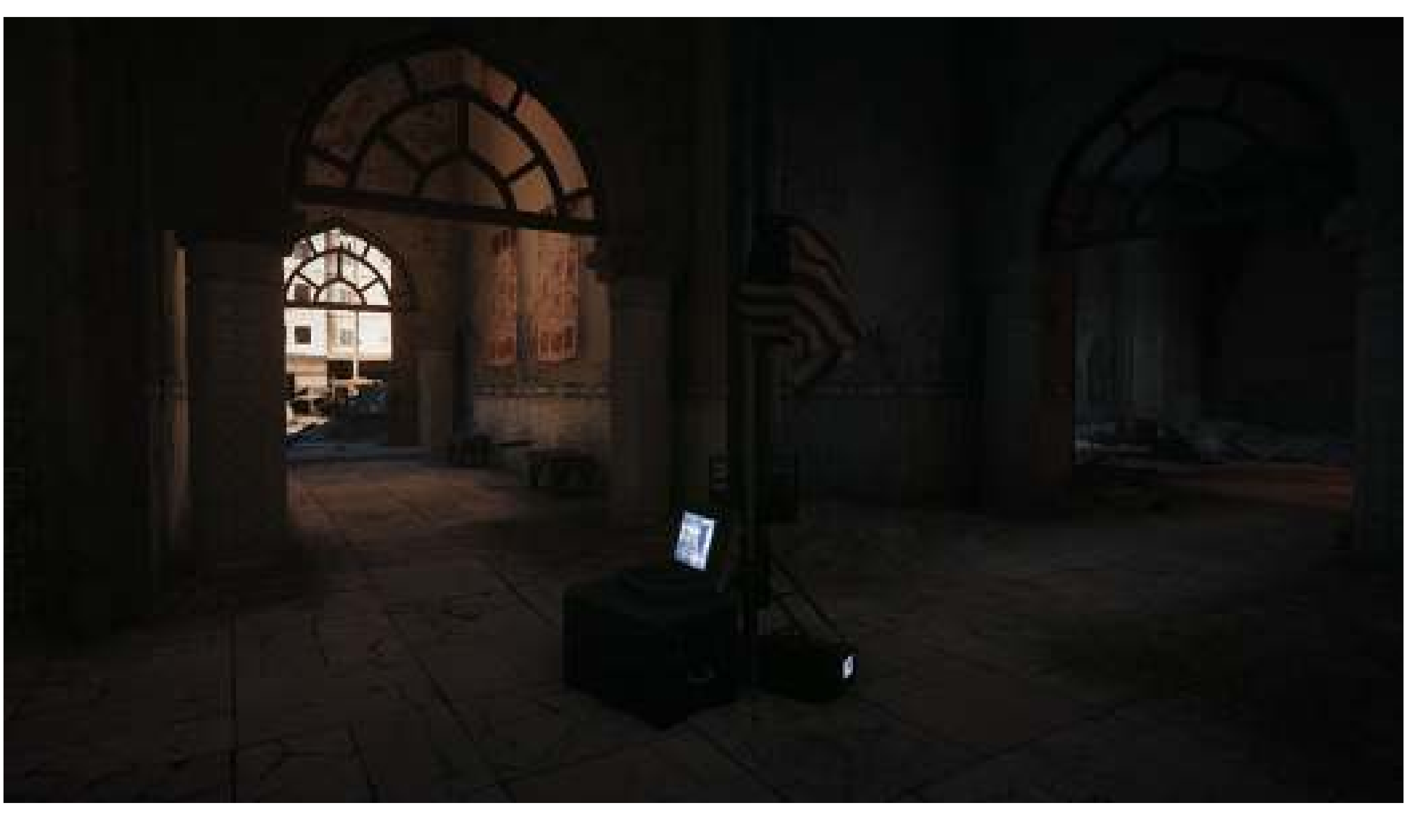
Flag A



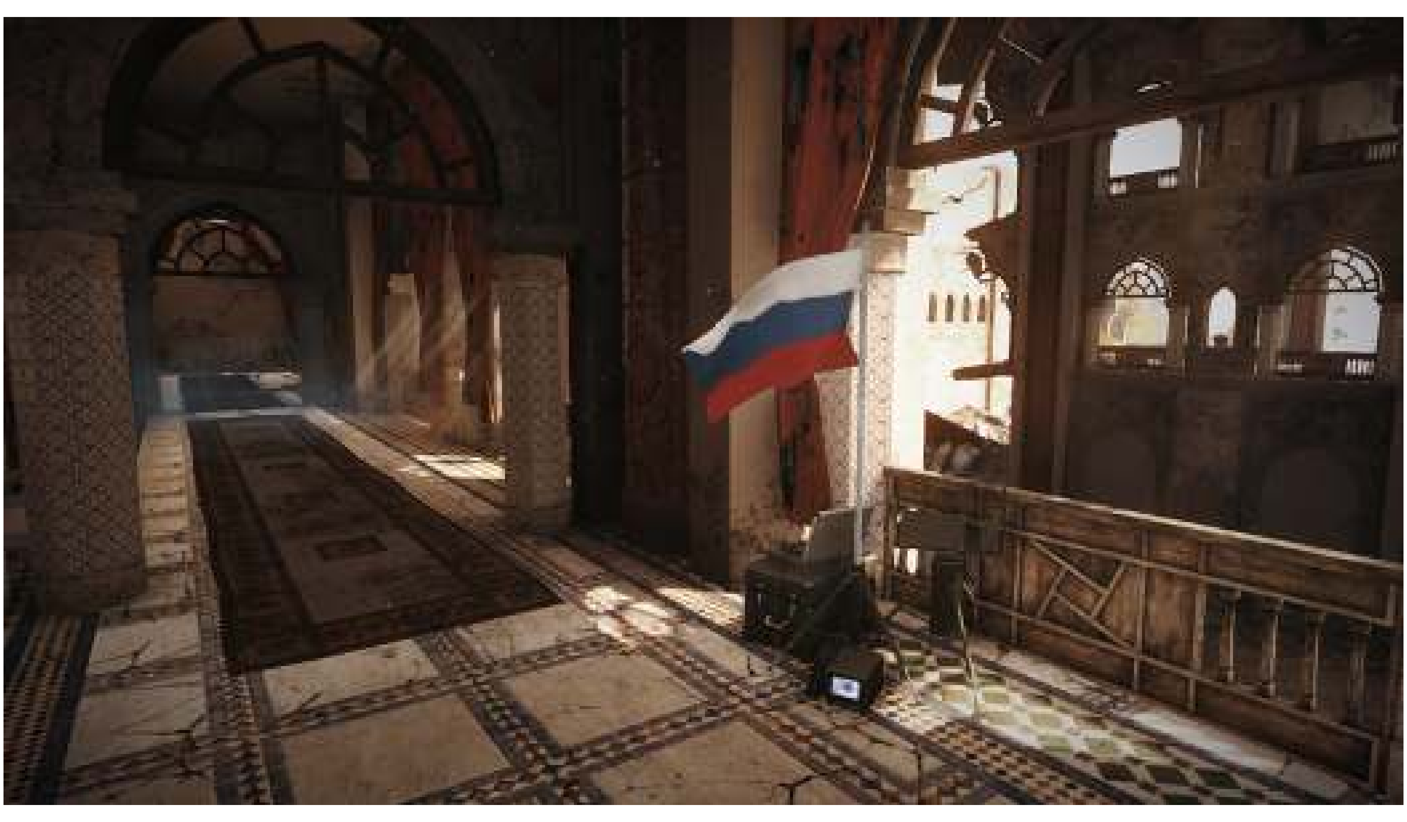
Flag B



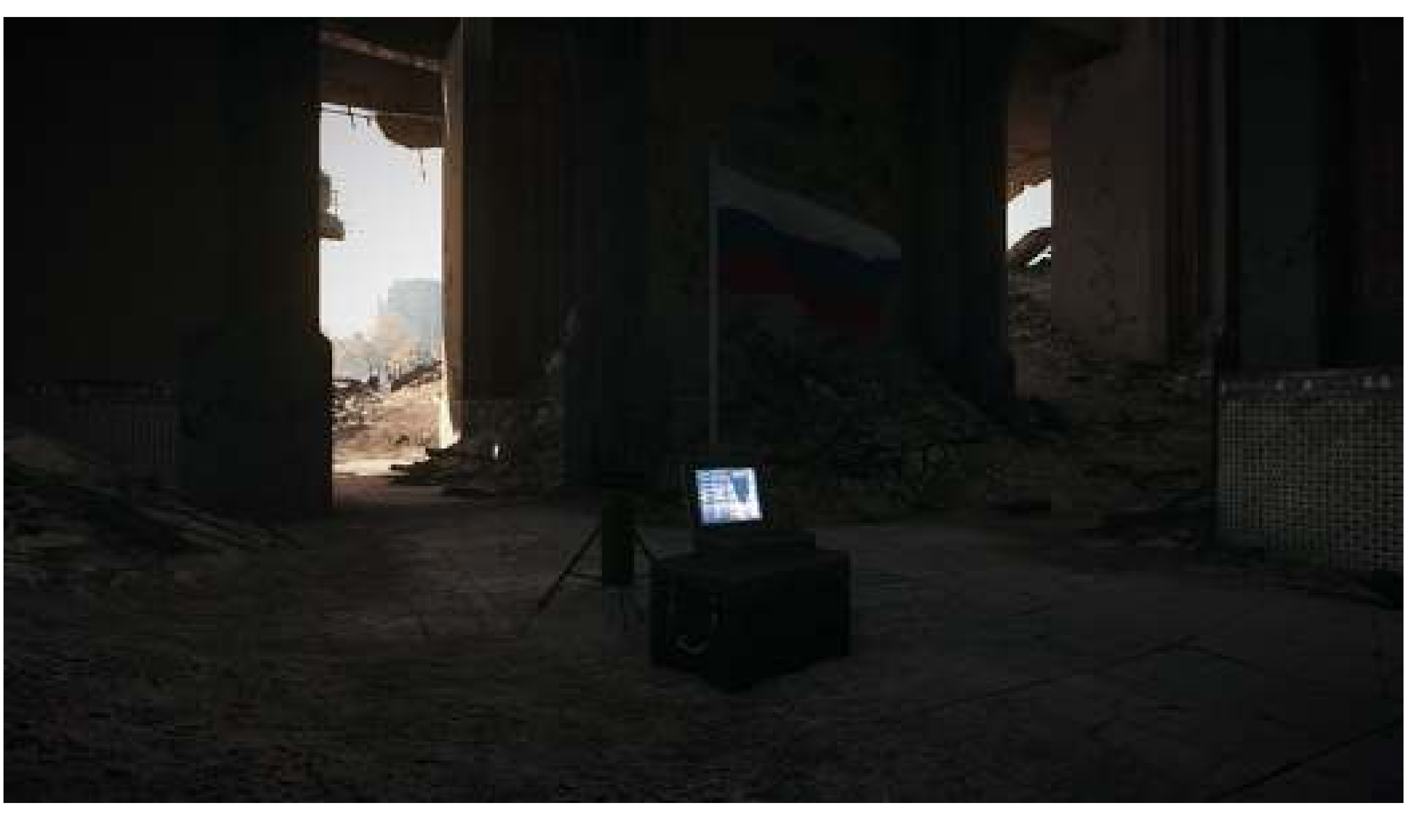
Flag C



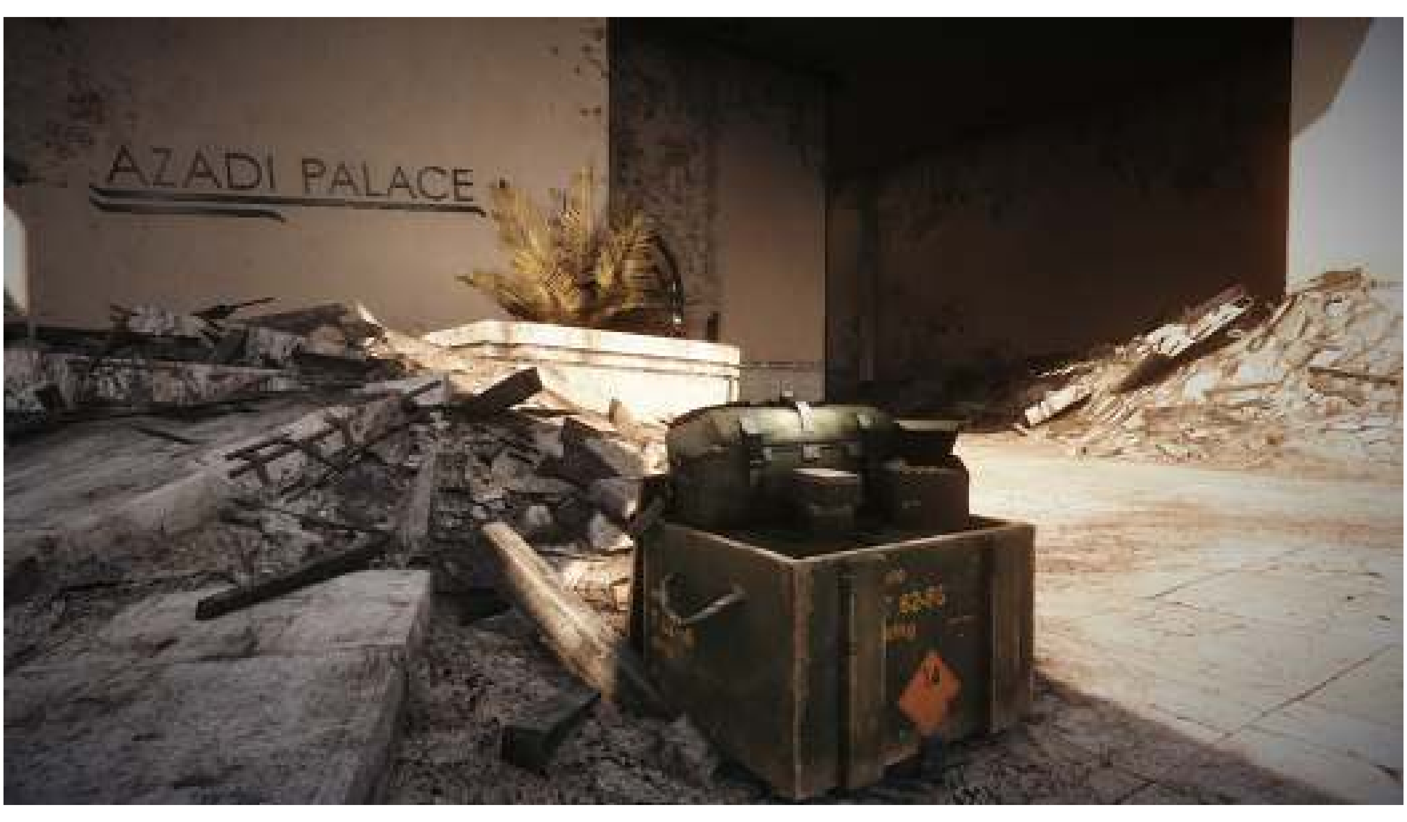
Flag D



Flag E



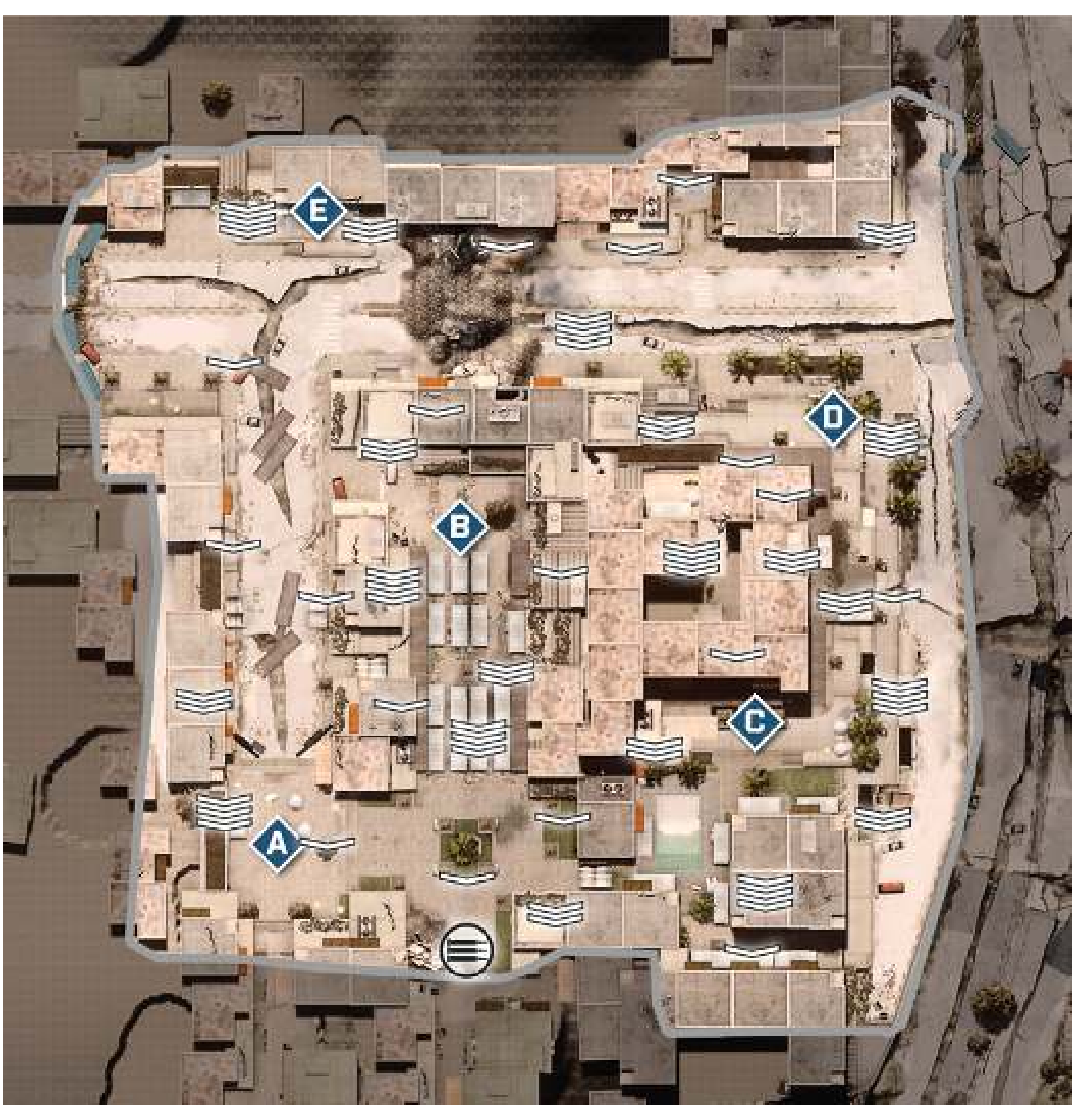
Ammo Crate



During this game mode, the action is restricted to the area around the Palace. Like any Conquest match, the goal here is to capture and hold as many flags as possible while scouring the map for weapons. Your team can impose a drain on the opposing team's ticket count by holding three or more flags. Since most of the map's level 2 and 3 weapons are located on the second floor of the palace, it's a good idea to center your team's defenses around flags B and D. Flag C, on the first floor the palace, is another worthwhile position to hold. By consolidating your forces at flags B, C, and D, you create a strong line of defense along the west side of the map. However, if you're looking to secure the ammo crate, it's a good idea to make a move for flag A as well. The ammo crate, west of flag A, sees plenty of traffic; it's a popular ambush point. So exercise caution when moving through this area. Sometimes you're better off grabbing a new weapon than trying to secure fresh magazines.

Scavenger

Aftermath - Epicenter



Open this map in a new window

Flag A

Flag B

Flag C

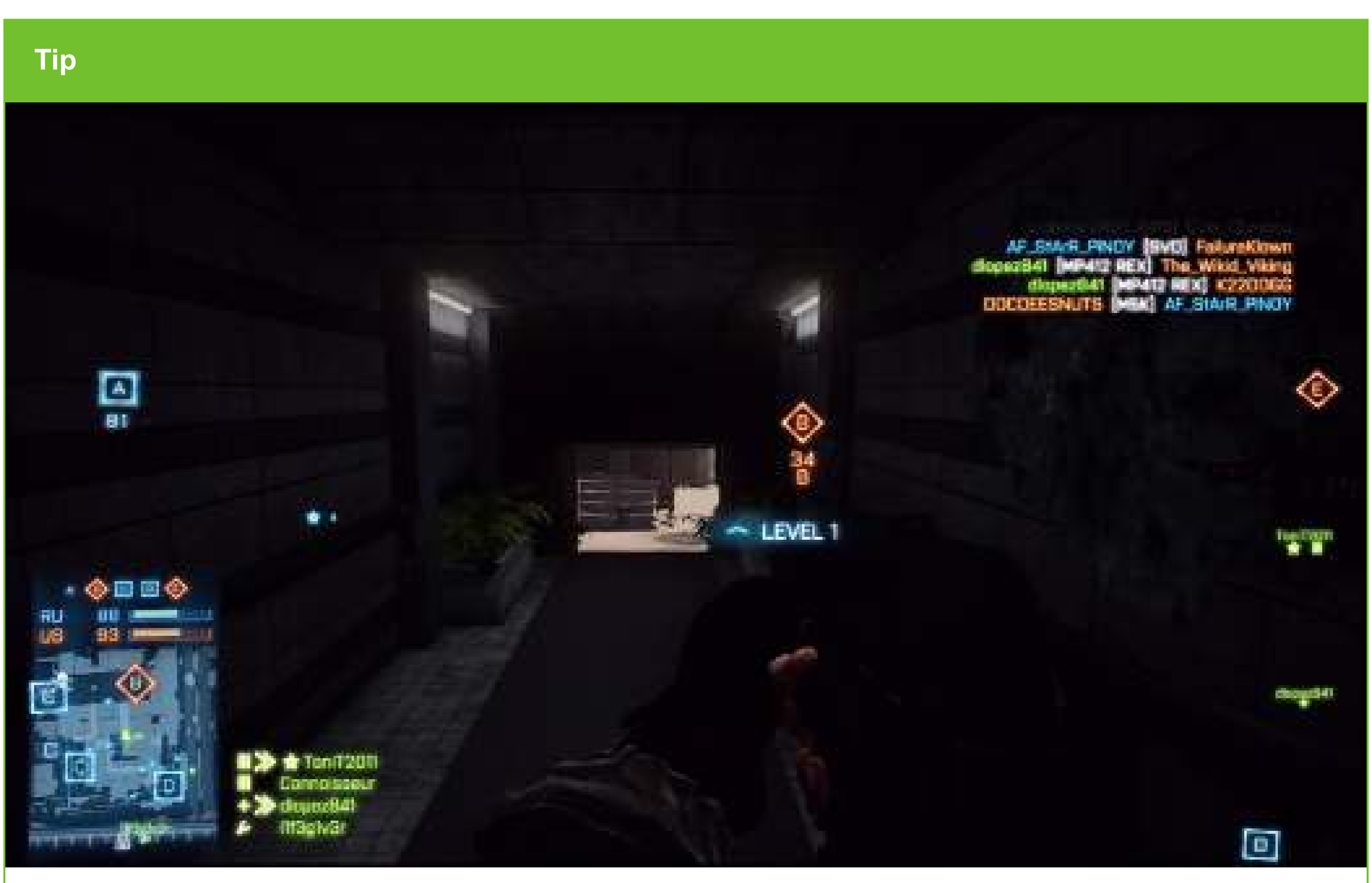
Flag D

Flag E

Ammo Crate

During Scavenger mode the action is restricted to the area around the Hotel. As in Conquest mode, your team will begin losing tickets if you hold fewer than 50 percent of the flags. So, with five flags up for grabs, make an effort to hold a minimum of three flags at a time to avoid hemorrhaging tickets. Both teams should make an effort to control flags C and D at the Hotel as well as flag B in the market area to the west. By locking down flags C and D, your team has access to a variety of level 2 and 3 weapons around the Hotel. Plus, these flags sit on raised terrain, which makes them easy to defend against attacks from the adjoining low lying areas. Both flags A and B are located near the ammo crate on the south side of the map. Controlling this area around the ammo crate is key, as it's a high-traffic area frequented by players attempting to add fresh magazines and grenades to their inventory. Camping the ammo crate may be unsporting, but it's a reality you need to prepare for.

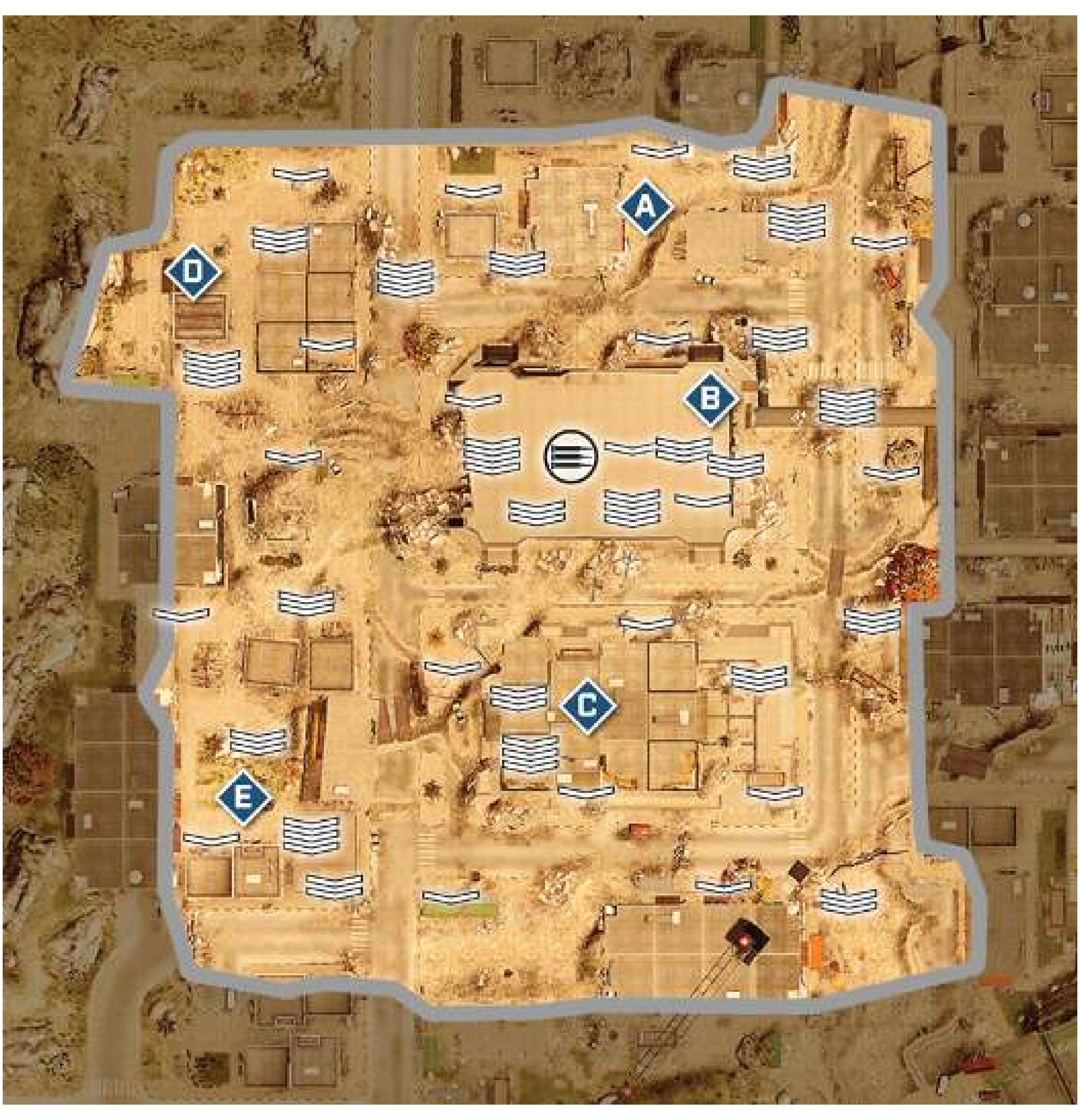
Tip



In the middle of the map, the hall between Flag B and Flag C is a high-traffic, dimly lit corridor of death. Try flanking paths instead of this central corridor to move between these two areas.

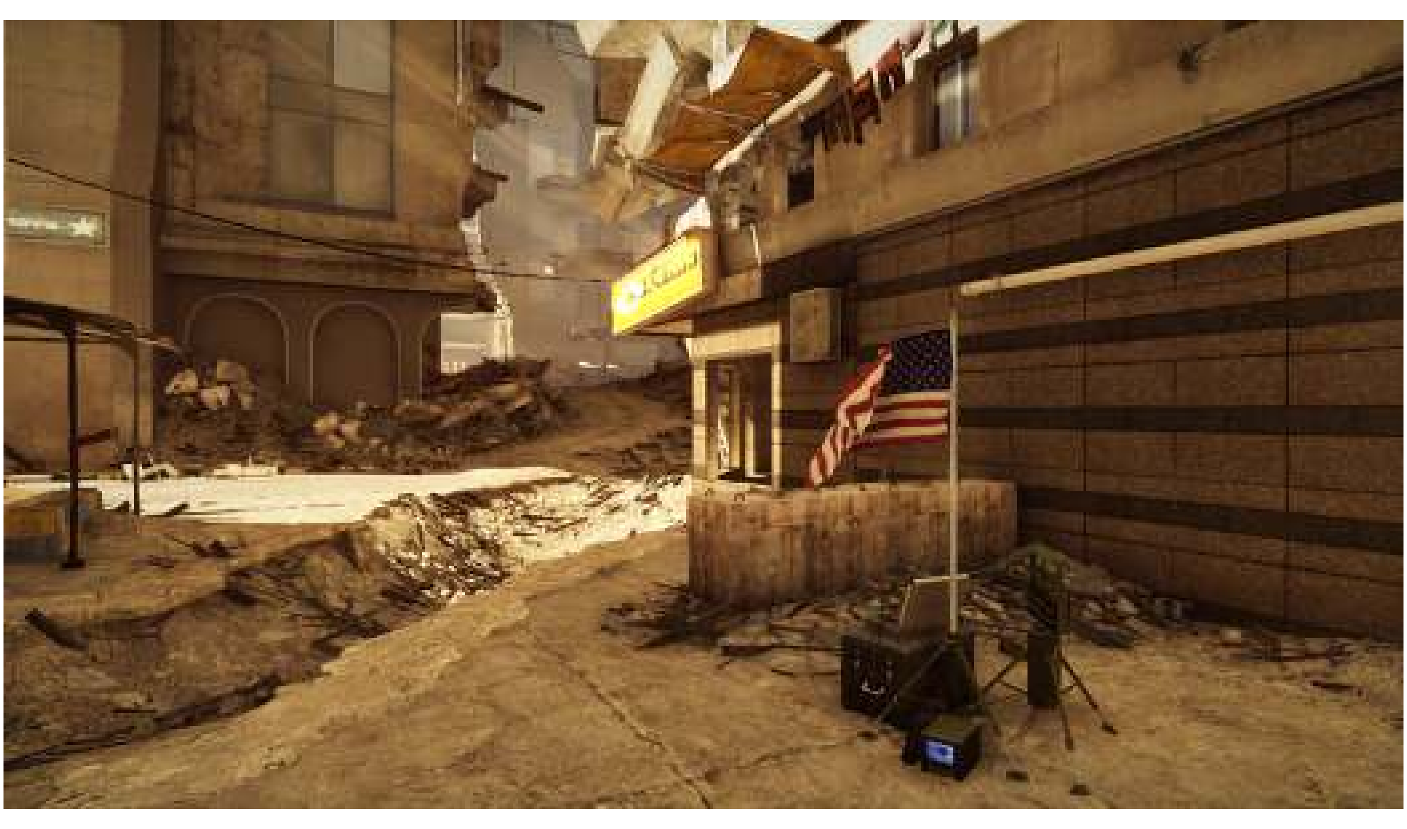
Scavenger

Aftermath - Markaz Monolith

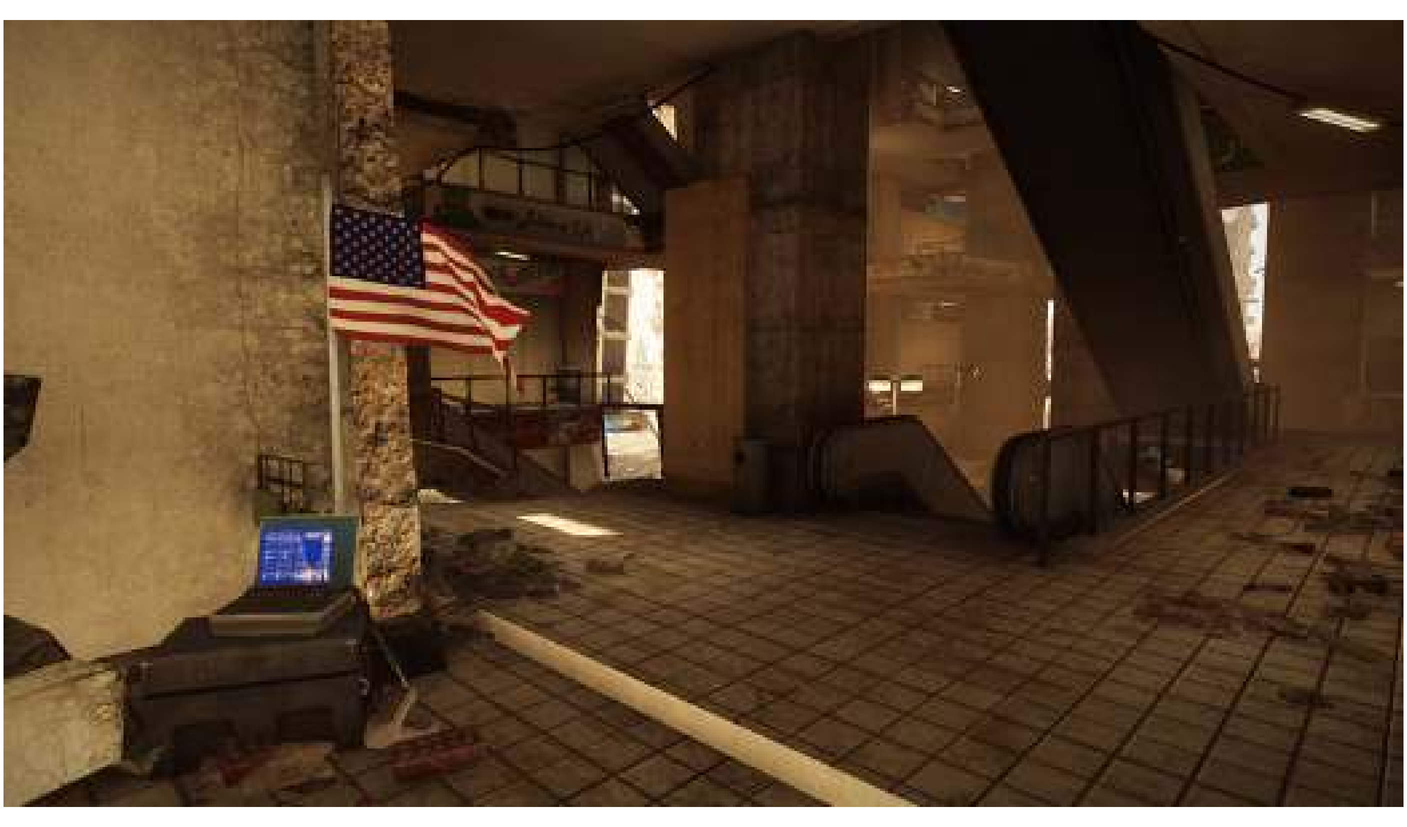


Open this map in a new window

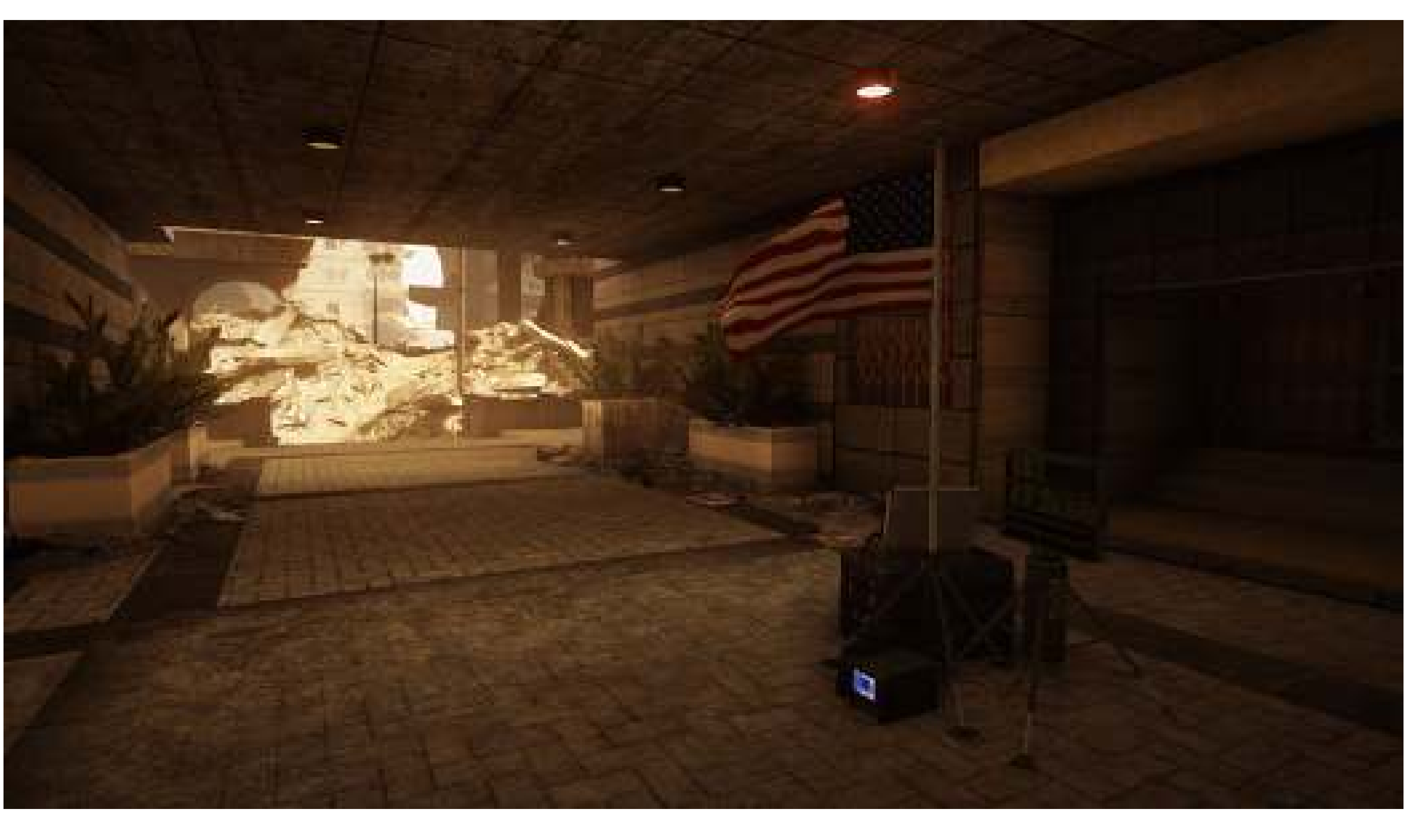
Flag A



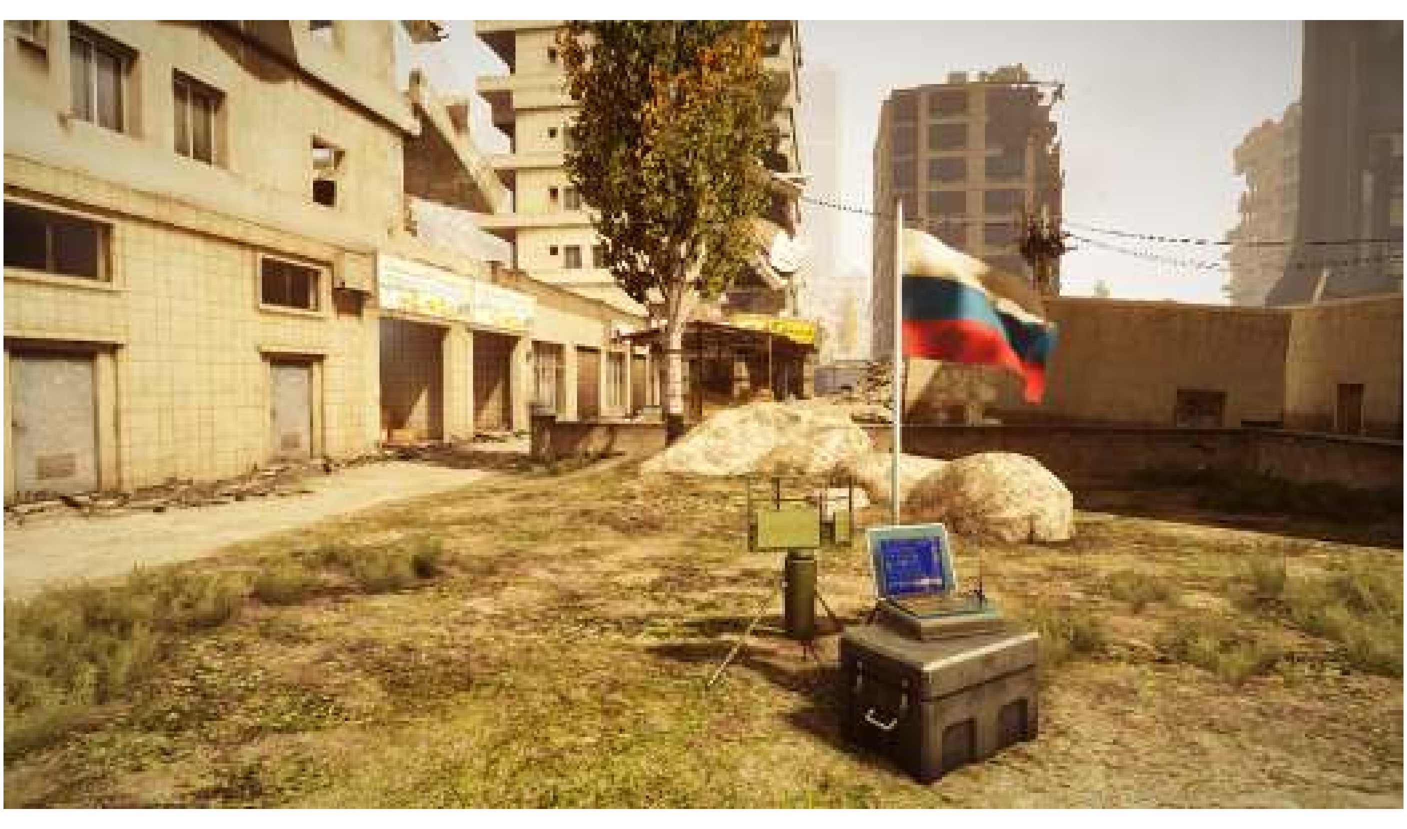
Flag B



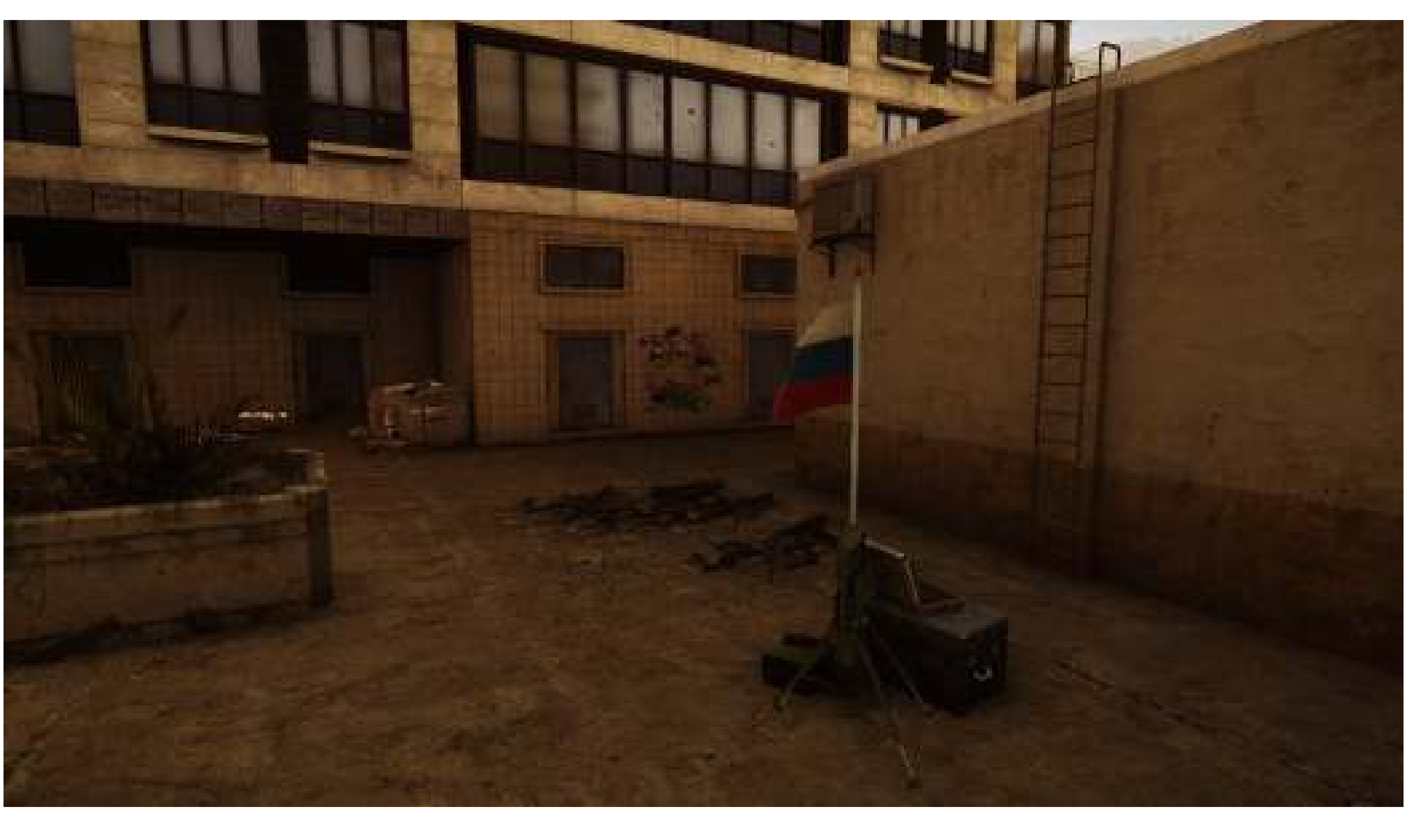
Flag C



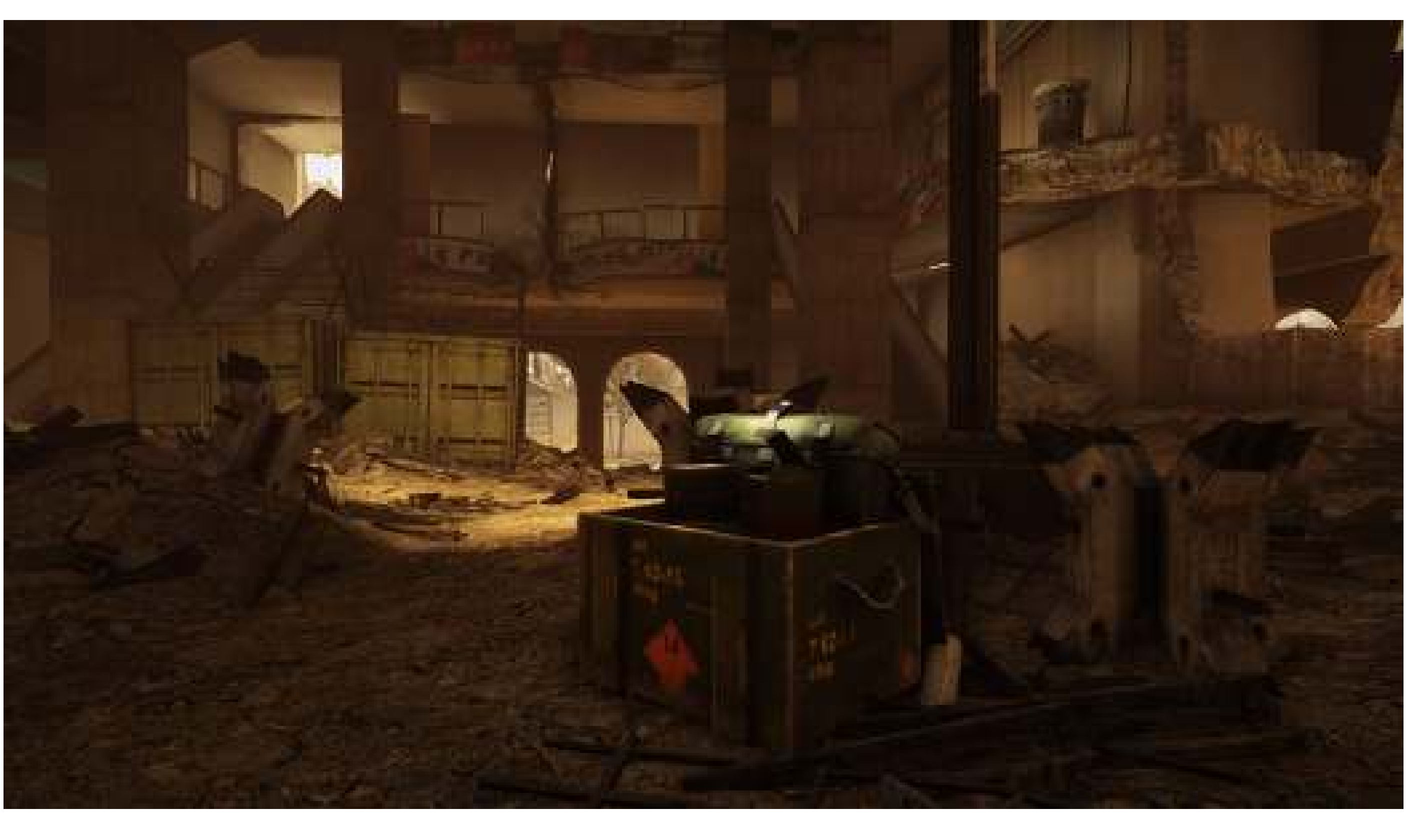
Flag D



Flag E



Ammo Crate

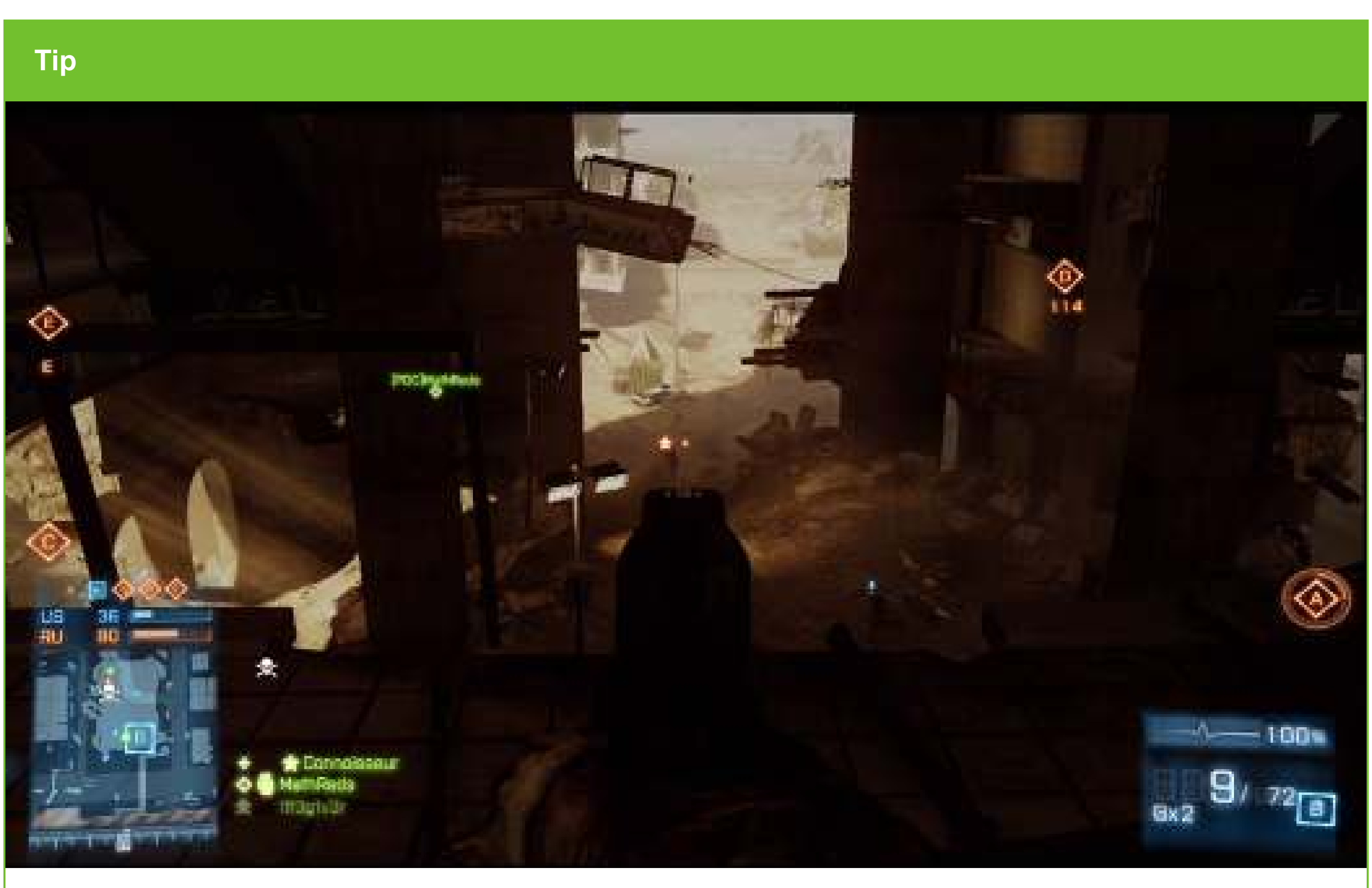


The action on this small-scale map is largely centered around the Mall. Don't get caught up in the chaos of this battle; try to stay focused on the objectives. Like Conquest, the goal is to capture and hold a majority of the five flags—capture a minimum of three flags to initiate a drain on the opposing team's ticket count. Flag B, on the Mall's second floor, is one of the most popular points on the map due to its elevation advantage and the level 2 and 3 weapons nearby. The ammo crate is also located on the floor of the Mall, making this a high-traffic area that is ideal for staging ambushes. Consider making flag B the centerpiece of your team's defensive effort.Add flag A and B to your team's holdings to secure a solid defensive line along the east side of the map. If your team doesn't hold flag B, think twice about visiting the ammo crate on the floor of the Mall; you're probably better off finding a new weapon elsewhere.

Tip

When attacking flag B, approach from the sky bridge on the east side of the Mall. This is safer than charging up the escalators.

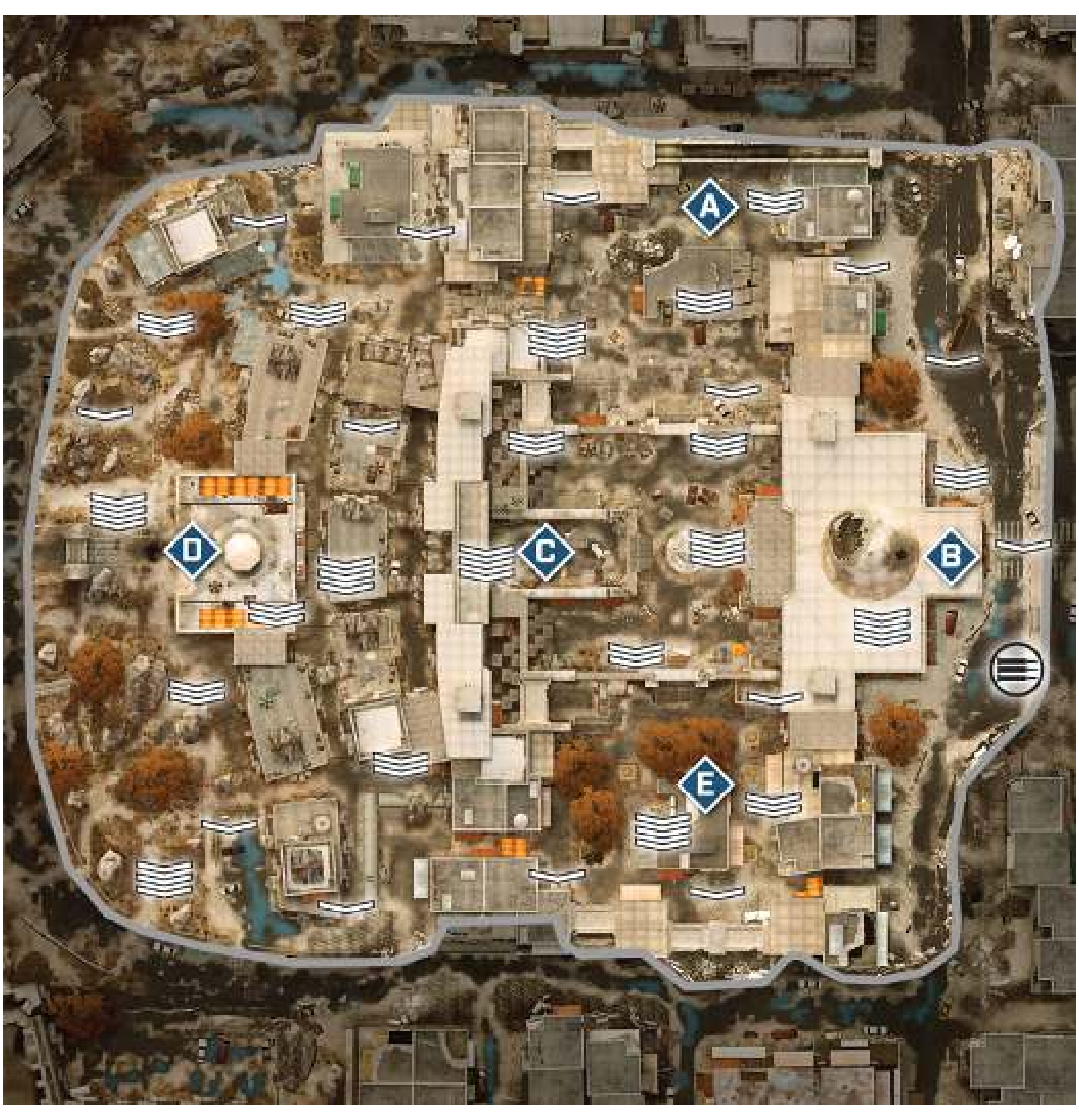
Tip



Flag B is best controlled from a higher vantage point, rather than within the lower level where enemies have better angles on your position.

Scavenger

Aftermath - Talah Market



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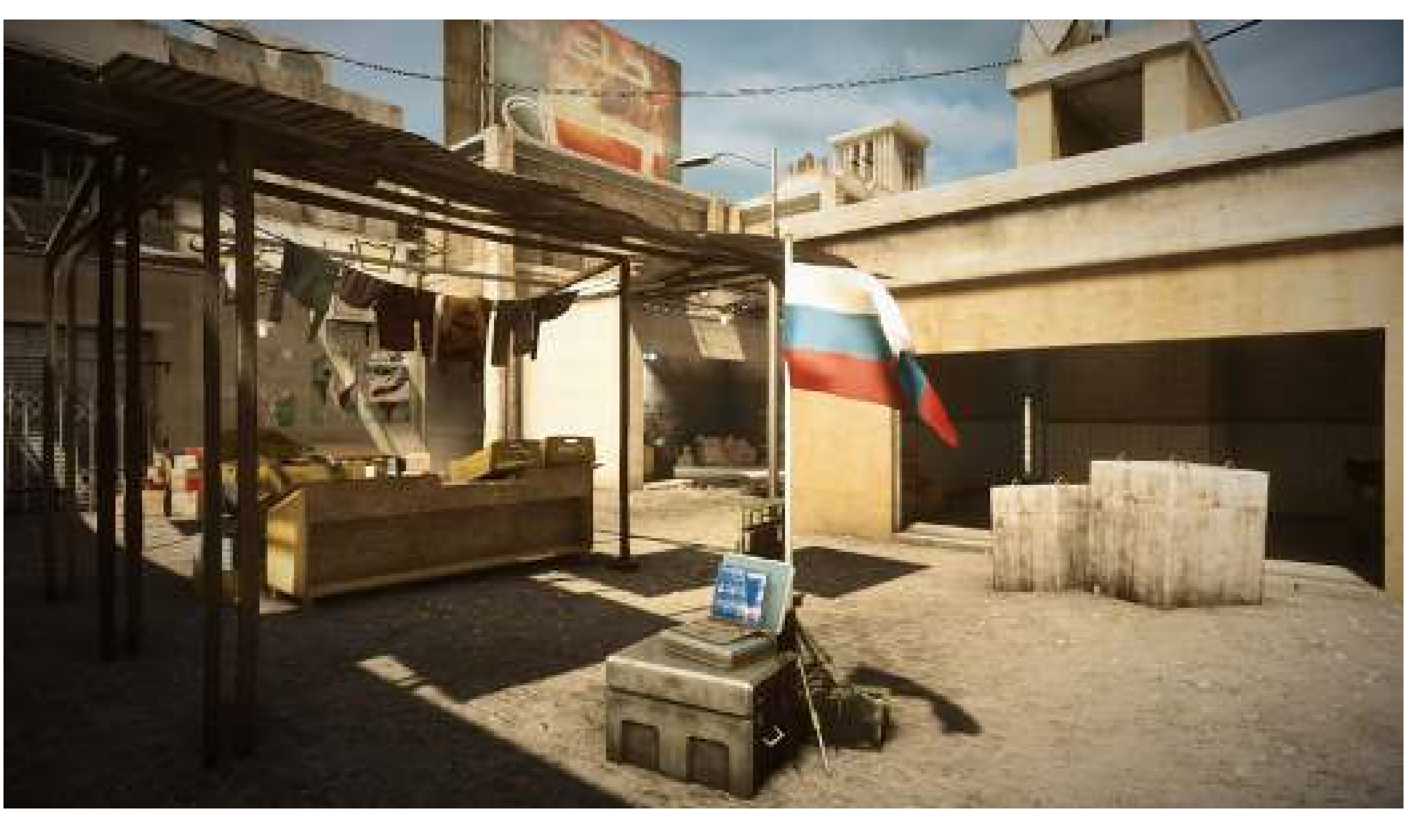
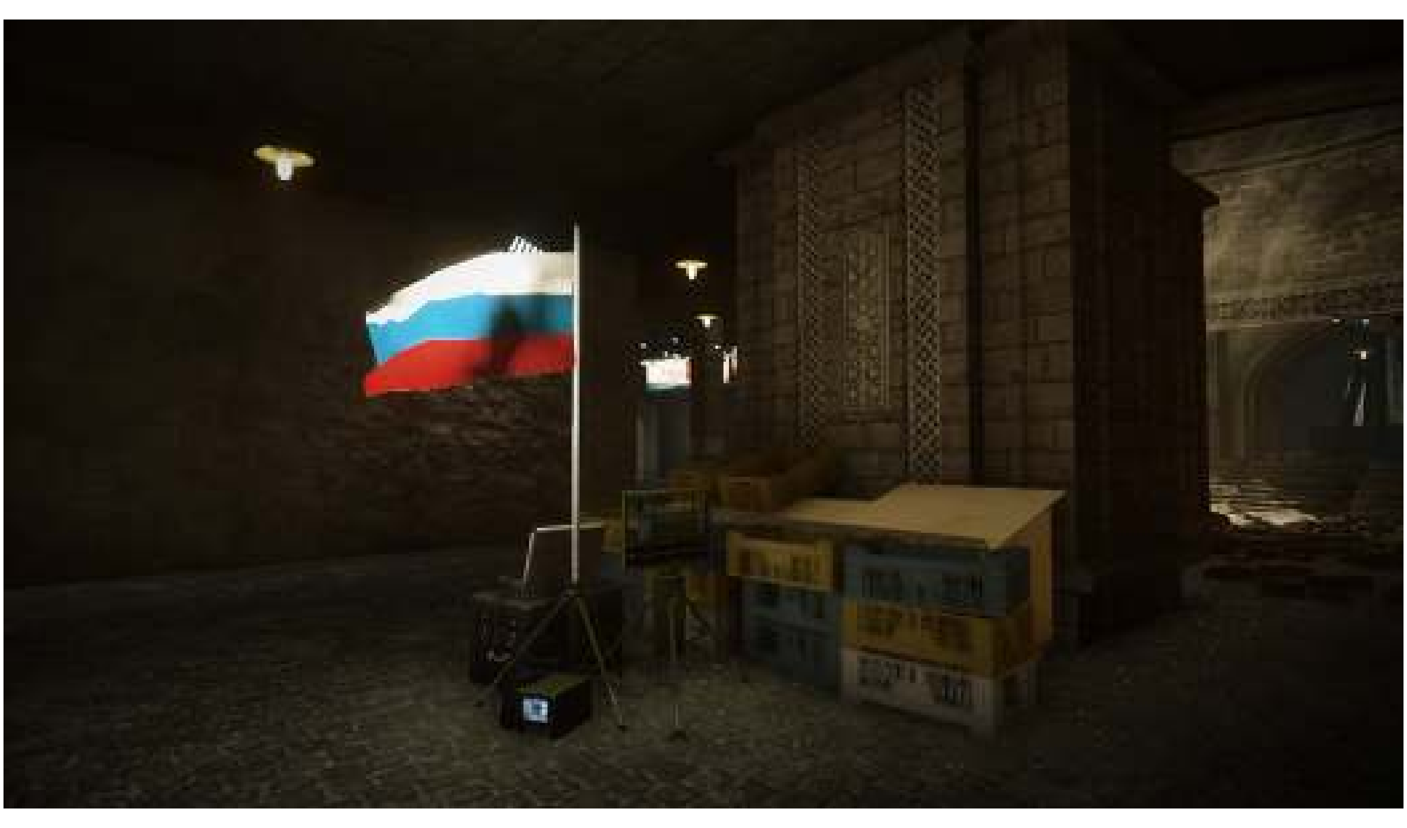
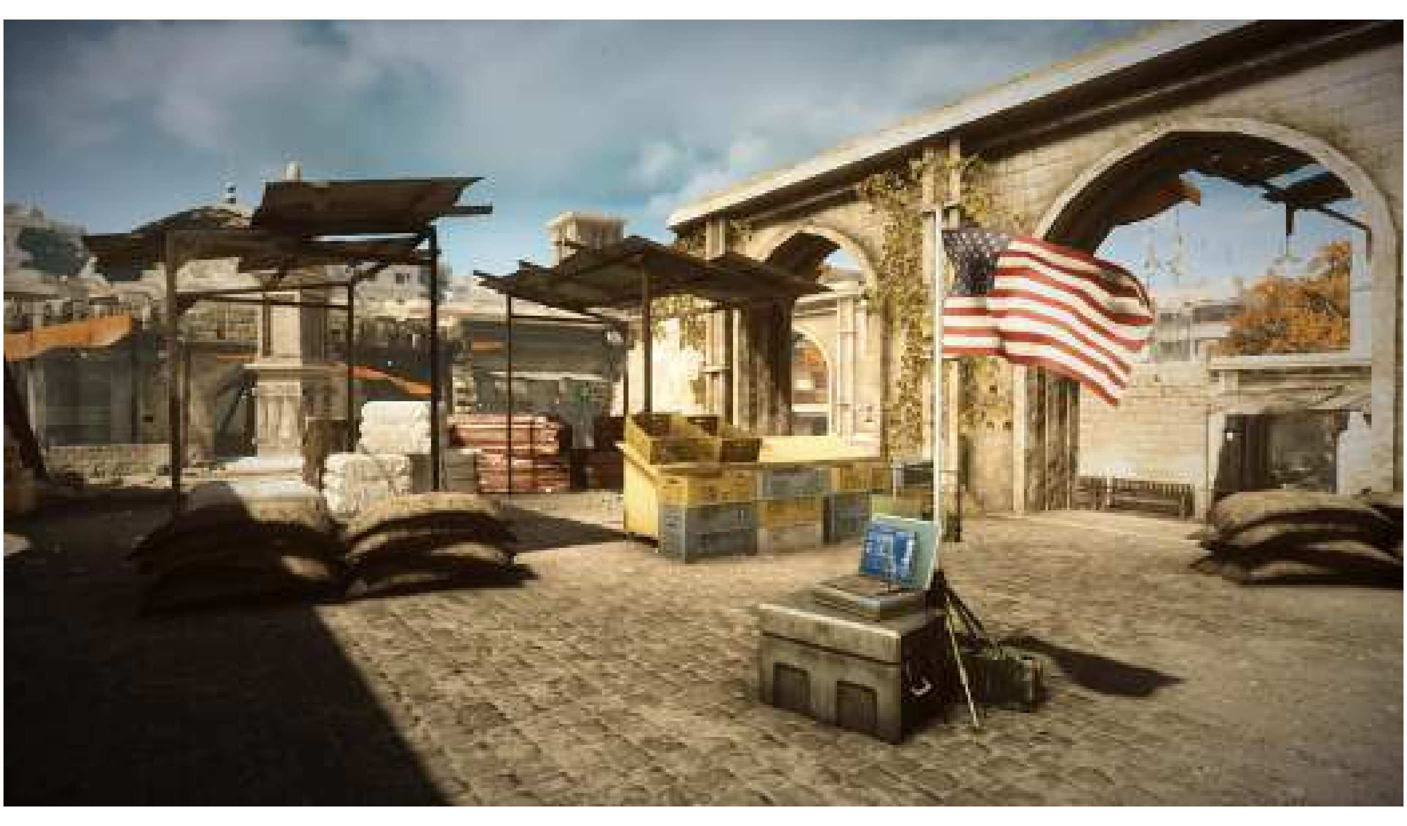
Flag A



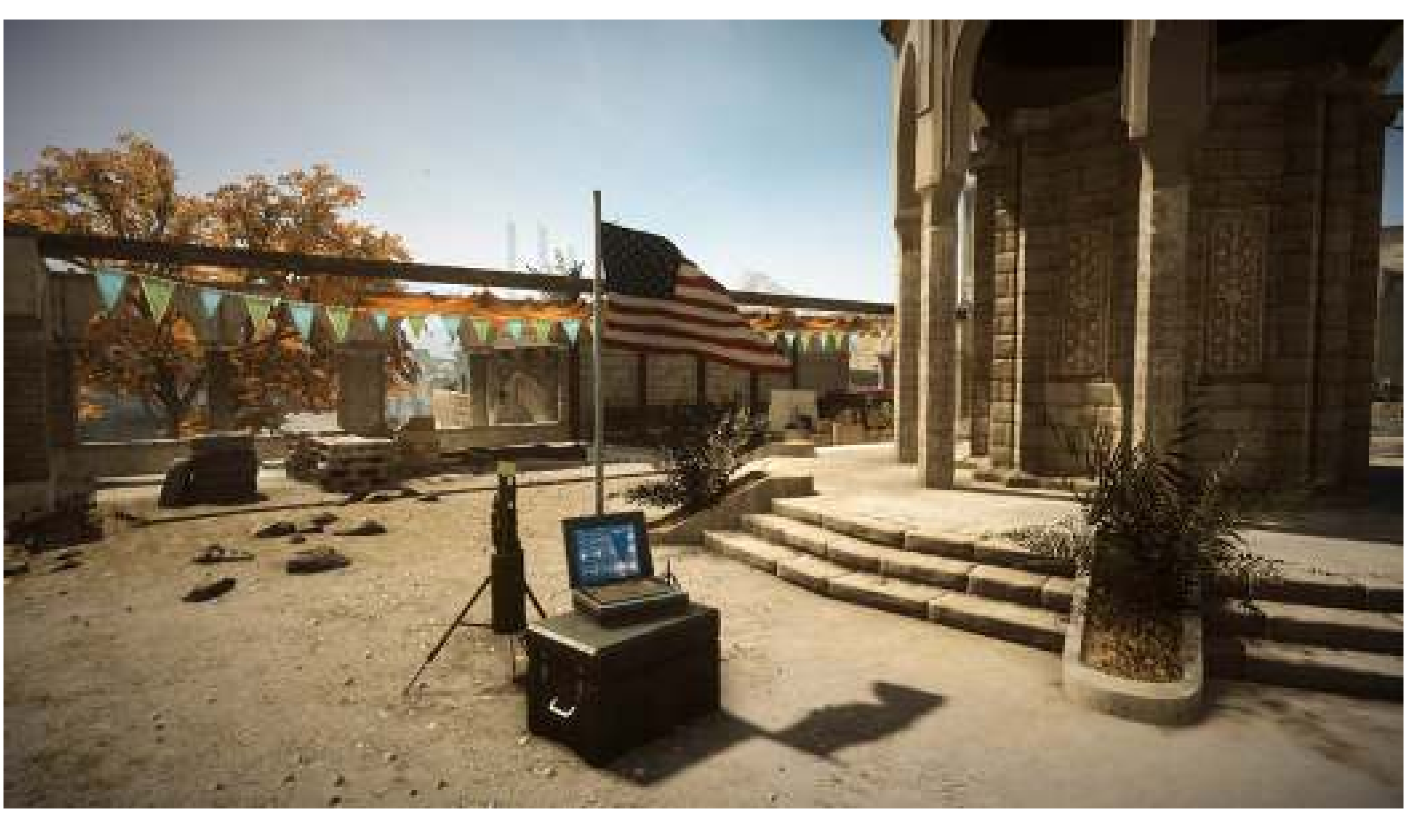
Flag B



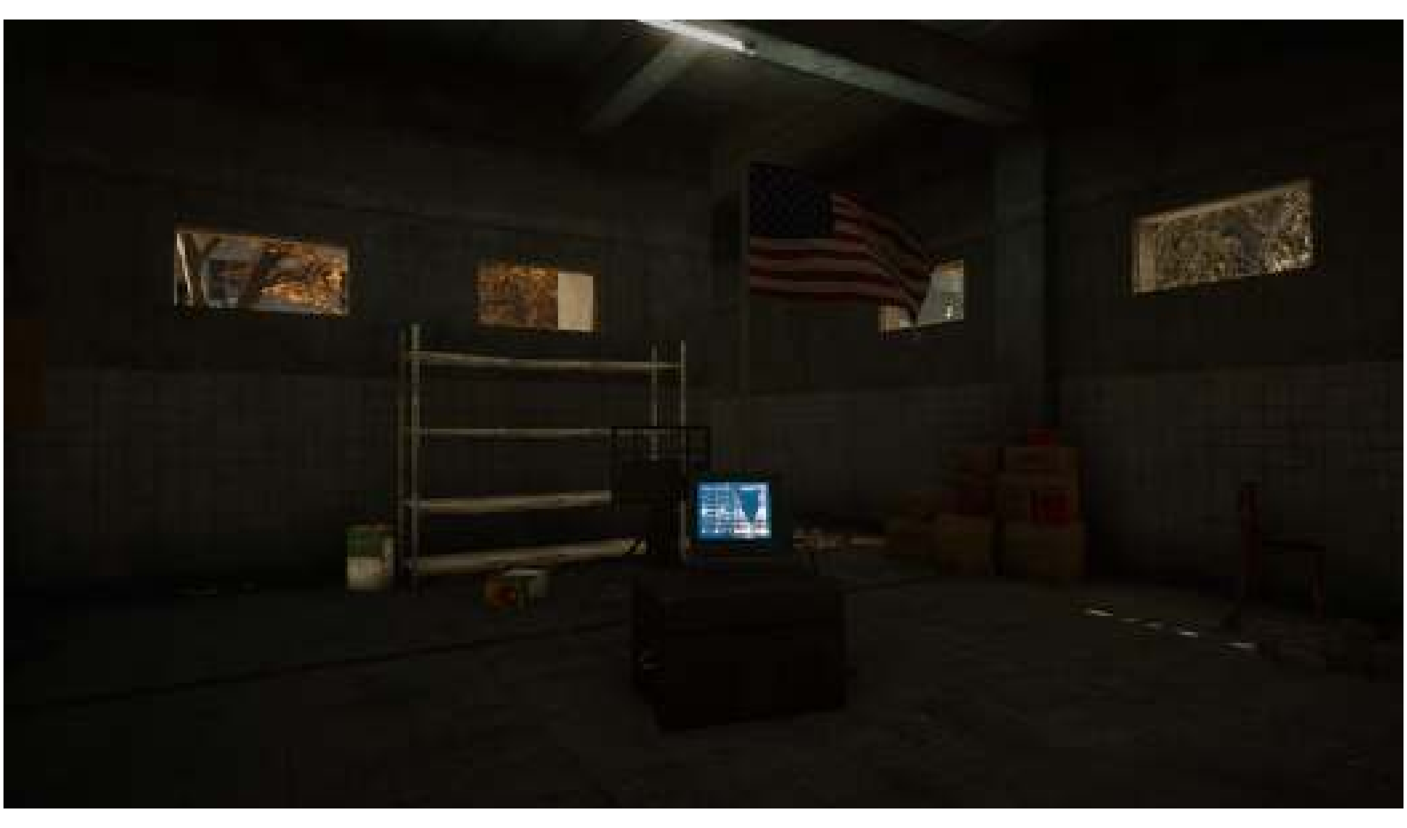
Flag C



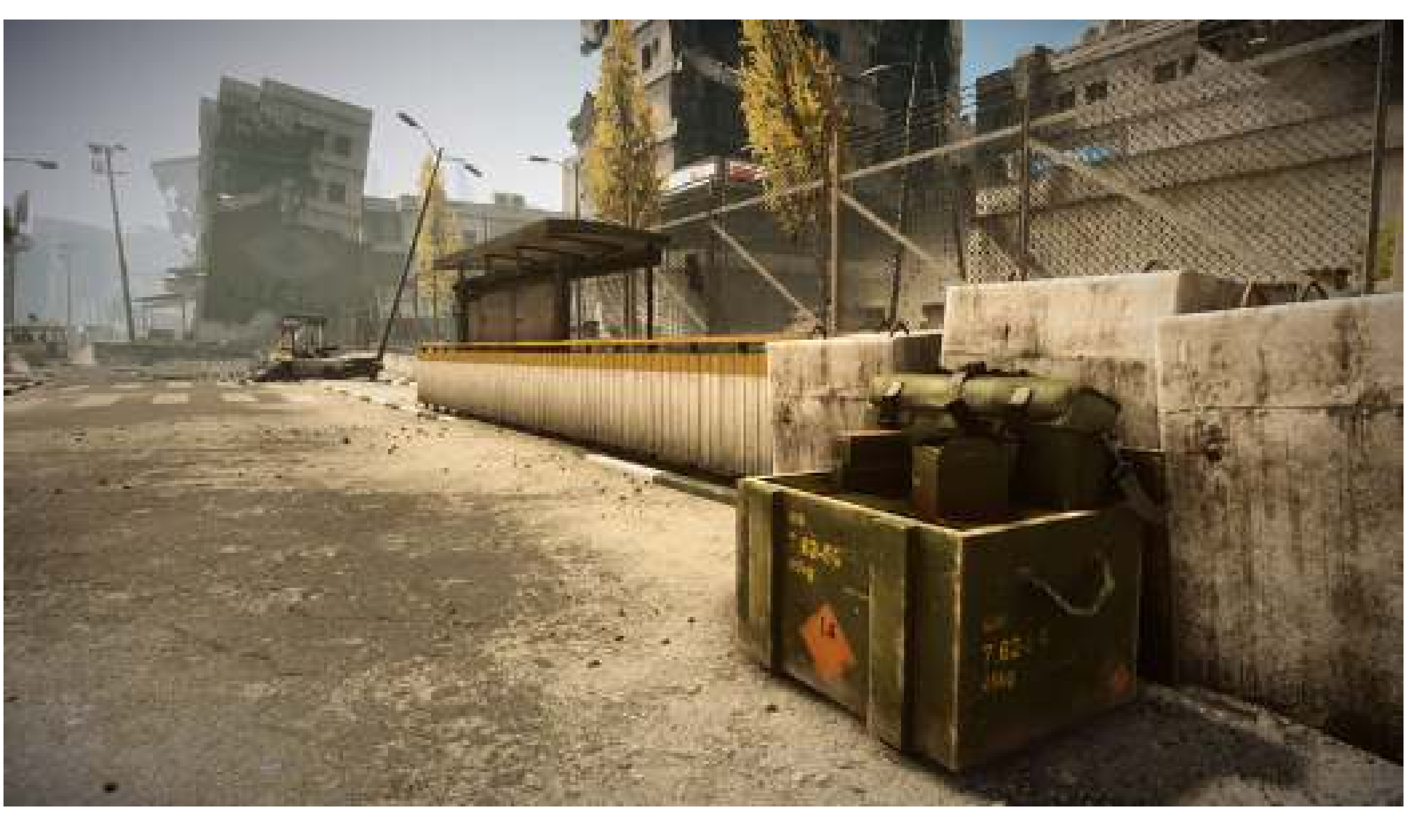
Flag D



Flag E

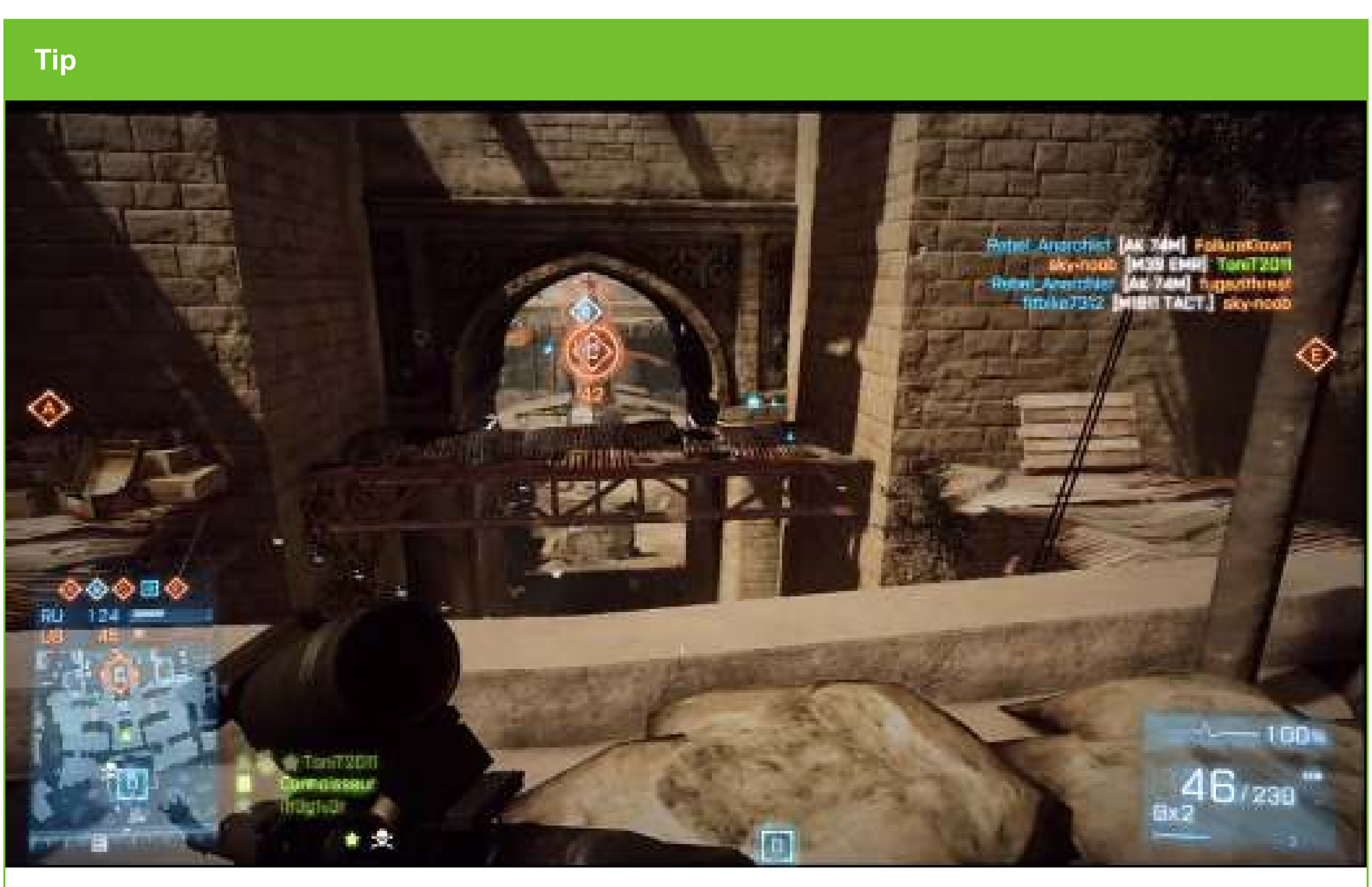


Ammo Crate



The layout of the flags on this map is nearly identical to the Conquest Assault configuration. But this time all the flags are neutral at the start of the match, prompting both teams to race into battle in search of weapons and flag captures. With five flags up for grabs, both teams should try to capture and defend a minimum of three flags; this initiates a drain on the opposing team's ticket count. The ammo crate on this map is located on the far east side, not far from flag B, which iswithin the abandoned souk. Therefore, the team that controls flag B also stands a good chance of maintaining control of the ammo crate. The majority of level 2 and 3 weapons can be found around the Square, by flag C. The lure of these weapons and the nearby flag makes the Square a high-traffic area. So when carving out your team's territory, make sure flag B and C are part of your holdings. Adding flag A or E to your collection can help secure your team's presence in the center of the map.

Tip

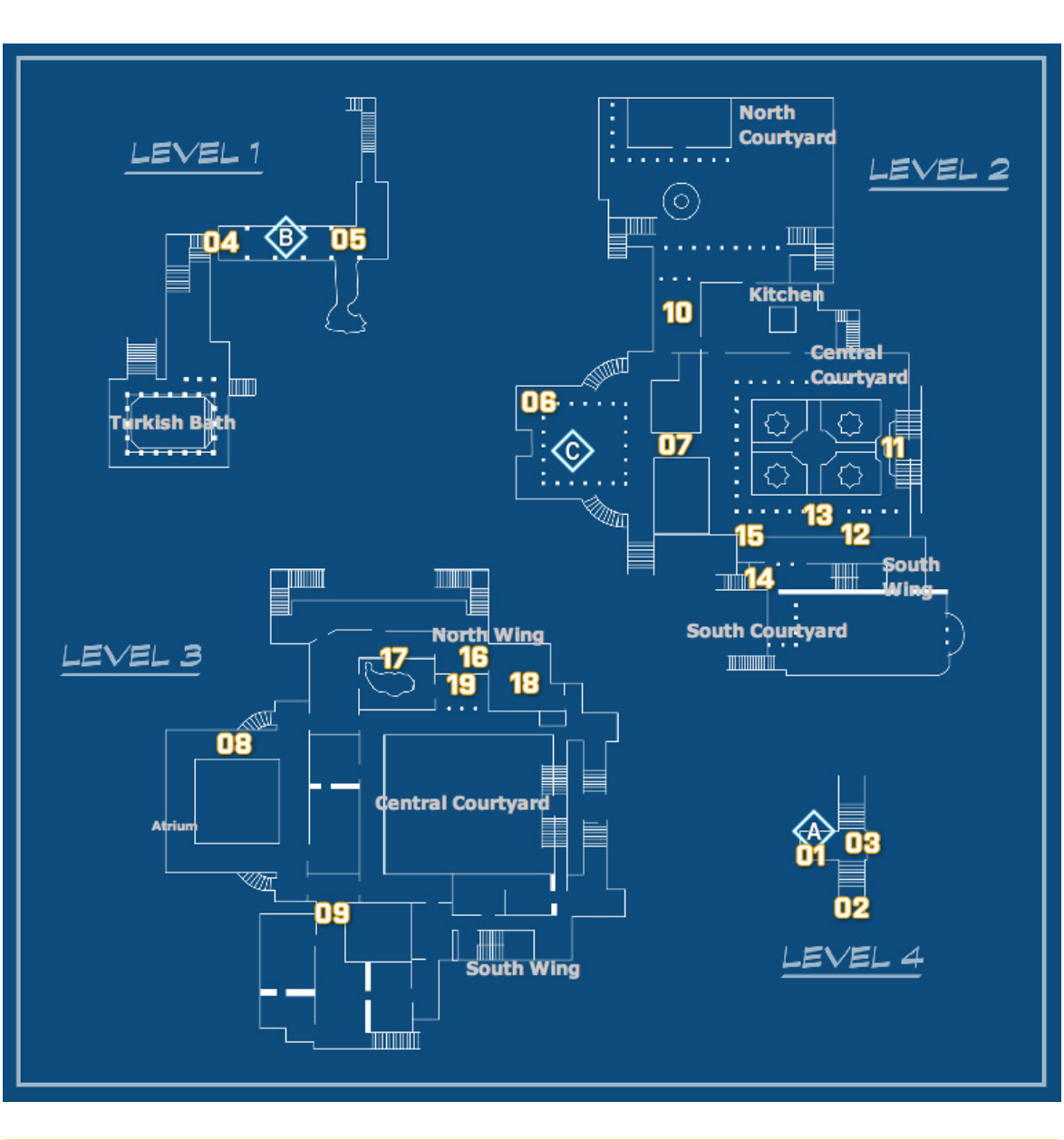


Maintain control of Flag D, which provides a clear sight line of Flag C as well. Use the surrounding rooftops to fire down on enemies below.

Close Quarters/Gun Master

Close Quarters - Donya Fortress

Points of Interest



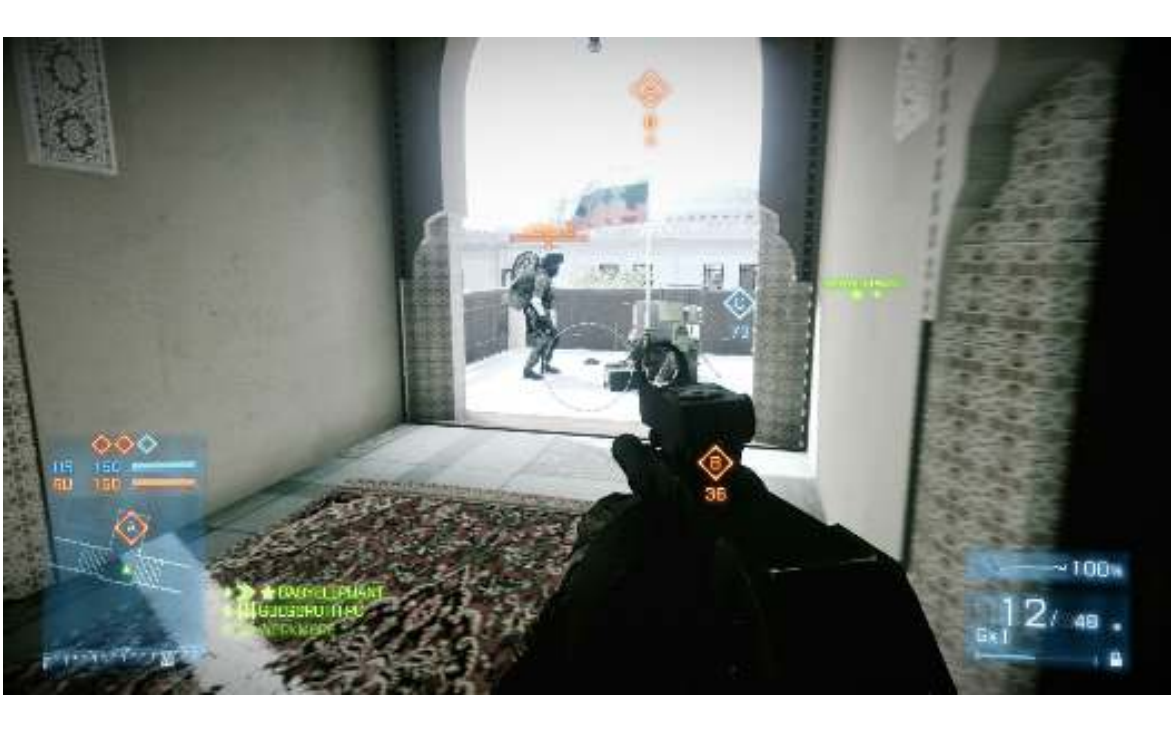
Open this map in a new window

East Balcony (Flag A)

During Conquest Domination matches, this flag is located on the balcony on the east side of the central courtyard. The two staircases to the east are the only paths leading to this balcony, often making this area a deadly choke point. When your opponents hold the flag, always assume that C4 or claymores are in place. Consider firing rockets or tossing grenades ahead of your advance to detonate any booby traps.

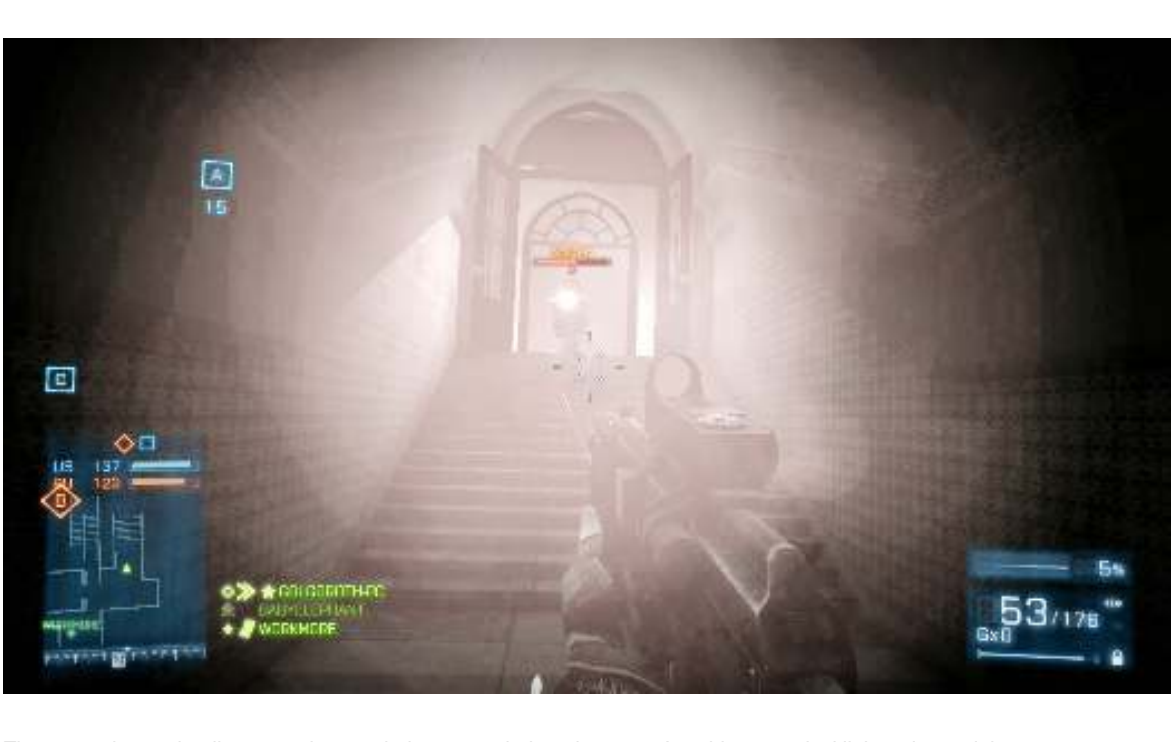
The balcony is the highest point on the map, making it a predictable sniper perch. But don't consider sniping from the balcony unless you have a teammate watching the eastern staircases. Recon troops posted on the balcony leave themselves open to knife attacks from behind. And don't think the low decorative wooden railing on the balcony's perimeter will protect you from incoming fire. This wooden railing splinters and disintegrates under concentrated small-arms fire or explosions, leaving the balcony completely exposed. For best results, capture the flag and move away from the balcony. Defenders are better off guarding the interior staircases to the east or watching the flag from the second-floor walkway ringing the courtyard.

Level 3 [01]



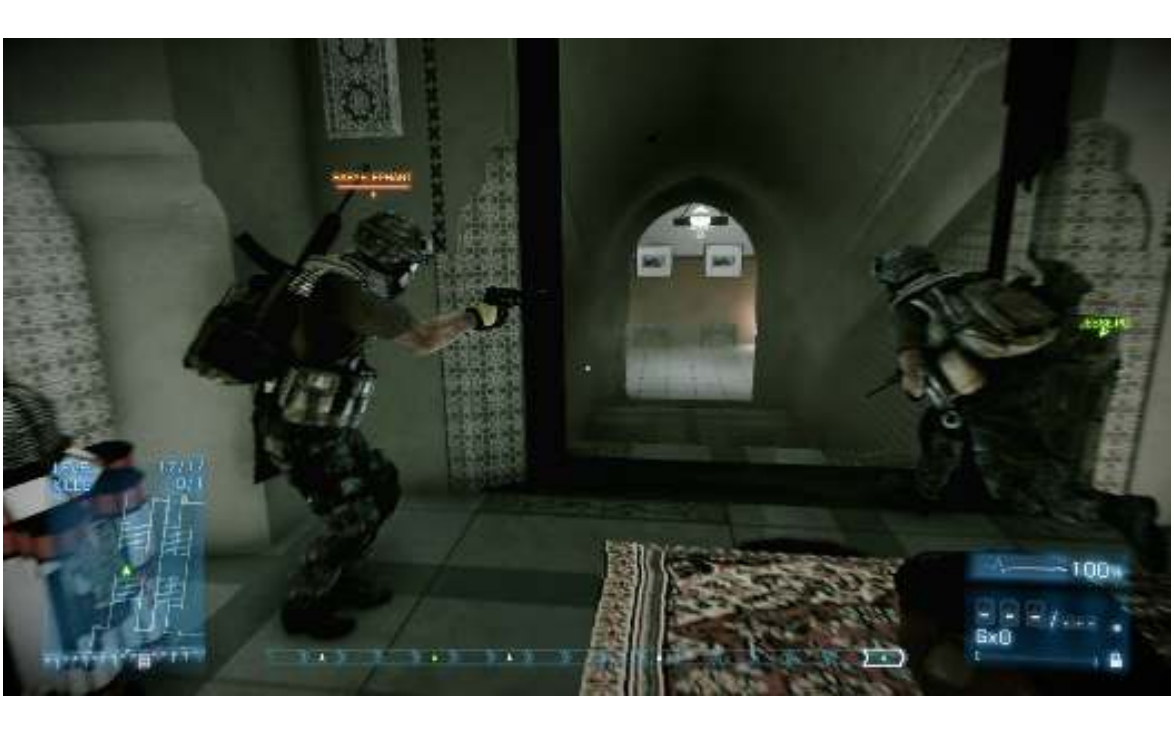
Always expect claymores or C4 placed on or near the east balcony, particularly during Conquest Domination matches. If you're lucky, you may catch an opponent in the process of setting booby traps. Even if you don't see anything, always toss a grenade onto the balcony to detonate any unseen surprises.

Level 3 [02]



The two stairways leading up to the east balcony are dark and narrow. Attaching a tactical light or laser sight to your weapon may give you a slight edge during close-quarter engagements on these stairways.

Level 3 [03]



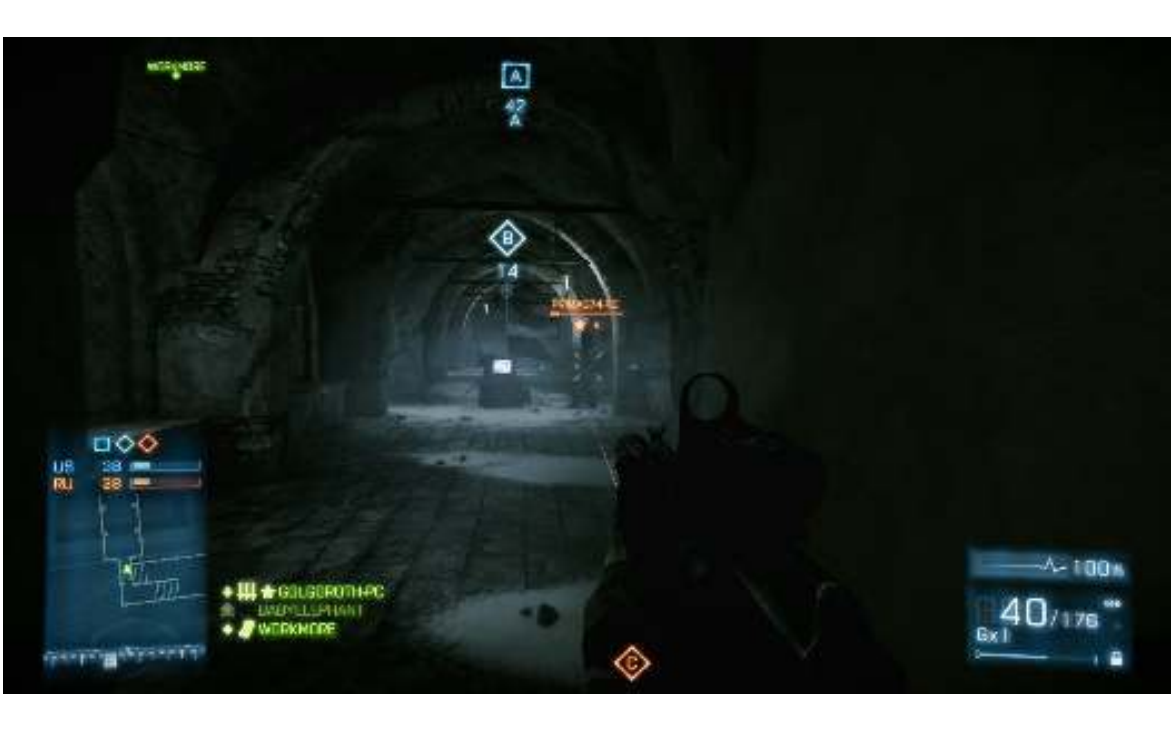
Looking for a knife kill? You can usually find opponents near the east balcony, taking advantage of its elevated view.

Underground Passage (Flag B)

Located directly beneath the central courtyard, the fight for this flag takes place in a dark, narrow underground passage during Conquest Domination matches. There are three entry points to this passage: the stairs connected to the north wing, the hole on the south side of the courtyard, and the stairs to the west connected to the Turkish bath. Opponents approaching from Flag A are most likely to enter through the hole in the courtyard. Attackers approaching from Flag C will probably enter from the Turkish bath to the west.

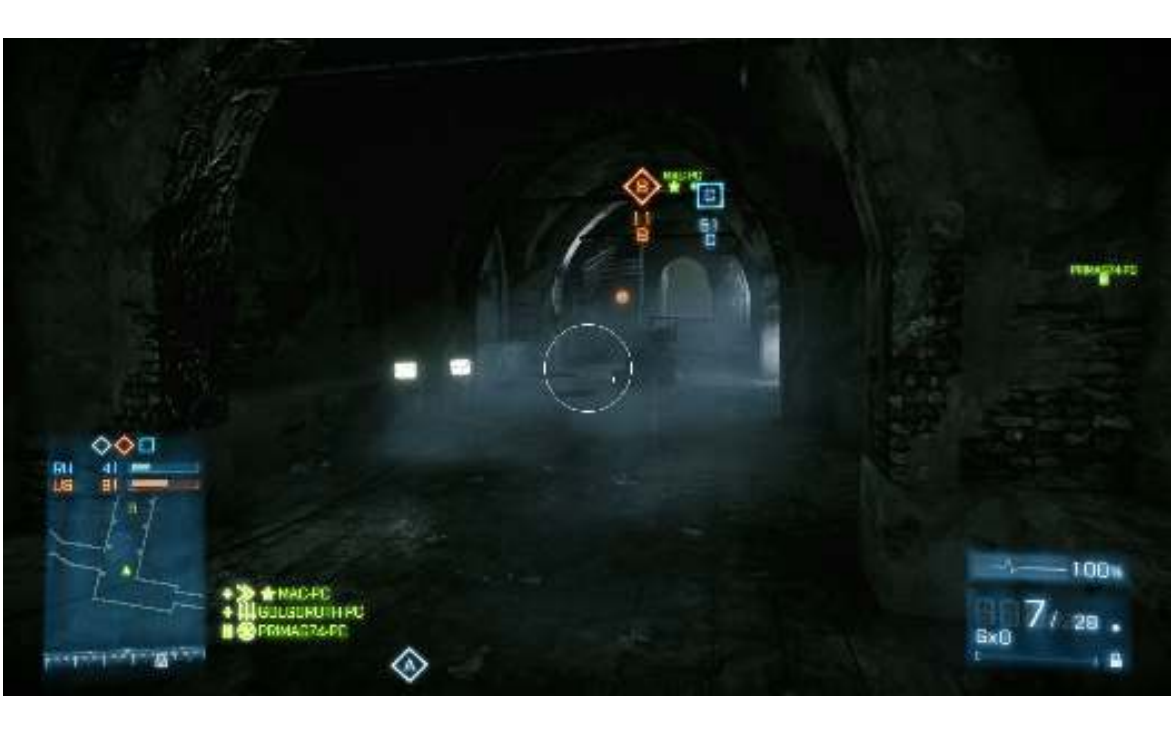
Instead of watching or booby-trapping all entry points, defenders are better off focusing their efforts around the flag. Anyone within the flag's capture radius is completely exposed. Given the cramped setting, shotguns and PDWs (personal defense weapons) are deadly down here. And due to the dark environment, laser sights and tactical lights are very effective; use them to blind your opponents. If you don't have the manpower (or desire) to actively defend this flag, drop claymores or C4 within the capture radius to score some sneaky kills.

Level 0 [04]



If you have a laser sight attached to your weapon, don't bother aiming while engaging enemies down here. The laser sight improves hip accuracy, greatly increasing the chances of hitting your target.

Level 0 [05]



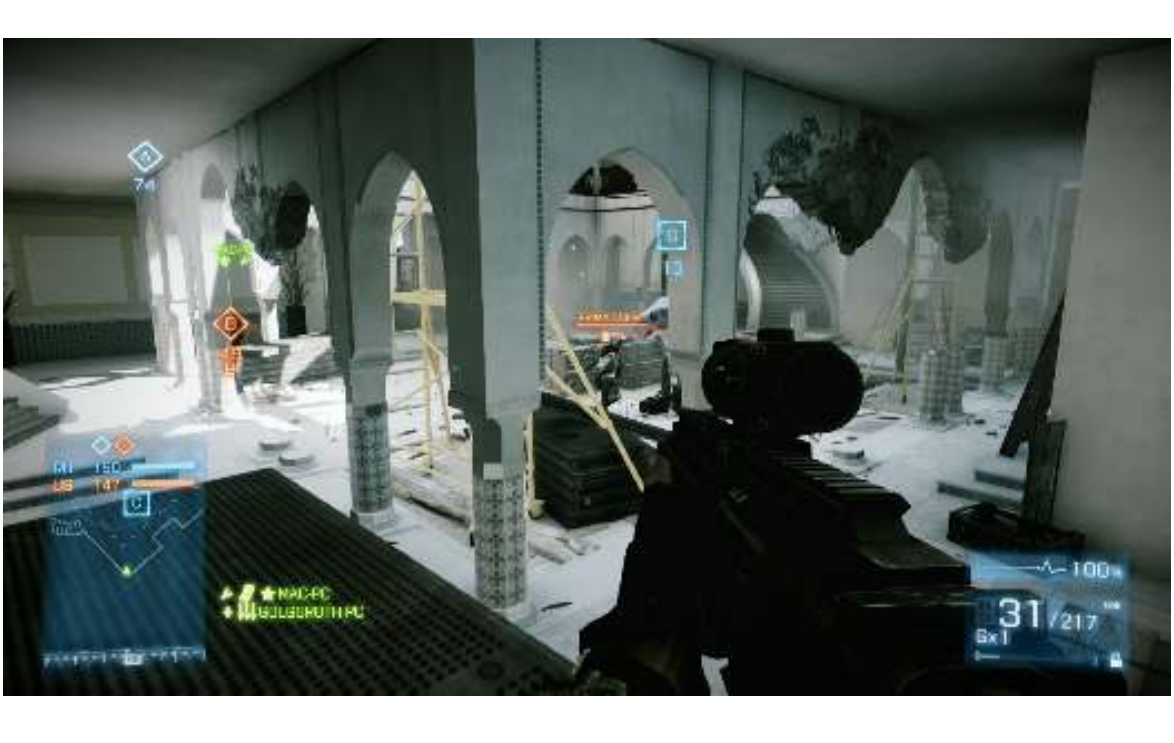
During Conquest Domination matches, always assume the area around the flag is booby trapped with either C4 or claymores. Always toss a grenade toward the flag before approaching. It's important to detonate any traps before attempting to convert the flag.

Atrium (Flag C)

The atrium is still undergoing construction, so a mix of equipment and building materials are scattered across the floor. These objects offer some concealment and cover for those attempting to convert the flag during Conquest Domination matches. However, there are very few places to hide when opponents are positioned on the upper-level promenade ringing the perimeter of this large room. Attackers should always try clearing this walkway before heading downstairs to convert the flag.

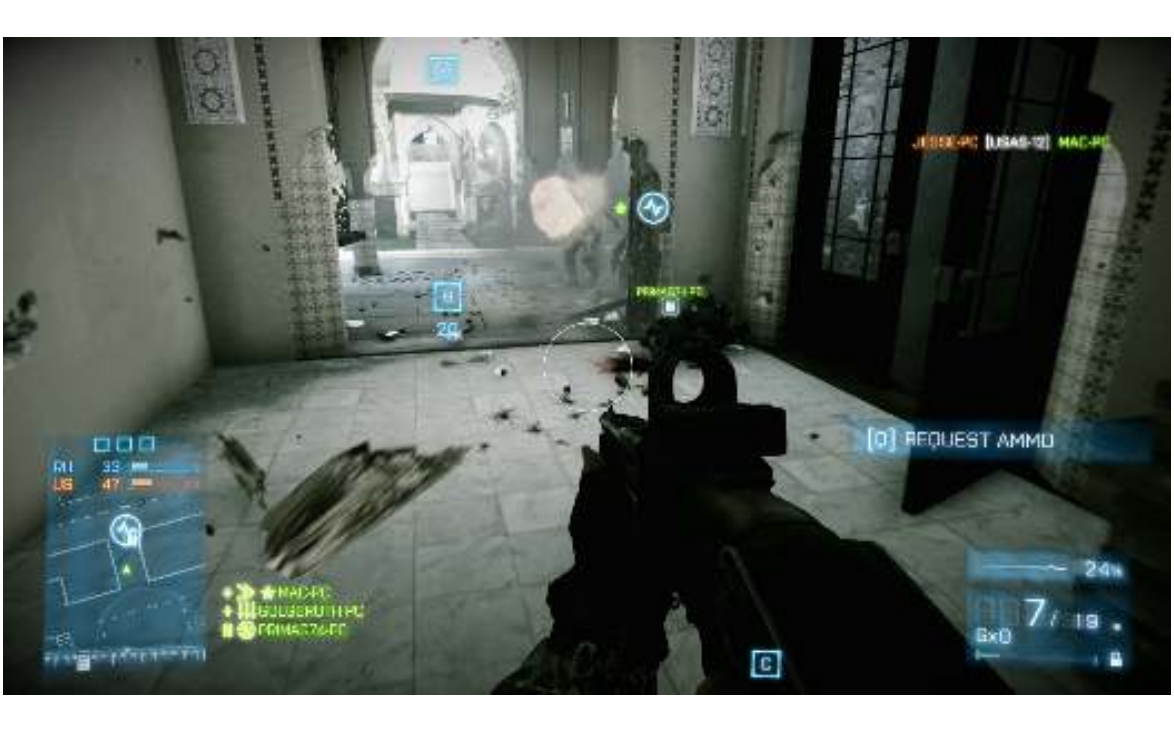
The atrium is located just west of the central courtyard and is a high-traffic area with walkways and stairways leading to adjoining locations, such as the Turkish bath to the south and the kitchen to the north. If you choose to stay put here, keep your back to the western wall where you're less likely to be stabbed from behind. Midrange weapons like carbines and assault rifles work well in the atrium, capable of dropping targets at various distances. Those armed with PDWs and shotguns may be outmatched here, especially when firing between the atrium's upper and lower levels.

Level 1 [06]



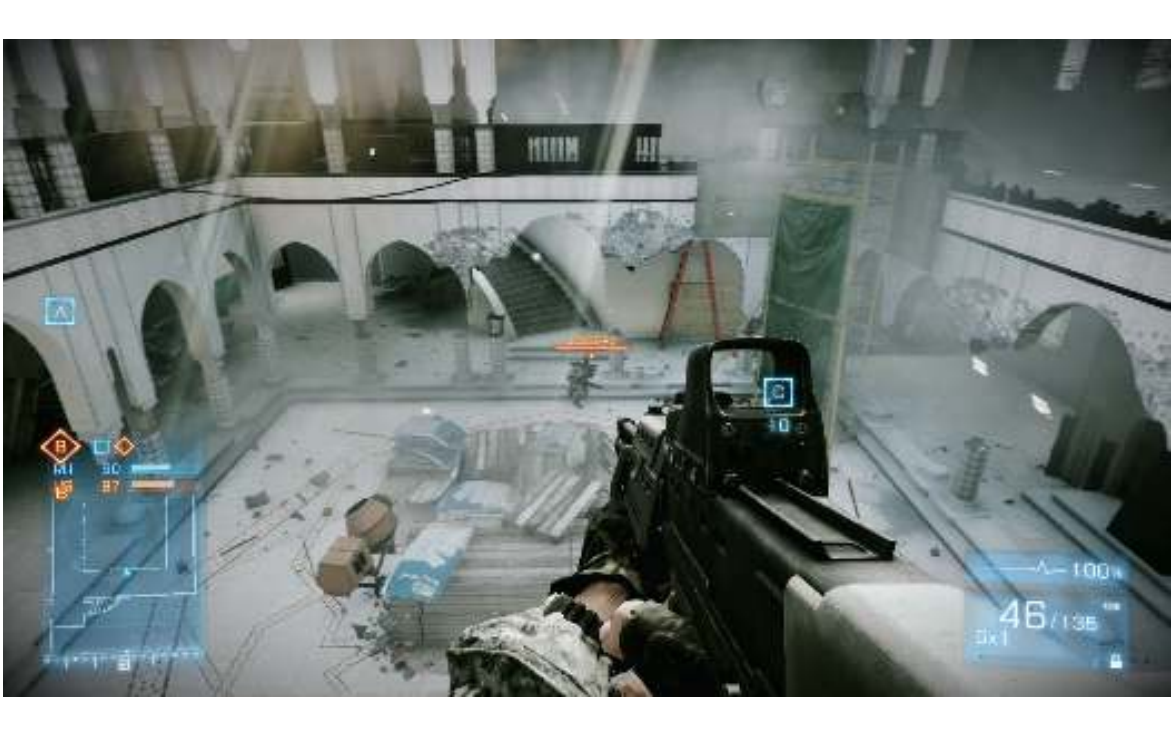
When defending the atrium from the ground floor, take up a position in one of the western corners. Placing your back to the western wall ensures nobody can sneak up behind you. Building materials also offer decent concealment.

Level 1 [07]



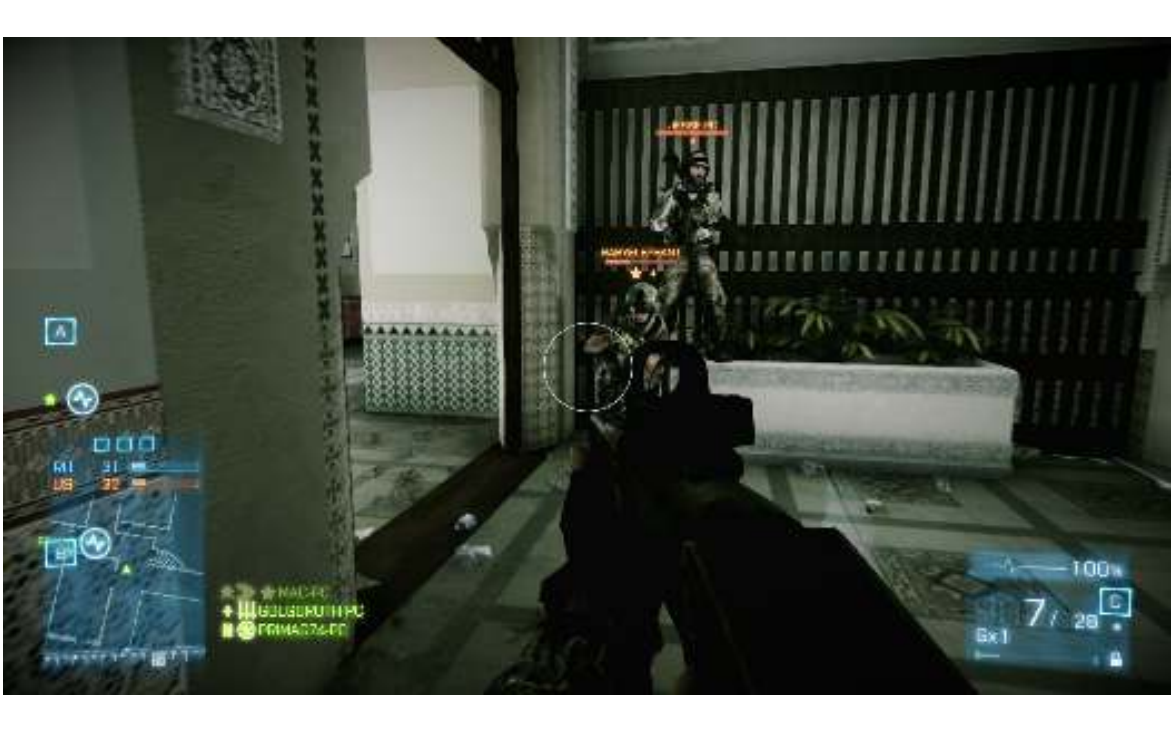
Avoid the hall connecting the atrium to the central courtyard. This is a high-traffic choke point. Plus, this area can be viewed by sharpshooters positioned near the east balcony. It's safer to move through the interior hallways.

Level 2 [08]



The elevated walkway offers a great view of the atrium's floor. This is a great overwatch position during Conquest Domination matches, allowing you to engage any opponents gathered near the flag.

Level 2 [09]

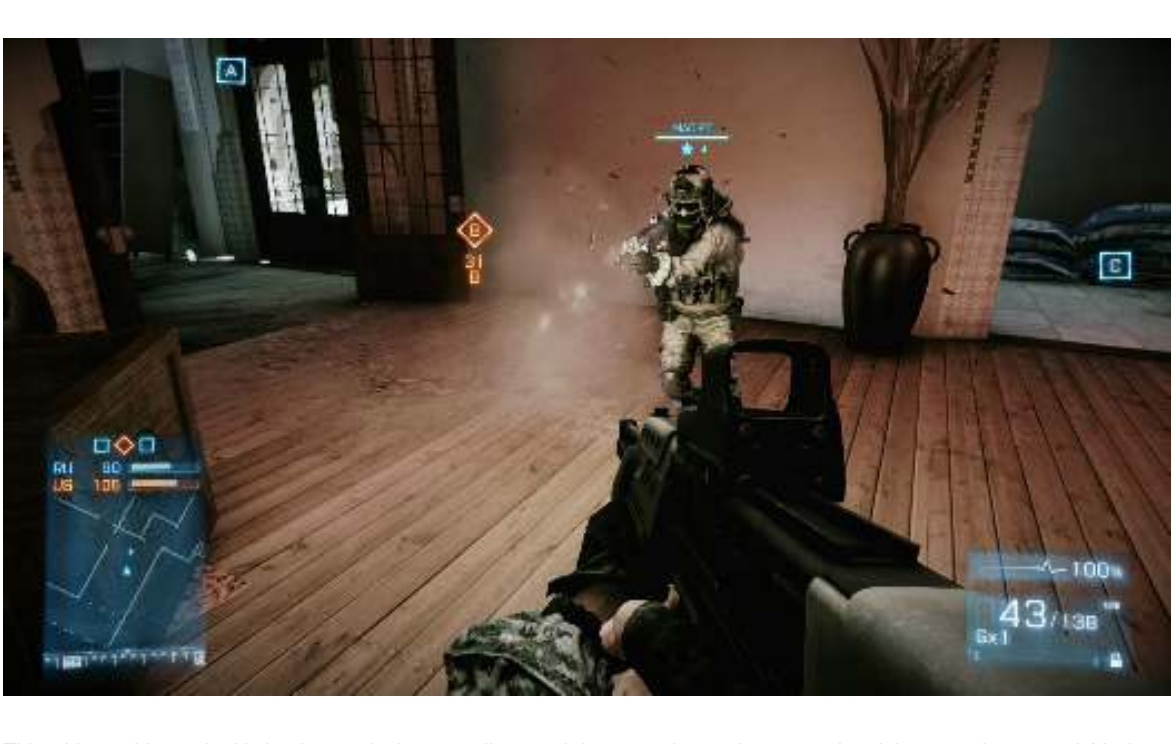


Don't get complacent while occupying the elevated walkway in the atrium. Opponents may arrive through the adjoining hallways connected to the north and south wings. So always stay on the move and keep watching for new arrivals on the top and bottom floors.

North Courtyard

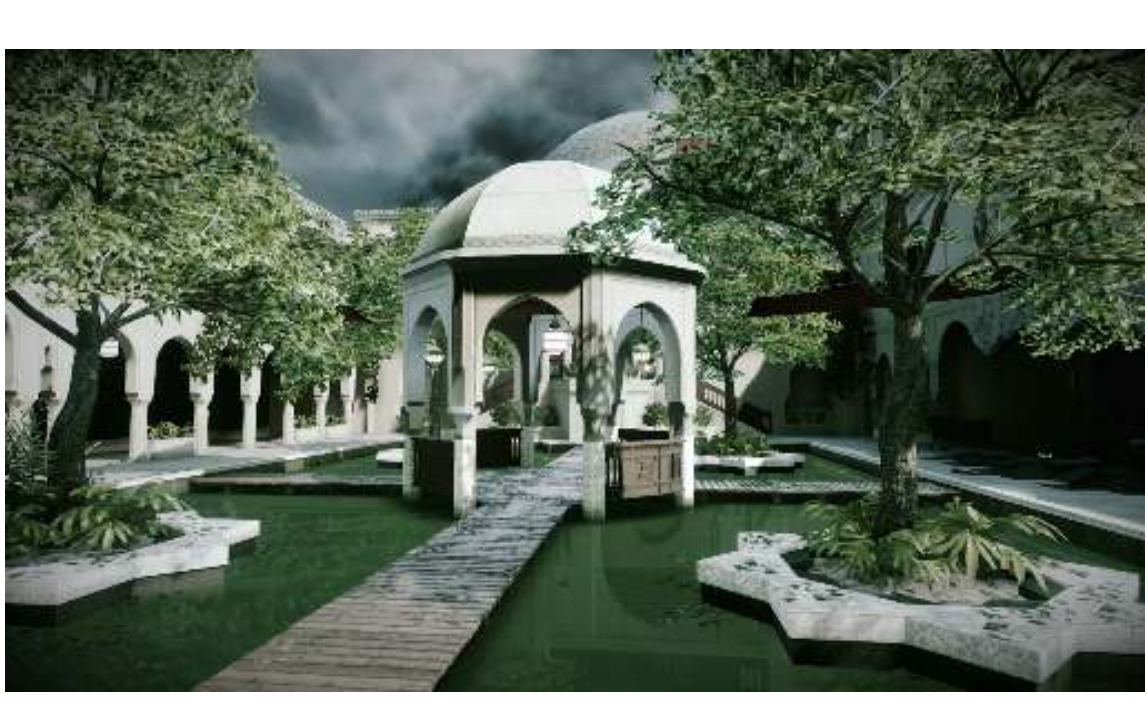
In most game modes, this courtyard is a spawn location, offering direct access to the kitchen and northern living quarters on the second floor. While this courtyard is somewhat isolated on the map's northern edge, it is still a potential kill zone. The courtyard offers remarkably long sightlines, particularly from east to west. The upper-level balcony on the south side also offers a great view of the courtyard. But don't make a habit of camping on this high-traffic footpath unless you want to catch a knife in the back. During Squad or Team Deathmatch games, consider occupying the structure on the courtyard's north side and using it as a firebase, engaging foot traffic to the south. If you hope to last a while here, bring along an assault rifle.

Level 1 [10]



This wide corridor to the kitchen's west is the most direct path between the north courtyard and the central courtyard. You're likely to encounter both friends and enemies while moving through this passage, so stay on your toes.

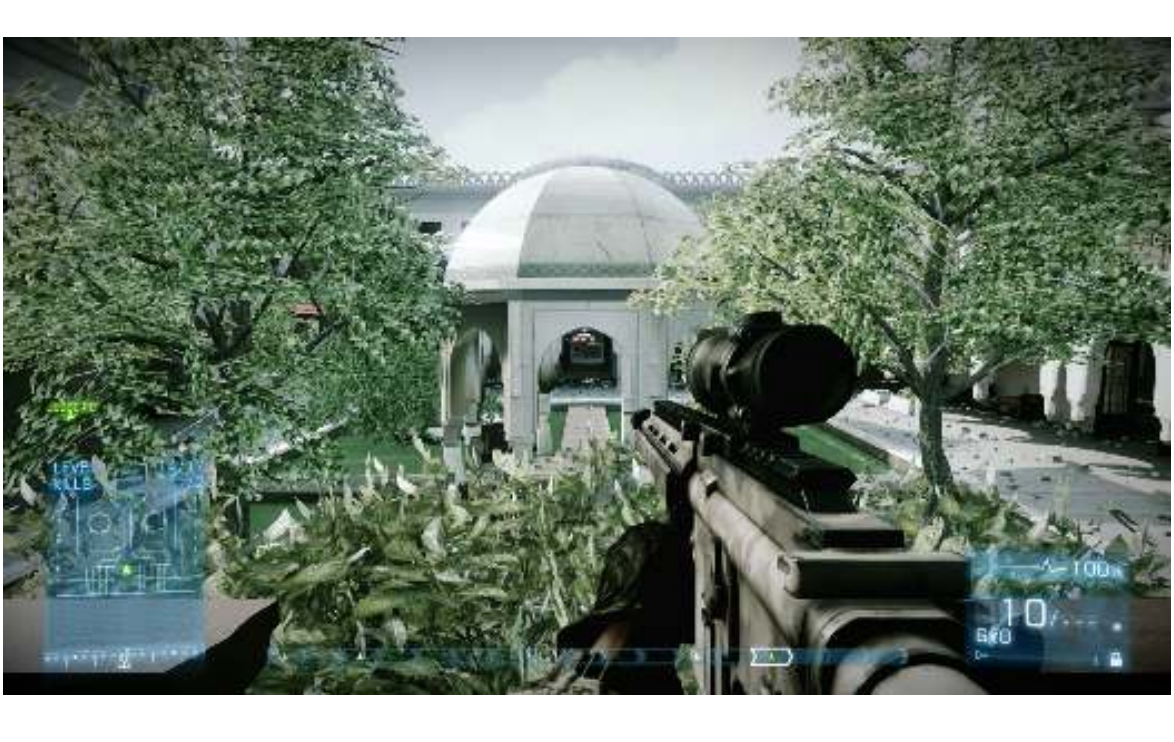
Central Courtyard



The central courtyard is by far the most congested area of the map in every game mode. So if you're looking for kills and don't mind exposing yourself to incoming fire, this is the place to go. But even if you have the courage to enter this kill zone, avoid the center. Movement through the shallow water surrounding the central gazebo is slow. Plus, the gazebo doesn't offer much solid cover from opponents posted around the upper-level perimeter walkway. The four trees in the courtyard do offer some welcome concealment. . . at least while they're still standing. But for the most part, stick to the perimeter walkways of the courtyard to avoid getting caught in a cross fire.

The tiled columns flanking the courtyard's lower level are destructible, kicking up large clouds of dust when shot with any weapon. If you find yourself taking fire from an unknown source, shoot the columns in an attempt to create a makeshift smoke screen. The clouds of dust may just be enough to conceal your movements until you can reach the safety of one of the adjoining corridors.

Level 1 [11]



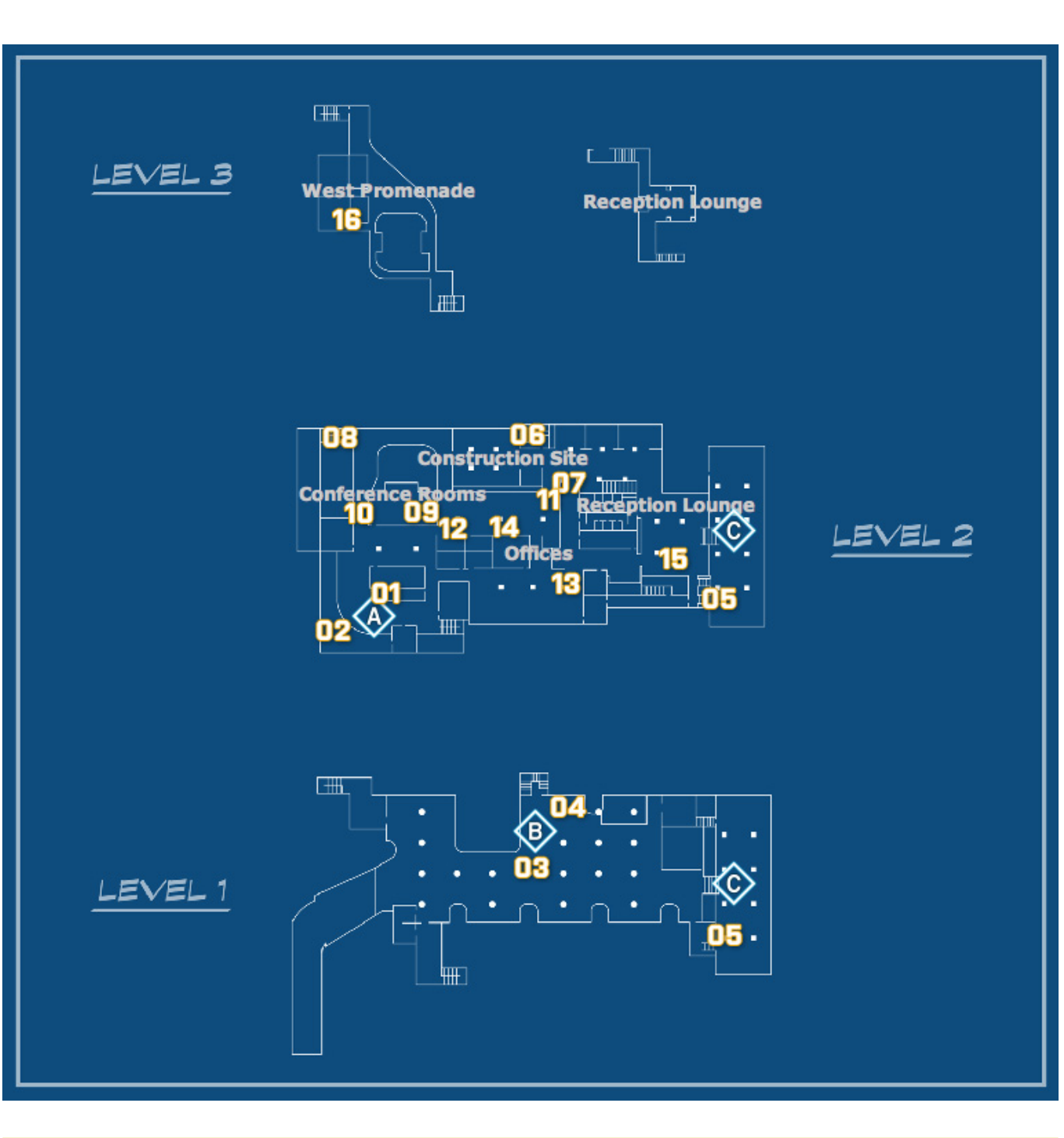
From this spot, just below the east balcony, you can engage opponents within the atrium on the map's far west side. However, don't make a habit of pausing here long. Given the heavy activity in the central courtyard, you're likely to be flanked (or stabbed) if you loiter here.

Level 1 [12]

Close Quarters/Gun Master

Close Quarters - Operation 925

Points of Interest



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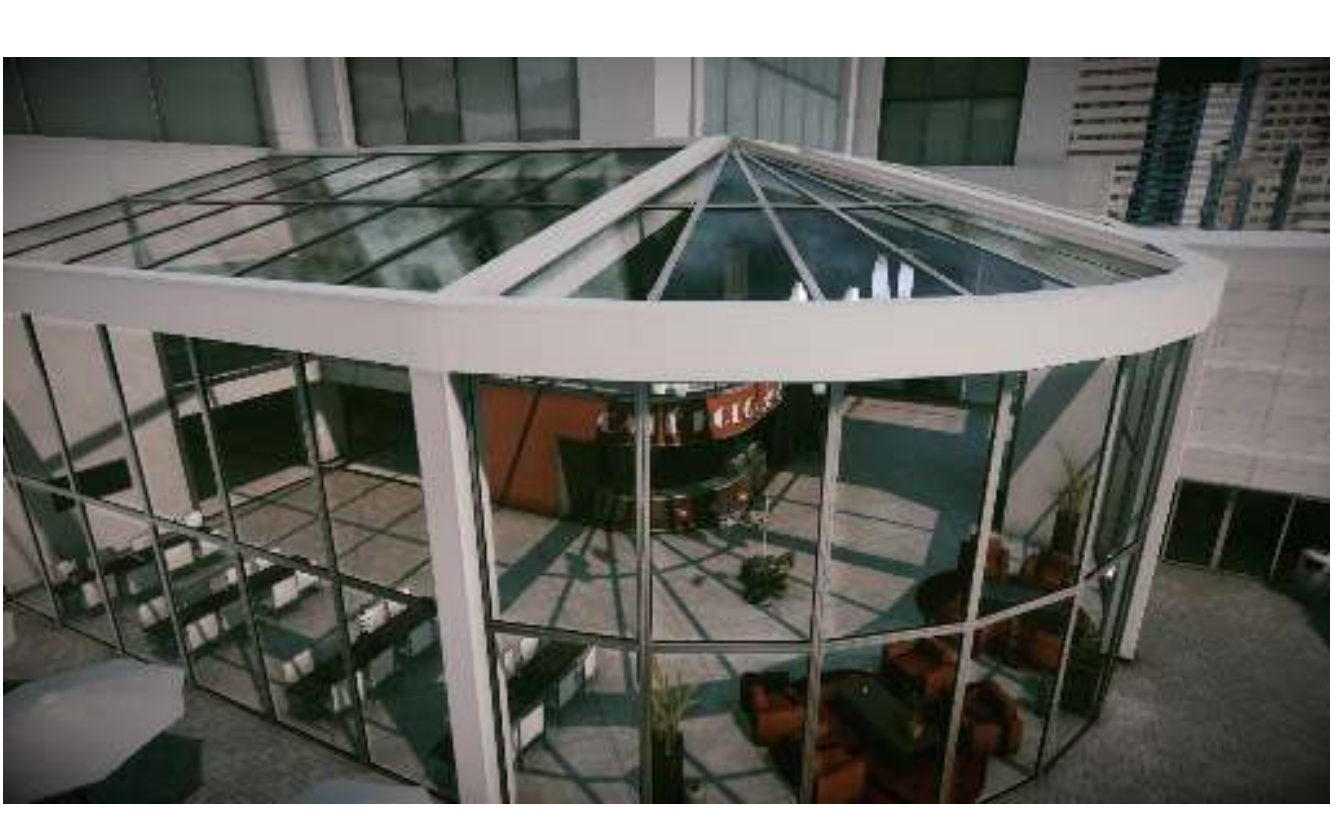
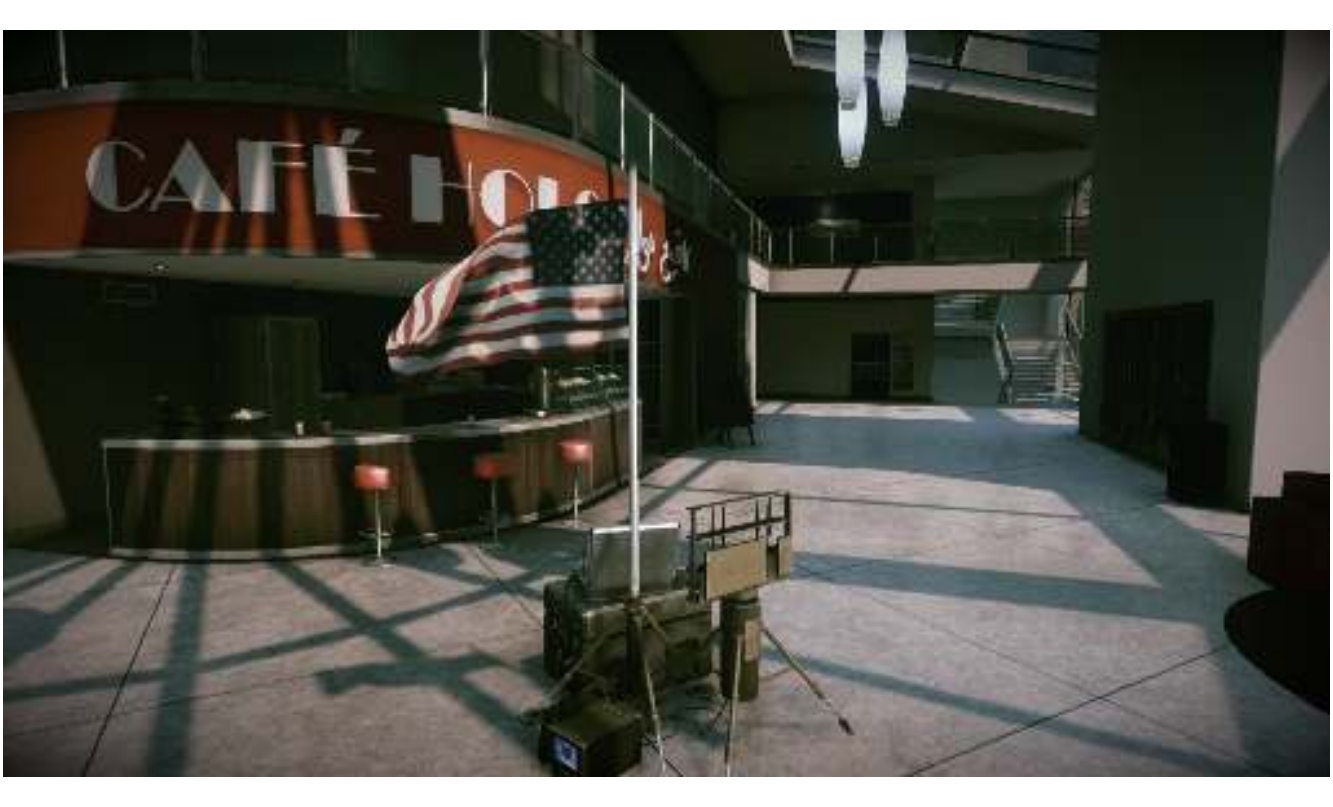
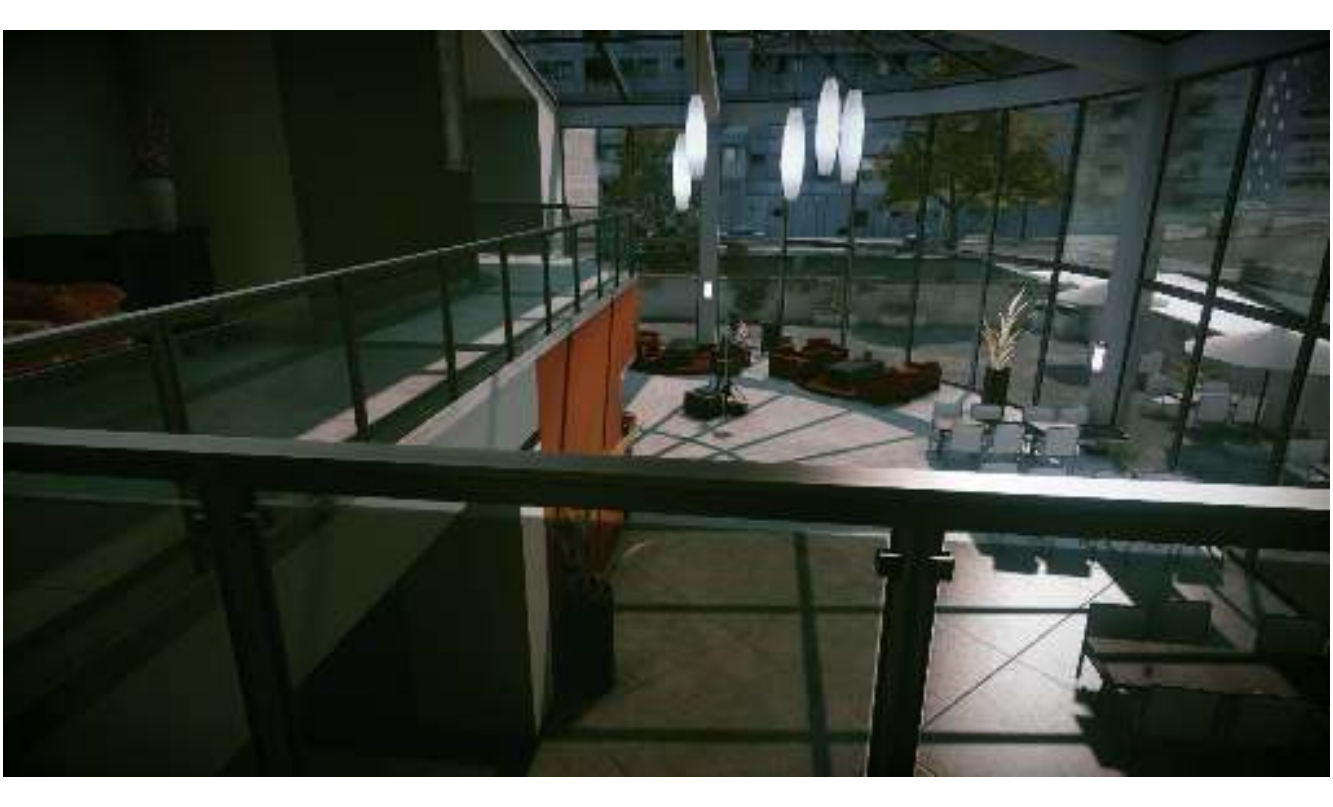
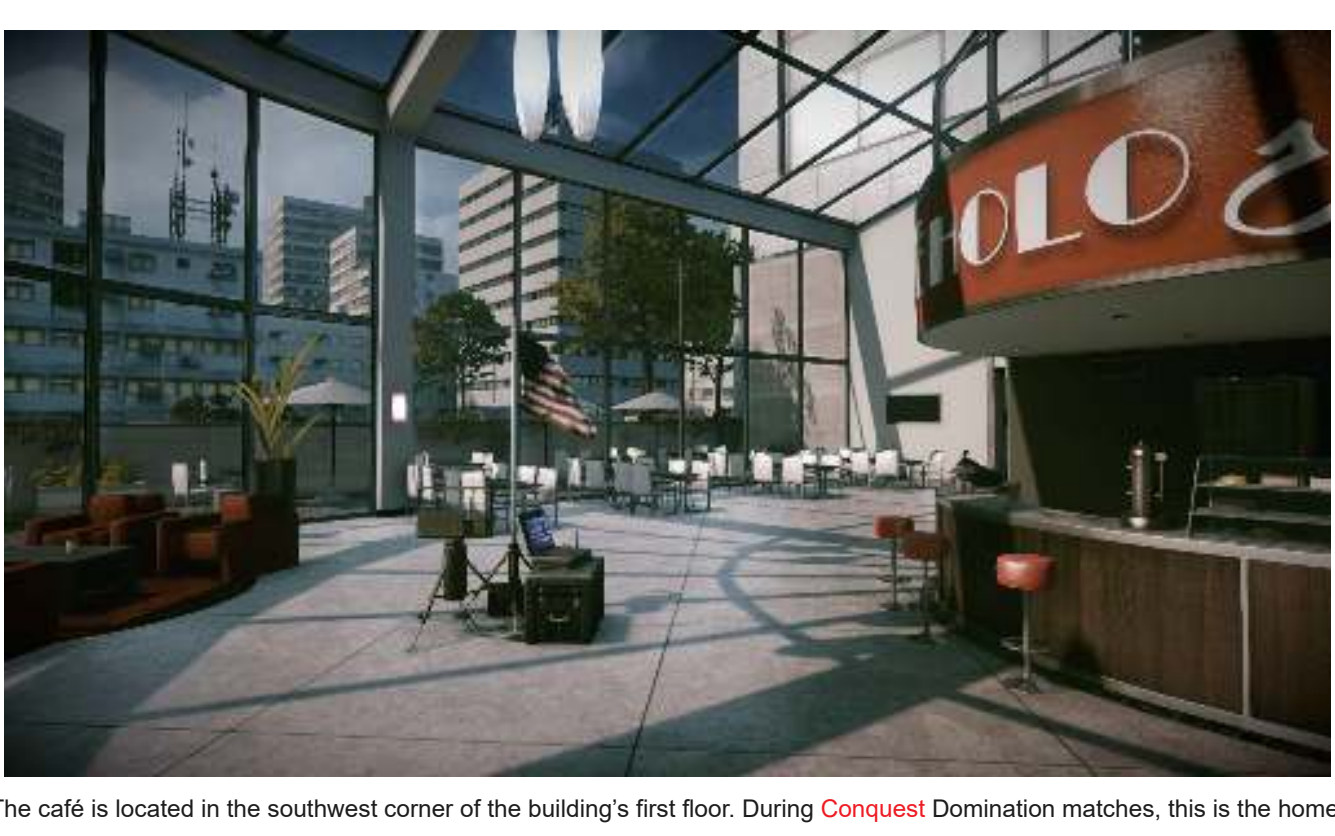
Café (Flag A)



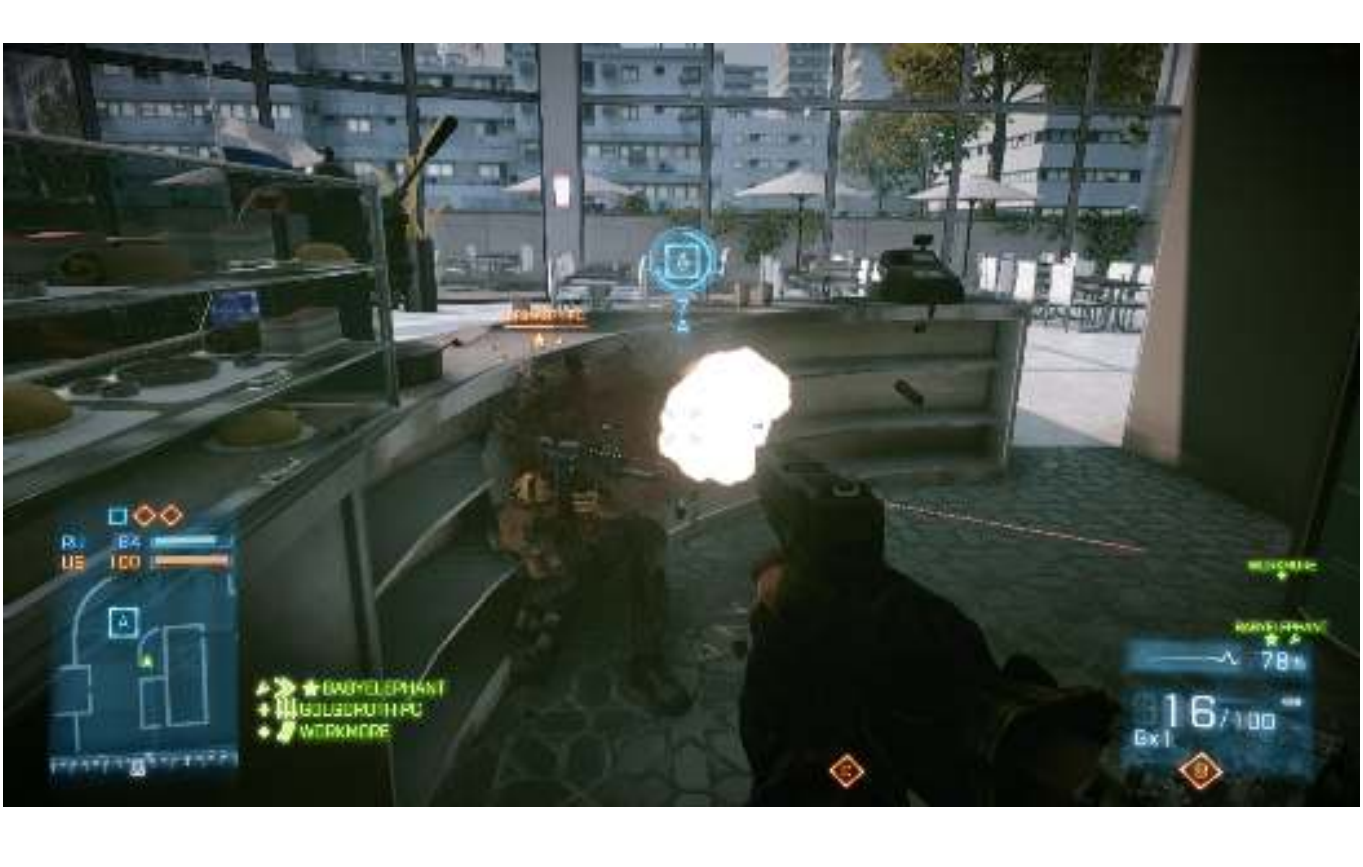






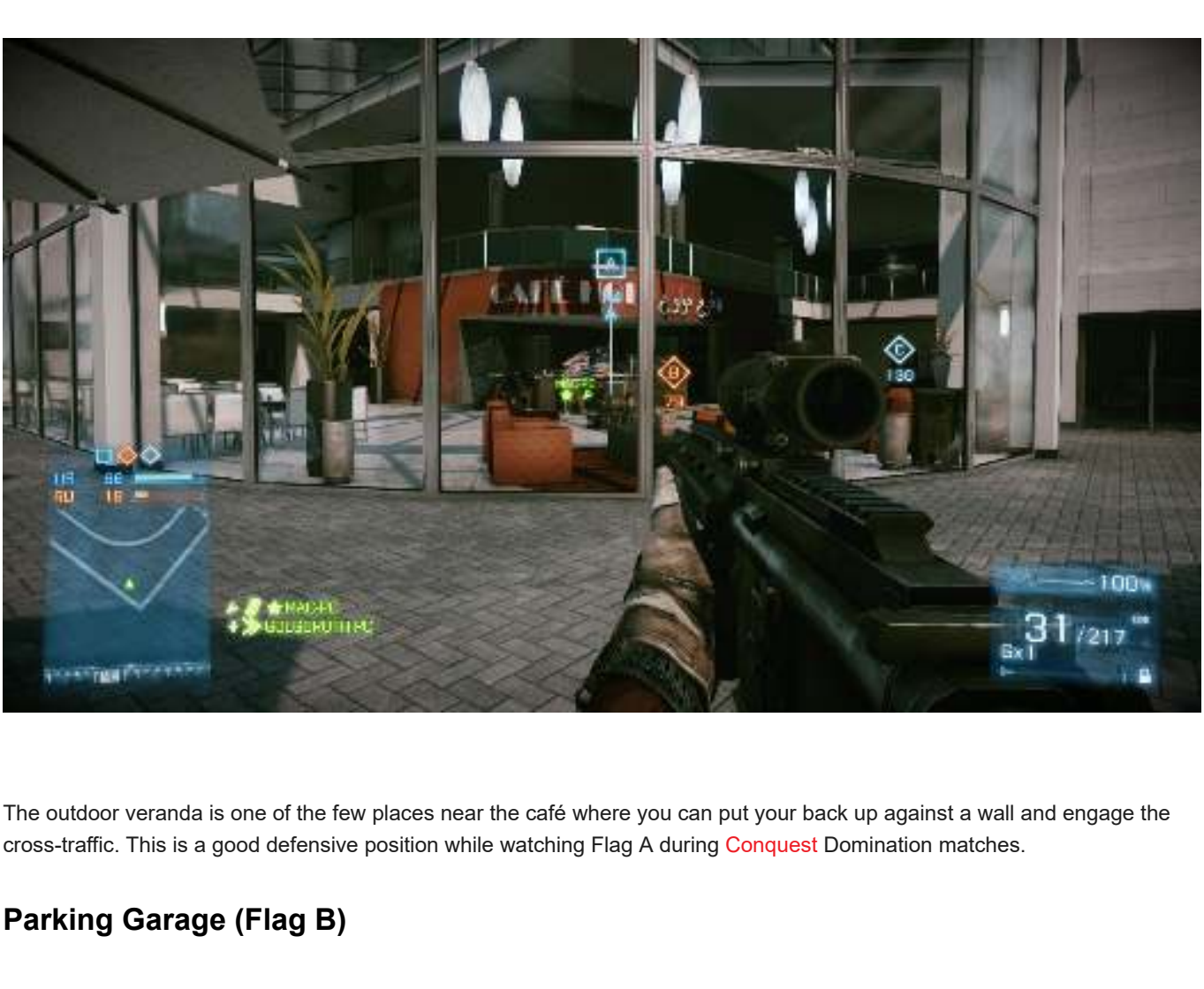
The café is located in the southwest corner of the building's first floor. During Conquest Domination matches, this is the home of Flag A, sitting just south of the café's counter. There is virtually no cover or concealment within the flag's capture radius, so consider deploying smoke before attempting to convert this flag, especially if you suspect opponents are camping nearby. The area behind the café's counter is accessible and is a popular hiding spot. Also watch the outdoor veranda to the south and the upstairs promenade, just above the café. Defenders posted on the promenade and connecting walkways have a clear view of the café, often allowing them to get the jump on attackers scurrying about the floor below. This area has one of the more wide-open spaces on the map; prepare for engagements at intermediate range. As a result, carbines and assault rifles are well suited for firefights in this area.

Level 1 [01]



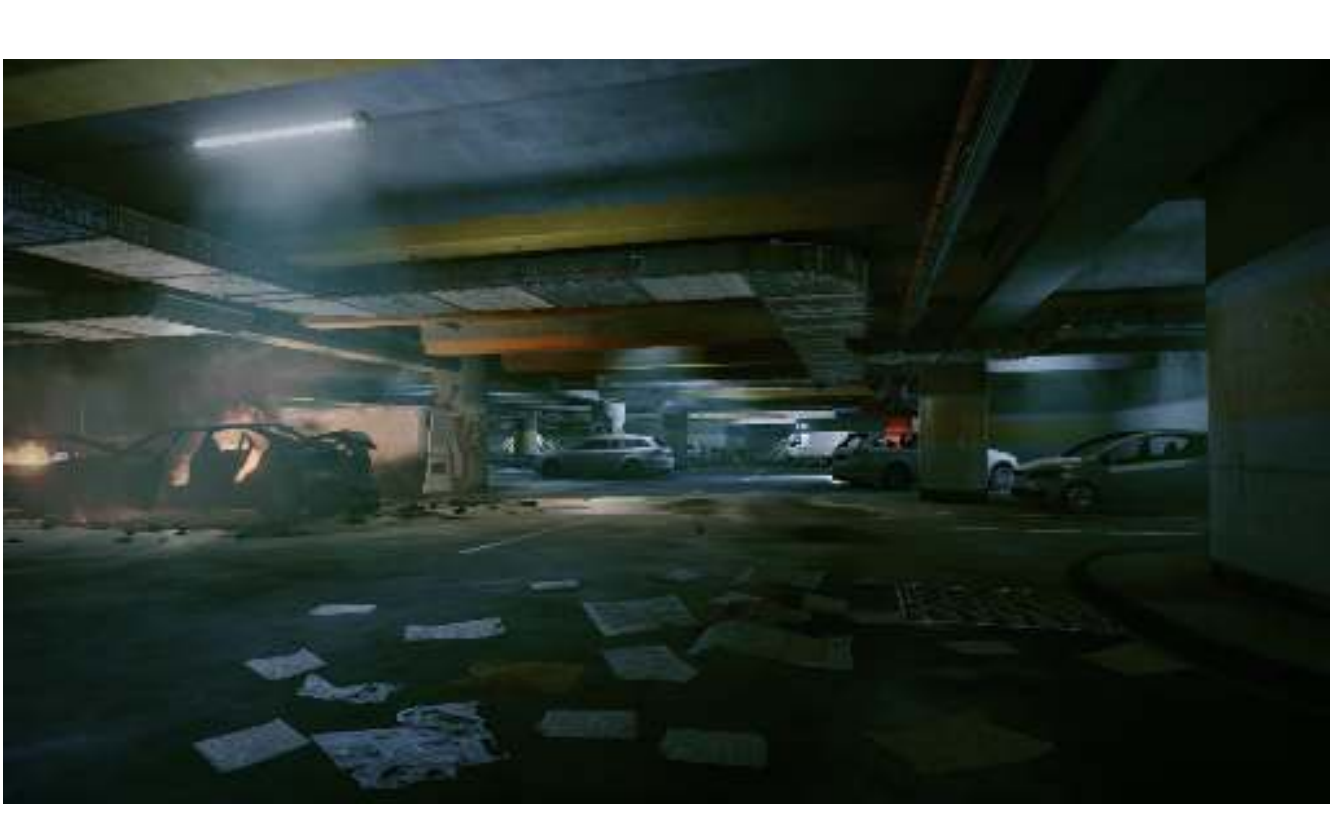
Watch the area behind the café's counter. This is a popular hiding spot, especially during Conquest Domination matches. Flag A can be converted and contested from behind the counter.

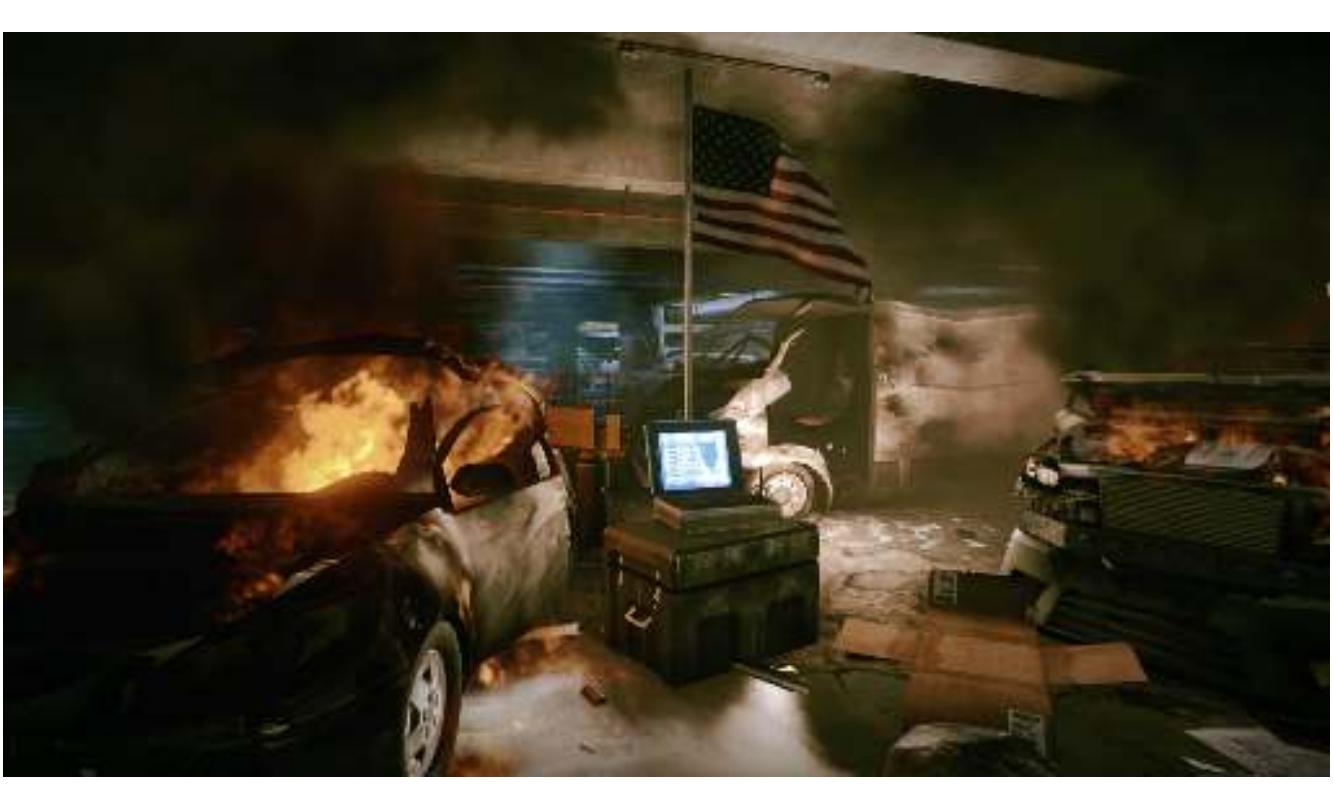
Level 1 [02]

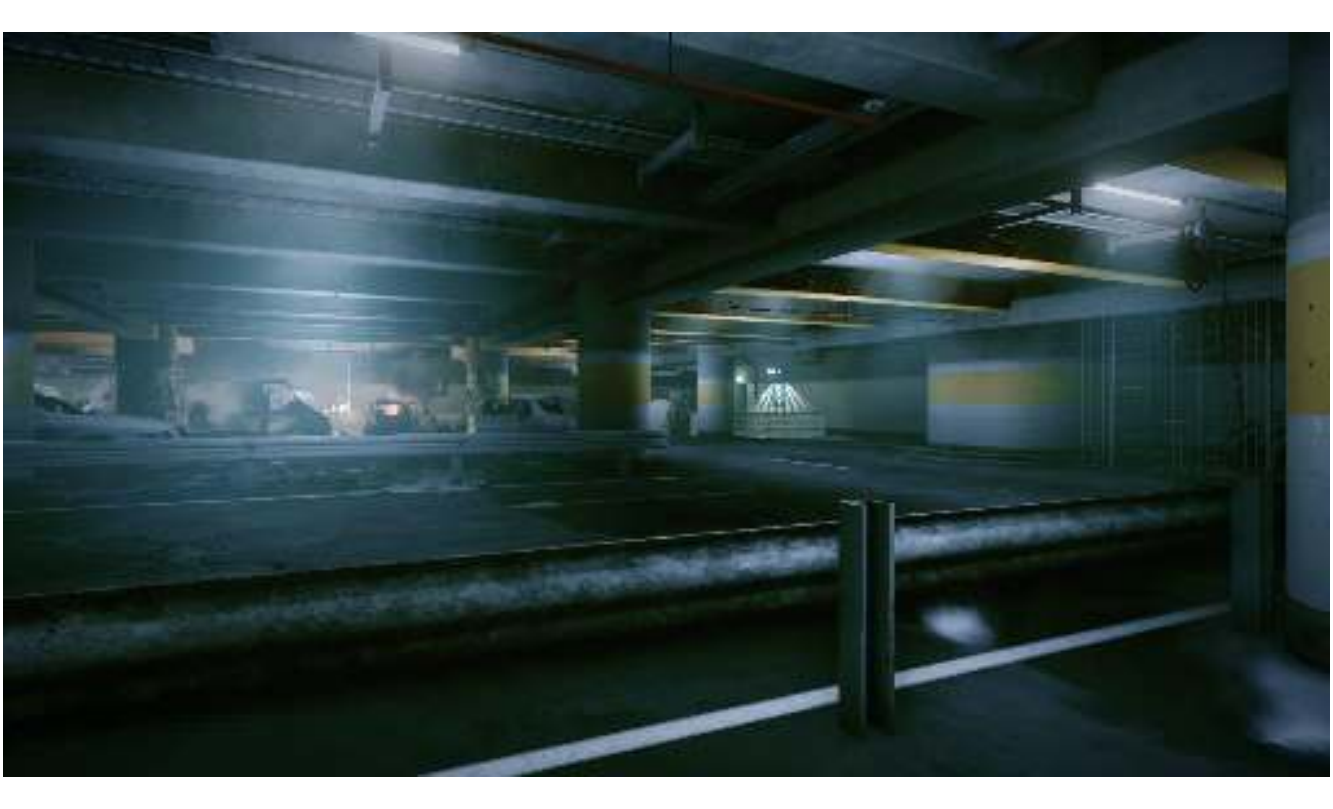


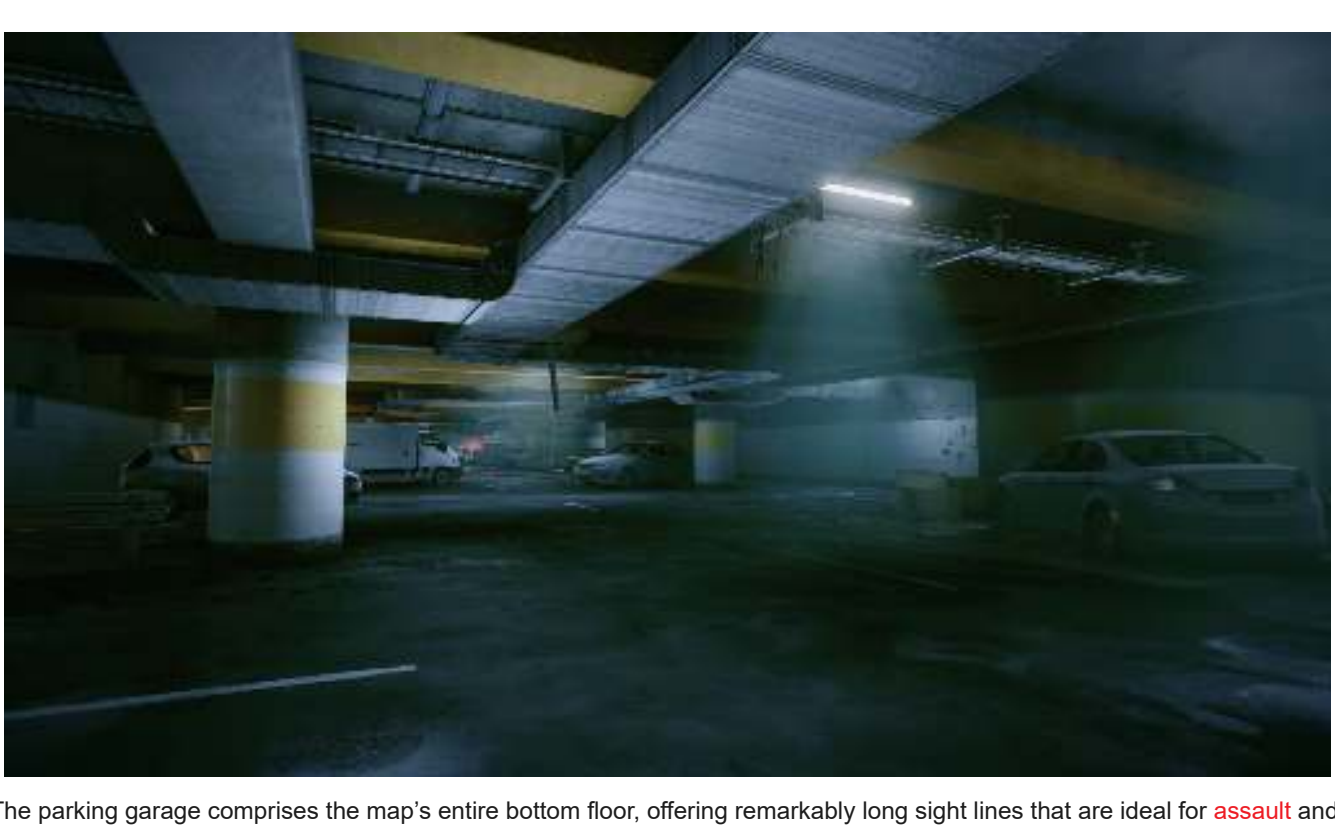
The outdoor veranda is one of the few places near the café where you can put your back up against a wall and engage the cross-traffic. This is a good defensive position while watching Flag A during Conquest Domination matches.

Parking Garage (Flag B)







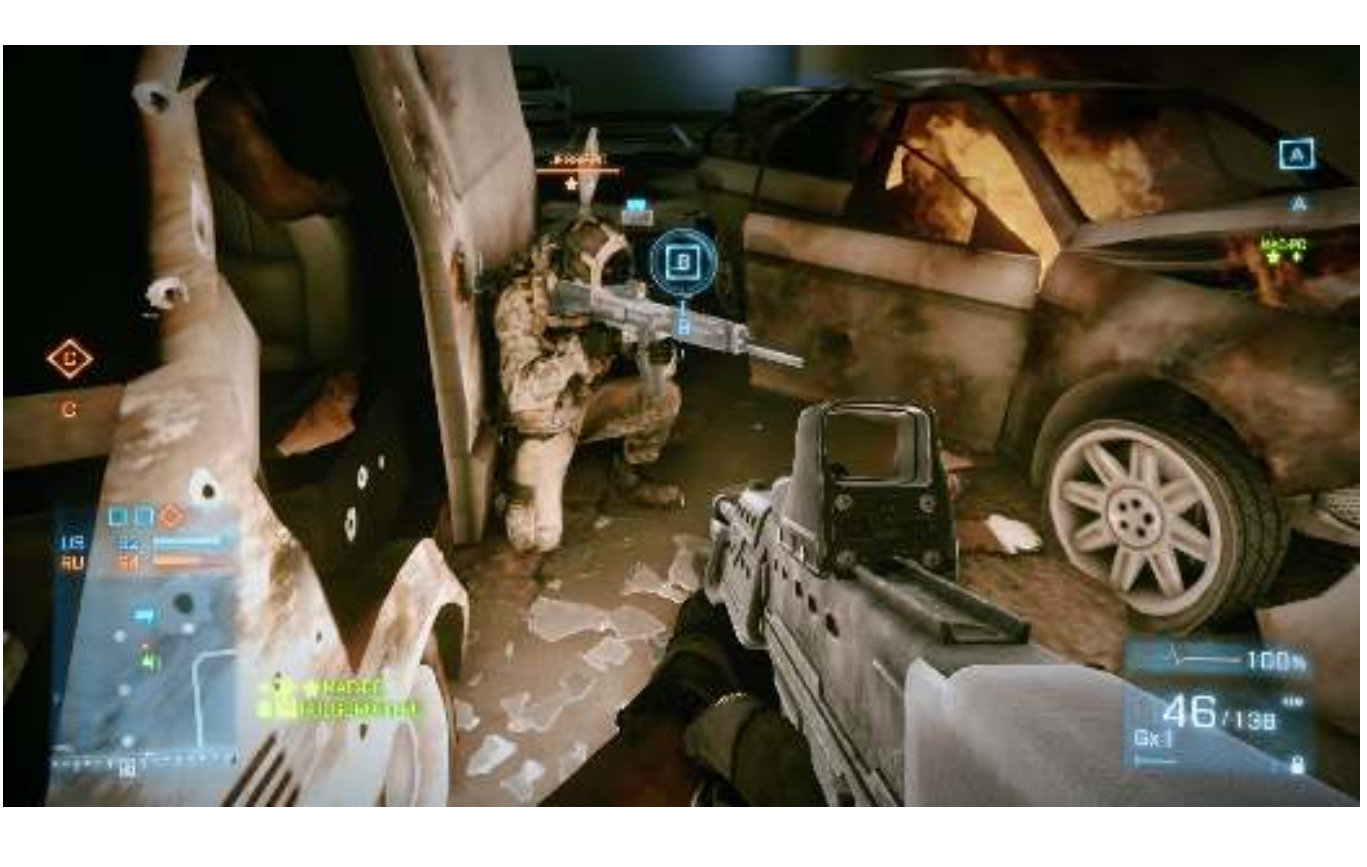


The parking garage comprises the map's entire bottom floor, offering remarkably long sight lines that are ideal for assault and sniper rifles. Flag B is also here during Conquest Domination matches, situated between three burning vehicles near the center of the floor.

The fire, smoke, and vehicles all provide excellent cover and concealment while within the flag's compact capture radius. But always prepare for booby traps and ambushes when moving into this tight space, as there isn't much room to maneuver while converting the flag. Regardless of game mode, exercise caution while moving through the parking garage, always using the various pillars and parked cars for cover to avoid getting sniped. There are various staircases leading down into the parking garage, so always be mindful of these entry points when operating down here. If you're not careful, an opponent can sneak up behind you and steal your dog tags. When possible, keep your back to a wall to avoid such surprise attacks.

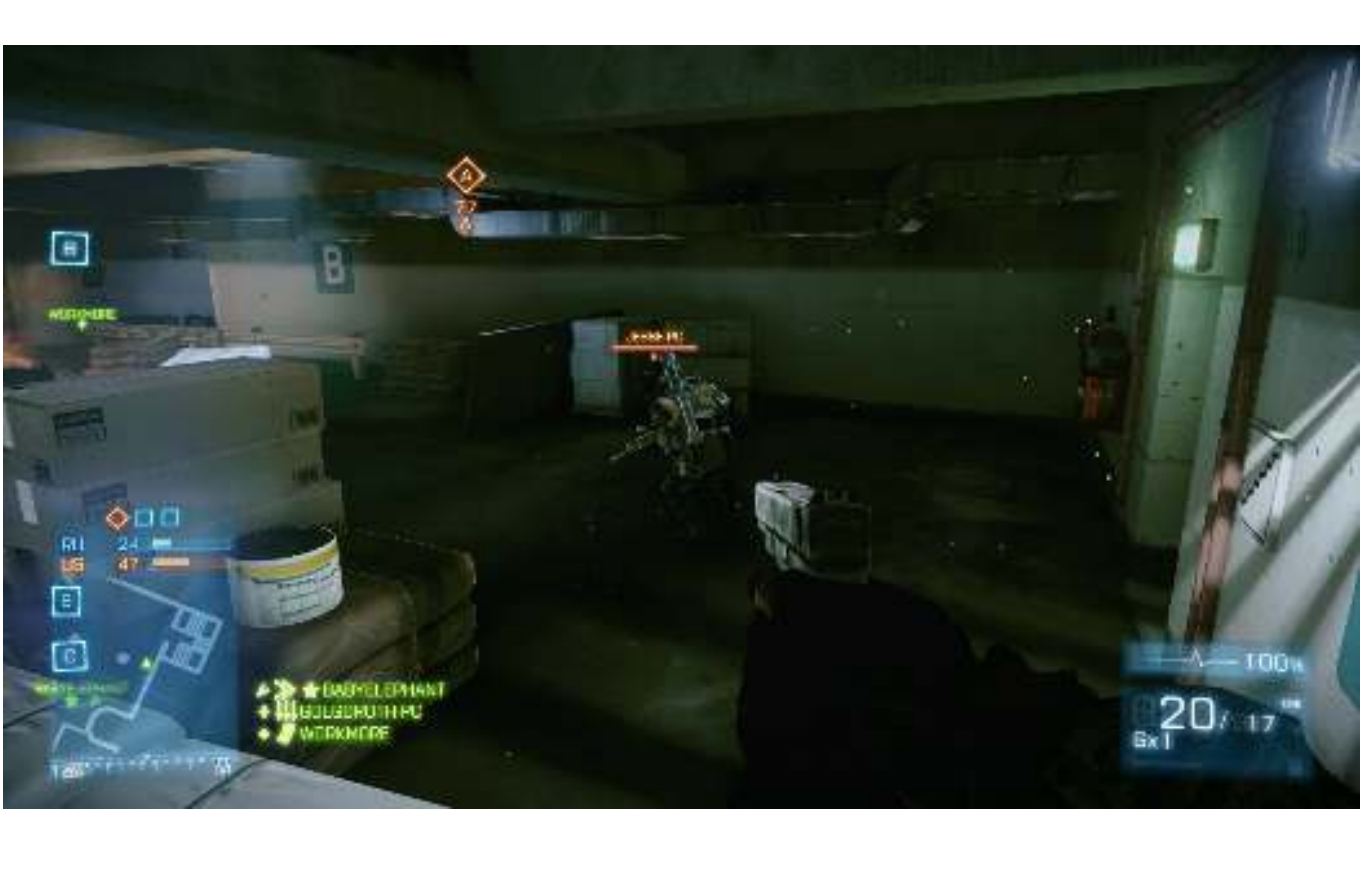
The parking garage is somewhat dark, but tactical lights and laser sights aren't terribly beneficial here; they can give away your position. You're better off attaching suppressors or flash suppressors to hide your muzzle flash.

Level 0 [03]



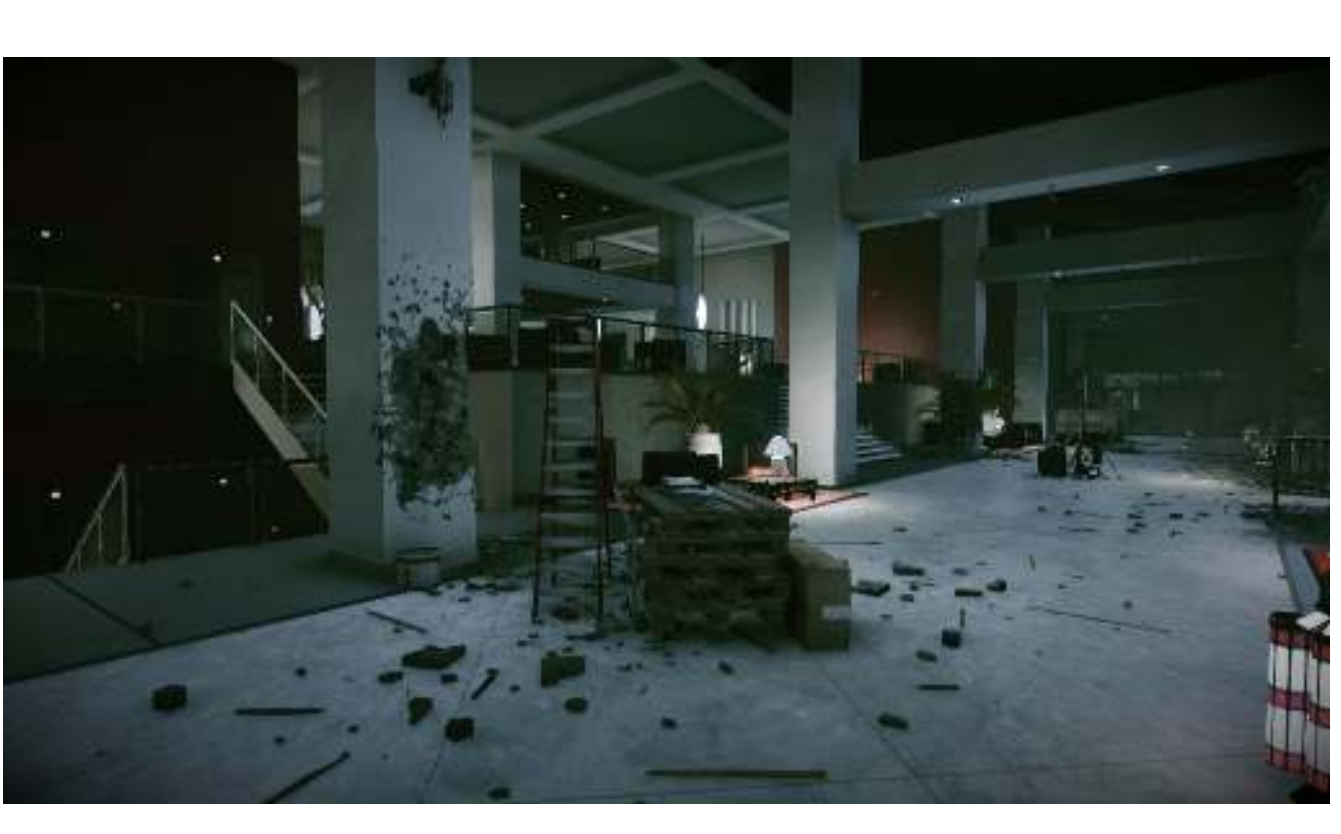
Visibility around Flag B is very limited due to the smoke and fire pouring out of the nearby vehicles. This makes it a good place to score kills with claymores and knives.

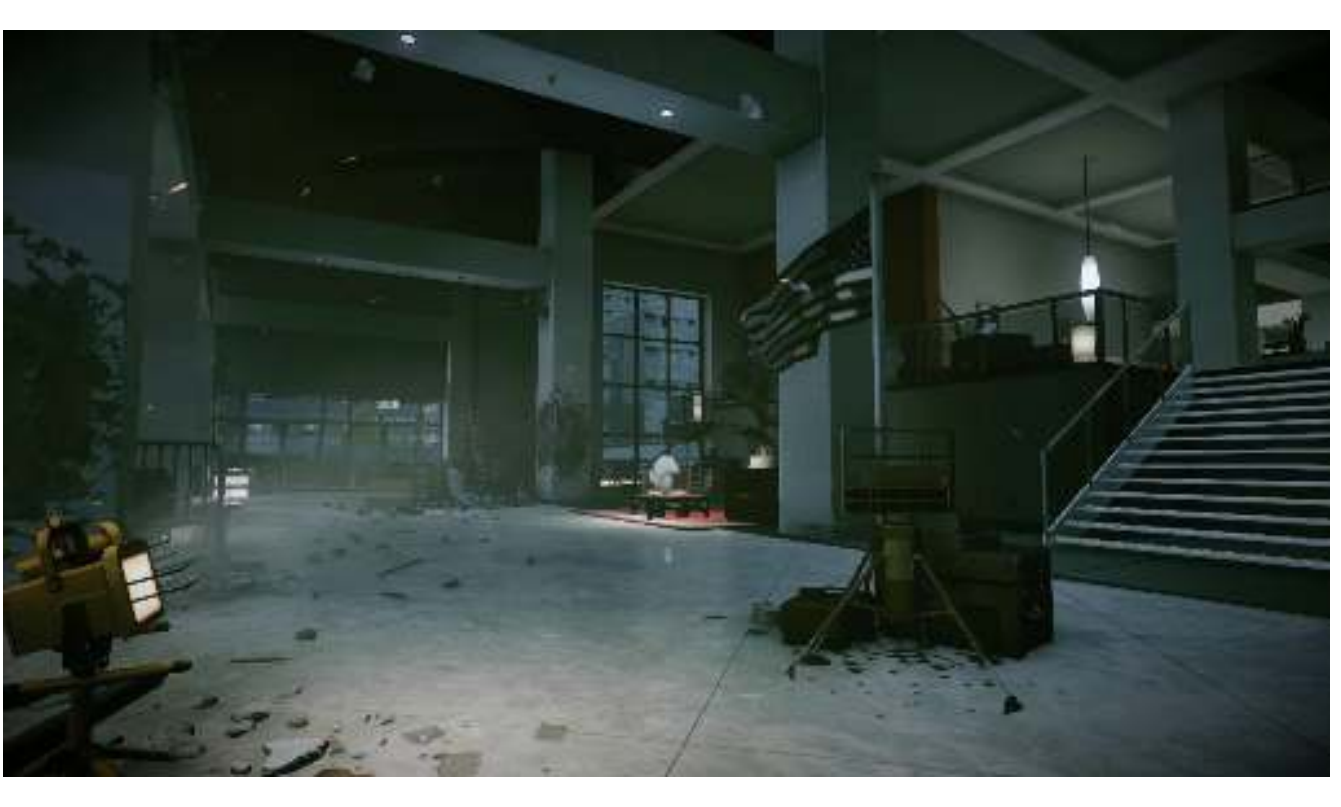
Level 0 [04]

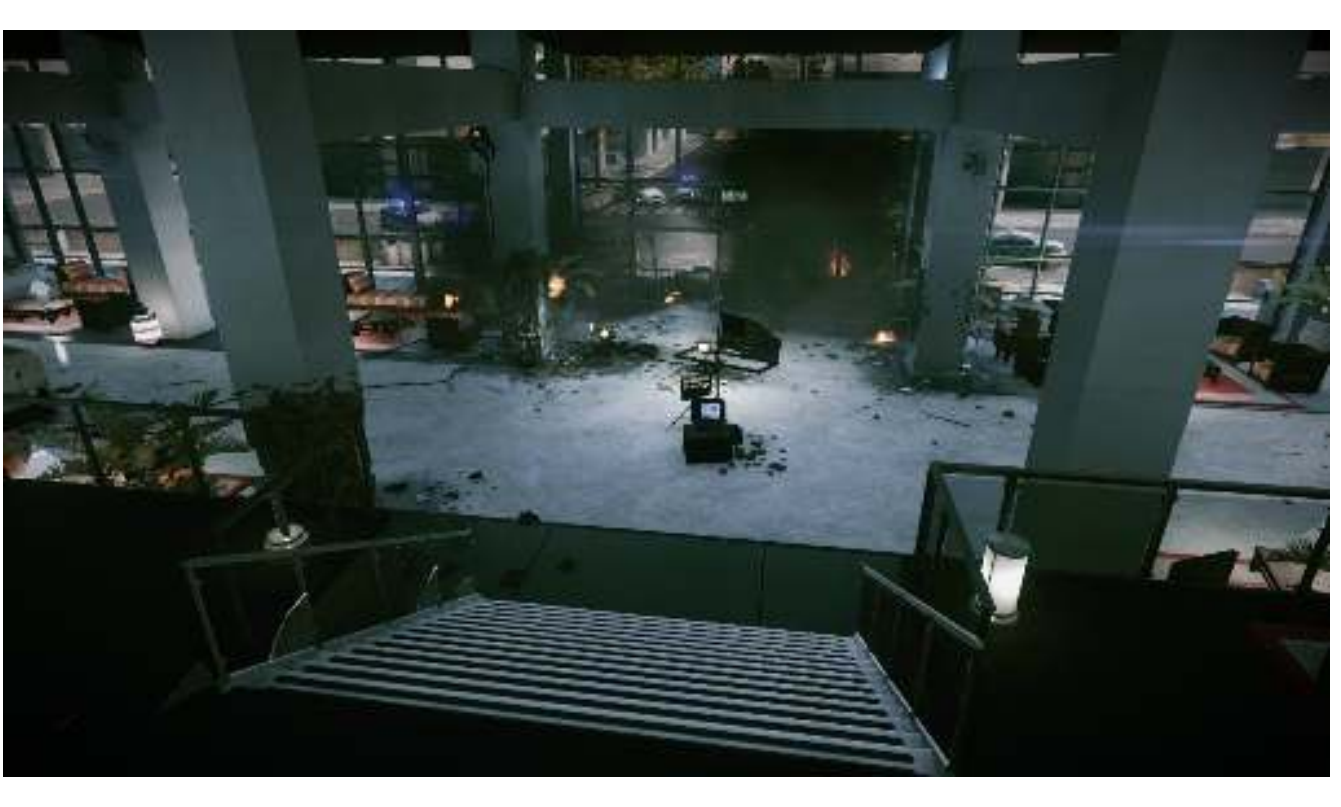


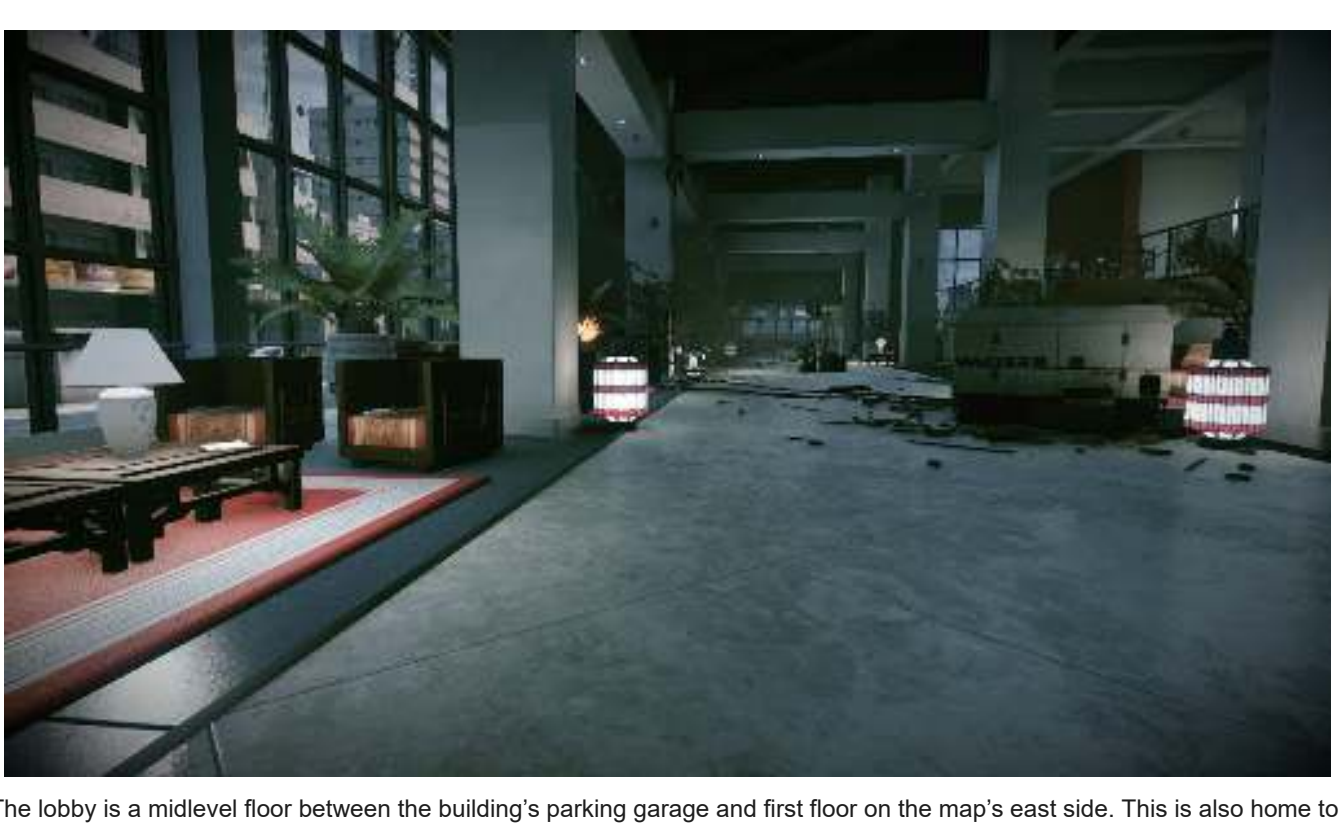
The stairwells leading down to the garage are natural choke points. During Squad or Team Deathmatch games, consider locking down the whole garage by ambushing traffic moving through these narrow passages.

Lobby (Flag C)





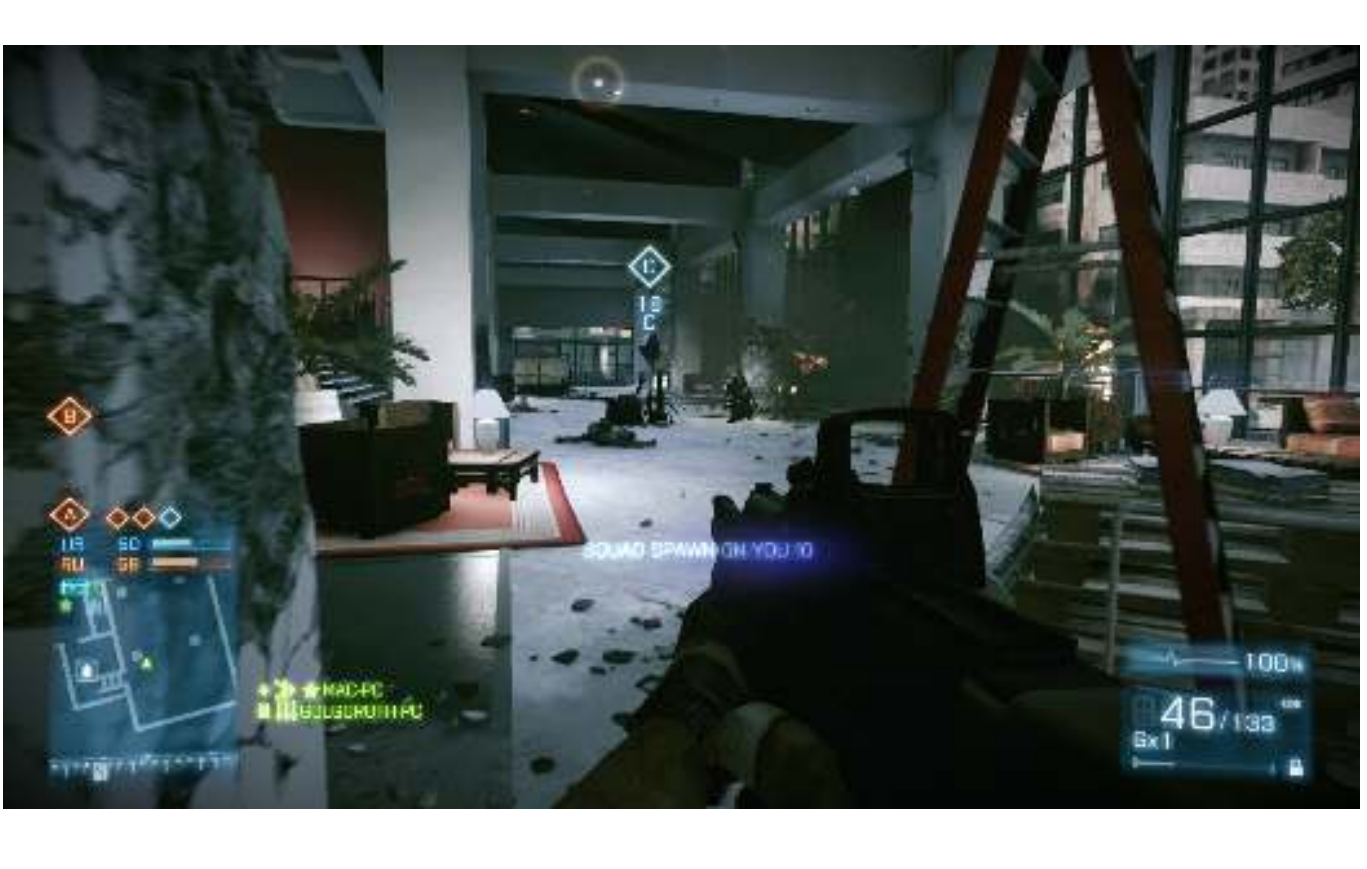




The lobby is a midlevel floor between the building's parking garage and first floor on the map's east side. This is also home to Flag C during Conquest Domination maps, with the flagpole posted in the dead center of the lobby. There isn't much cover or concealment near the flag, so either deploy smoke or keep moving while attempting to convert this position.

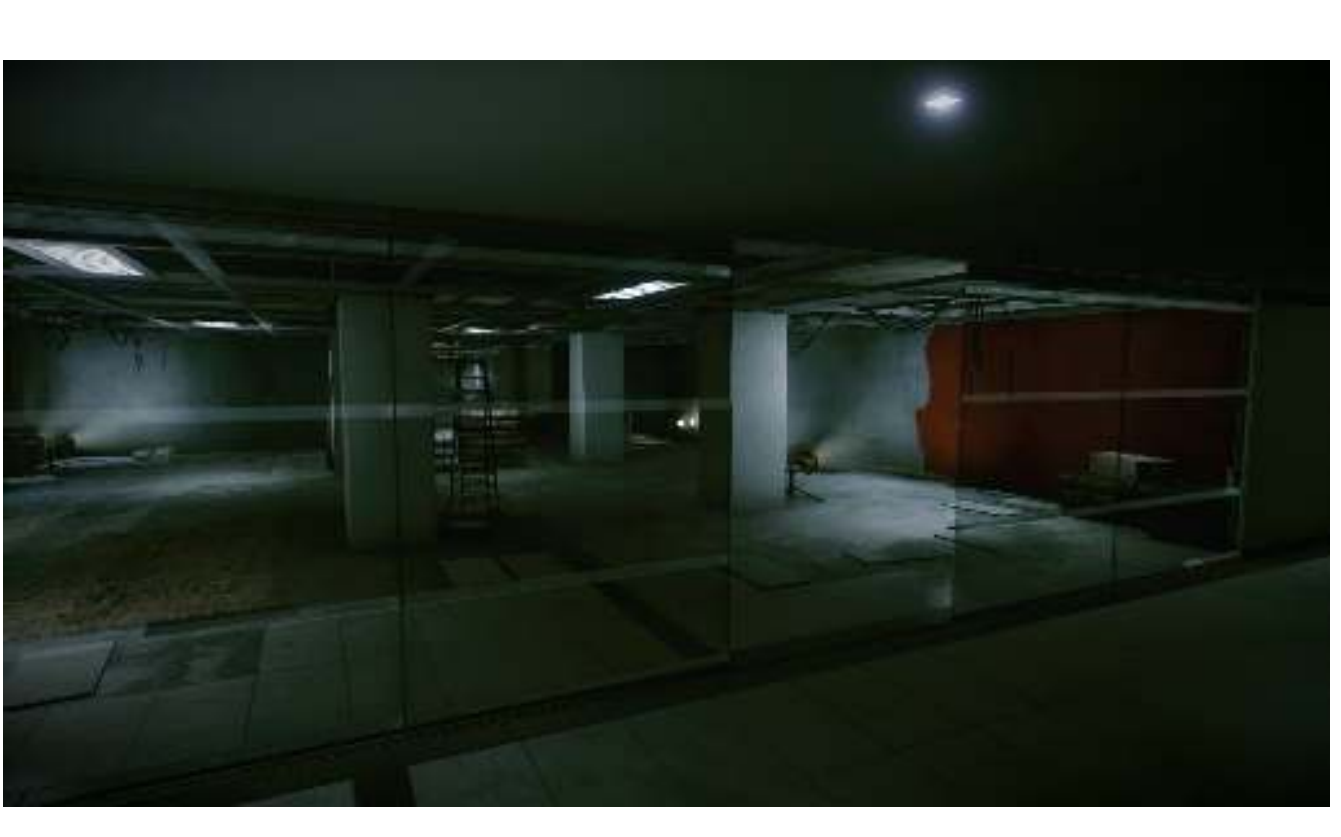
The lobby's rectangular layout allows for some exceptionally long sight lines, particularly from north to south. Expect to find recon troops posted on the north or south ends of the lobby, looking for sniping victims. On the lobby's southern side is a small staircase leading up to a small upstairs lounge. This is also a popular defensive position, so don't forget to look up. Given the openness and long sight lines afforded by this location, consider avoiding the lobby unless you're equipped with an assault rifle or carbine. Sniper rifles can also be effective here, but because of the fast-paced action, opt for the semiautomatic variety over bolt-action rifles.

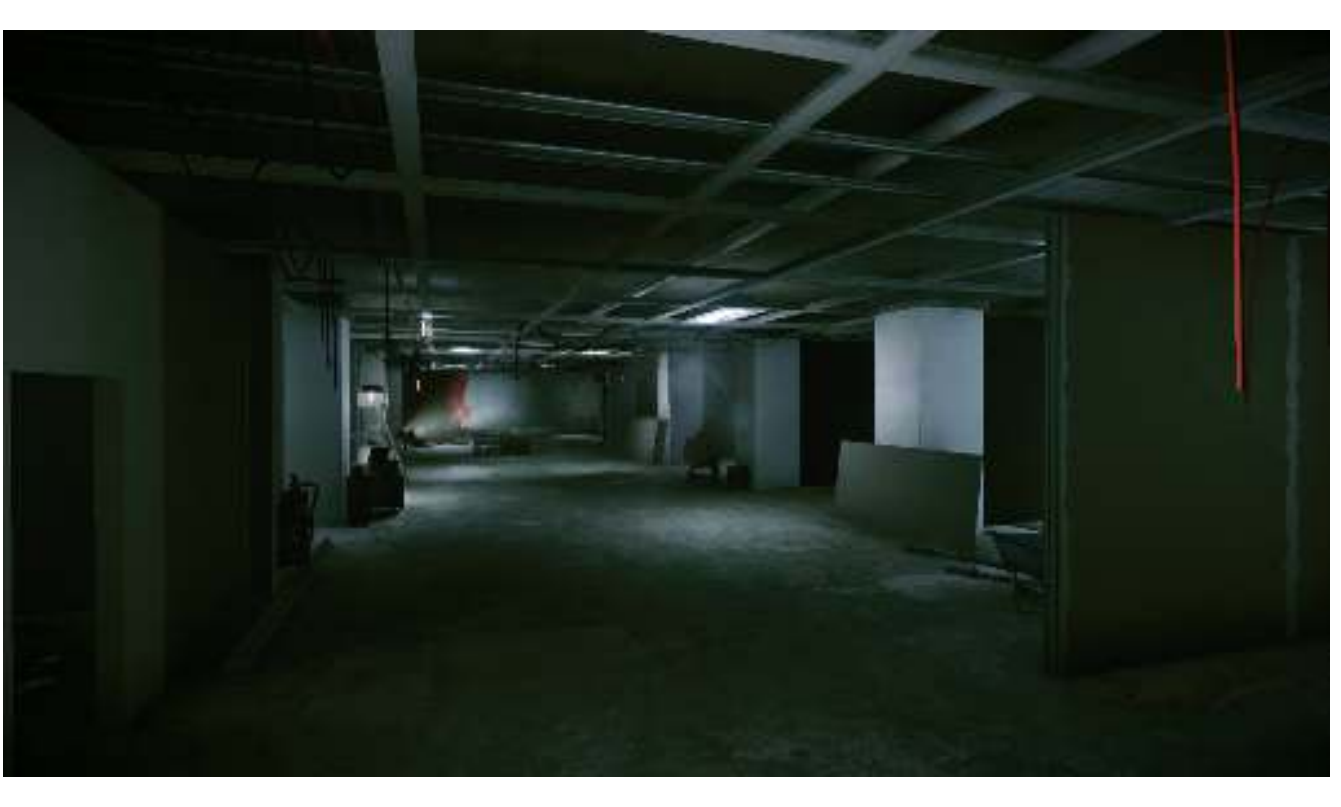
Level 0 [05]

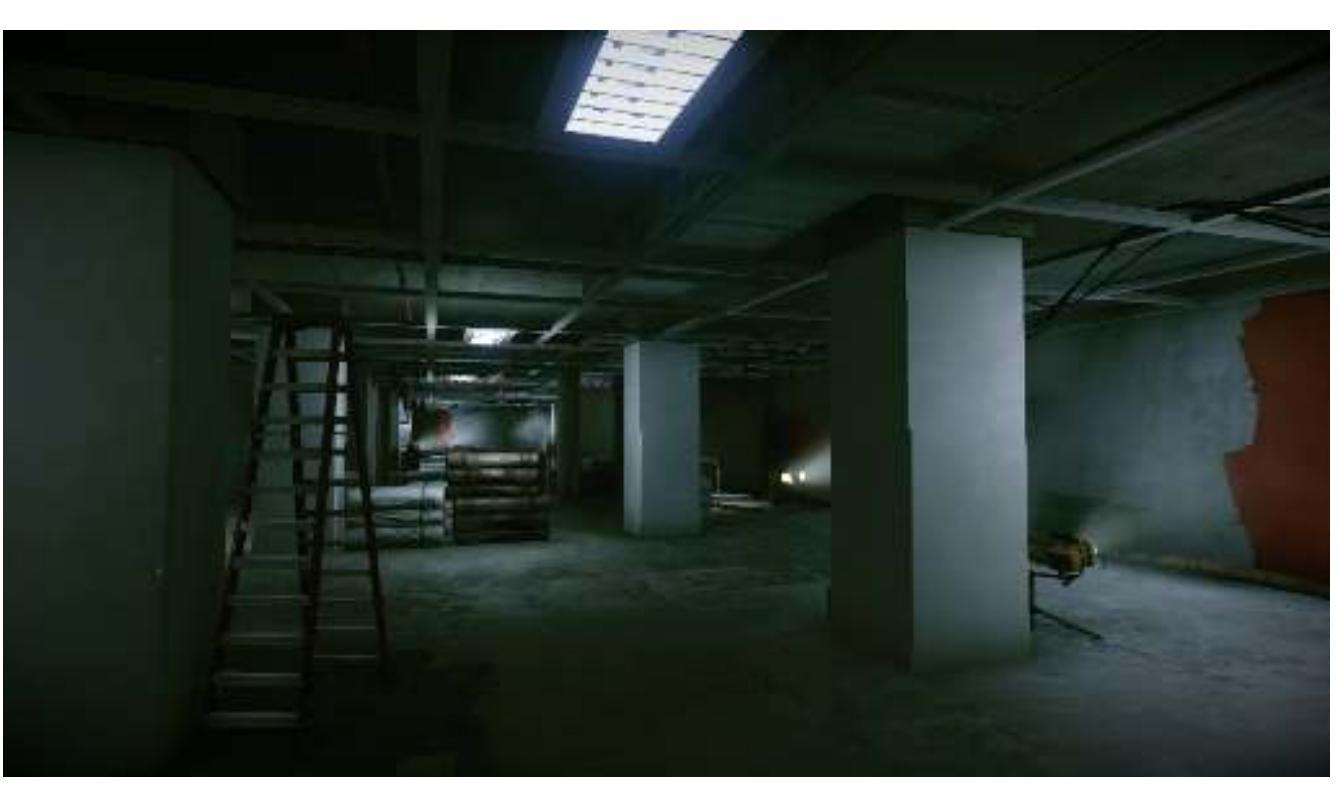


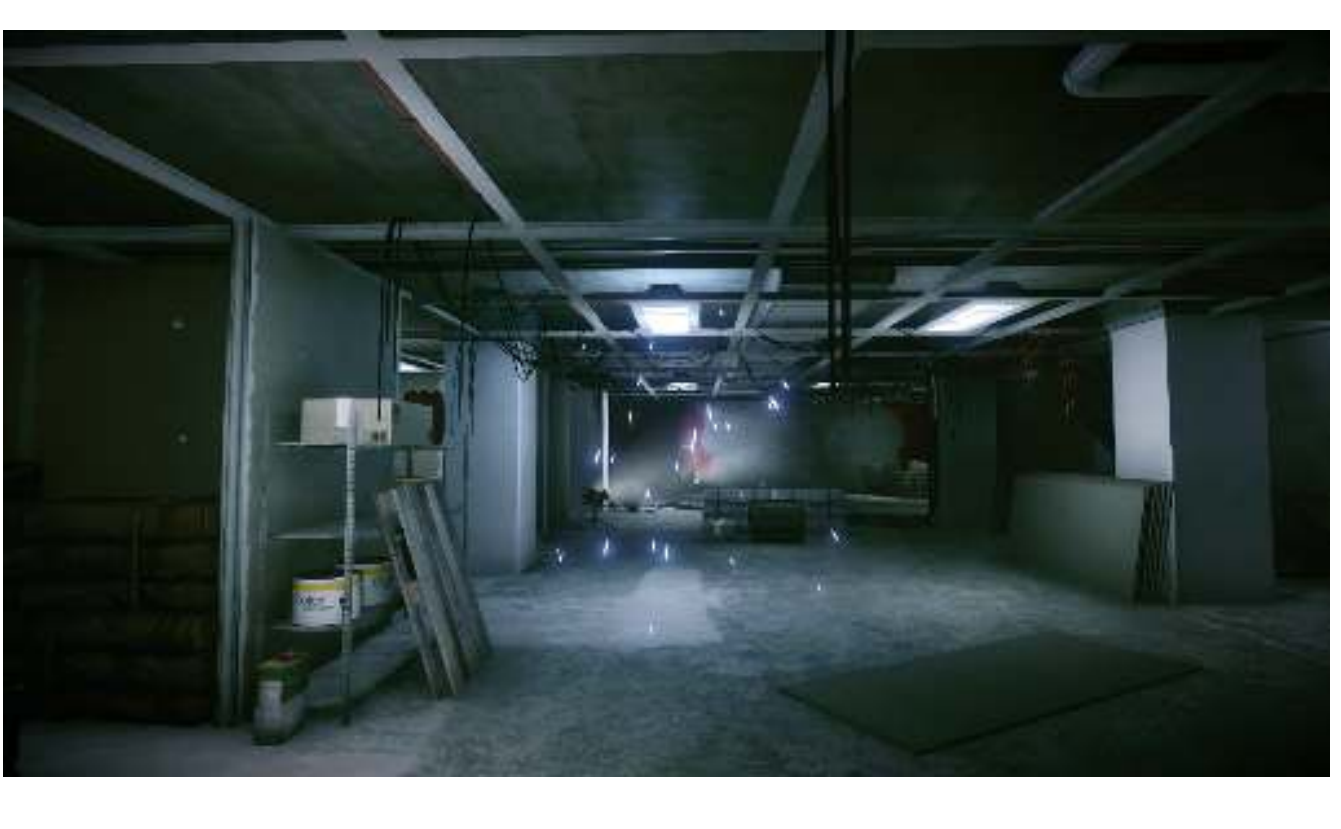
During Conquest Domination matches, watch Flag C from the north or south sides of the lobby. Either side offers a great view of the flag, allowing you to drop opponents from long range.

Construction Site

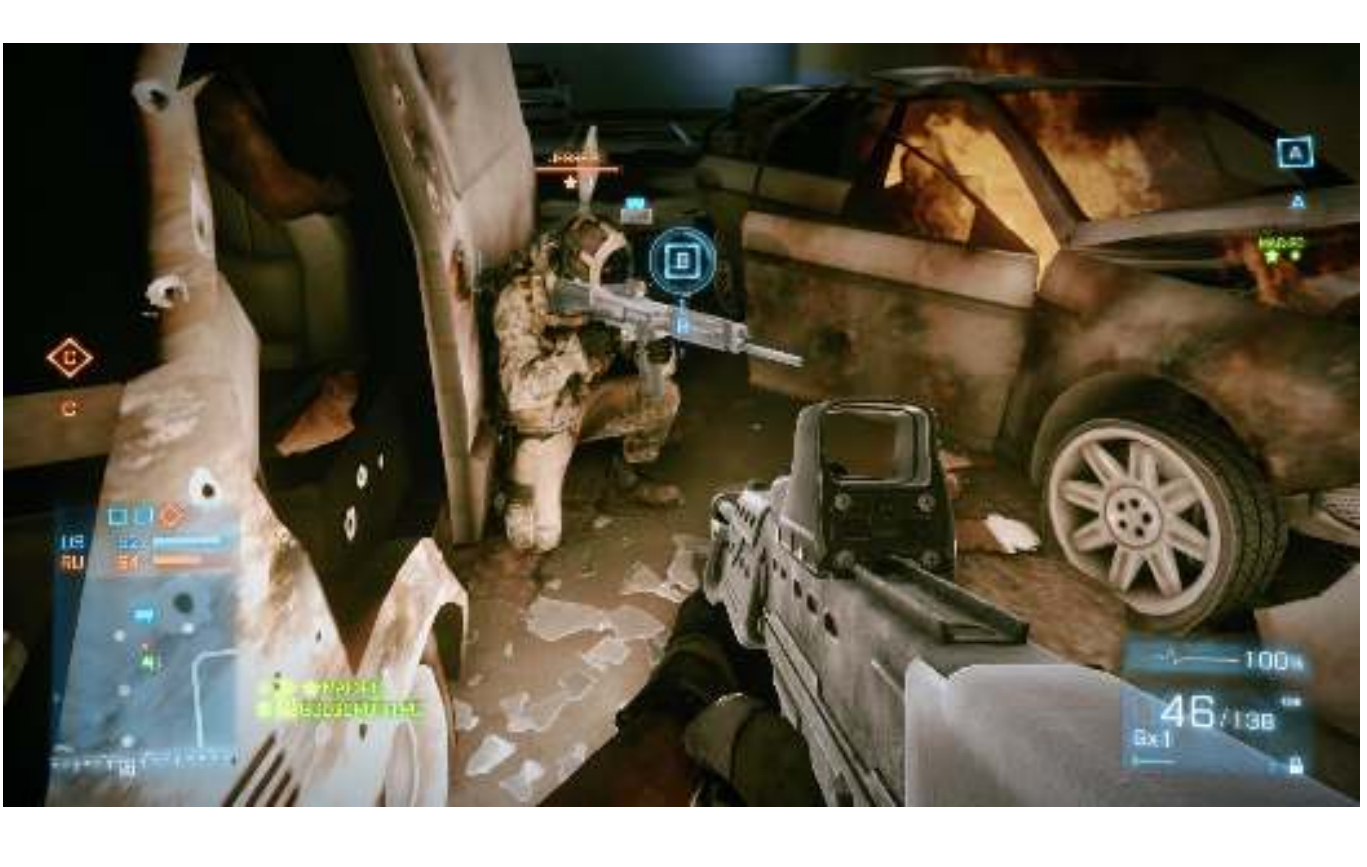






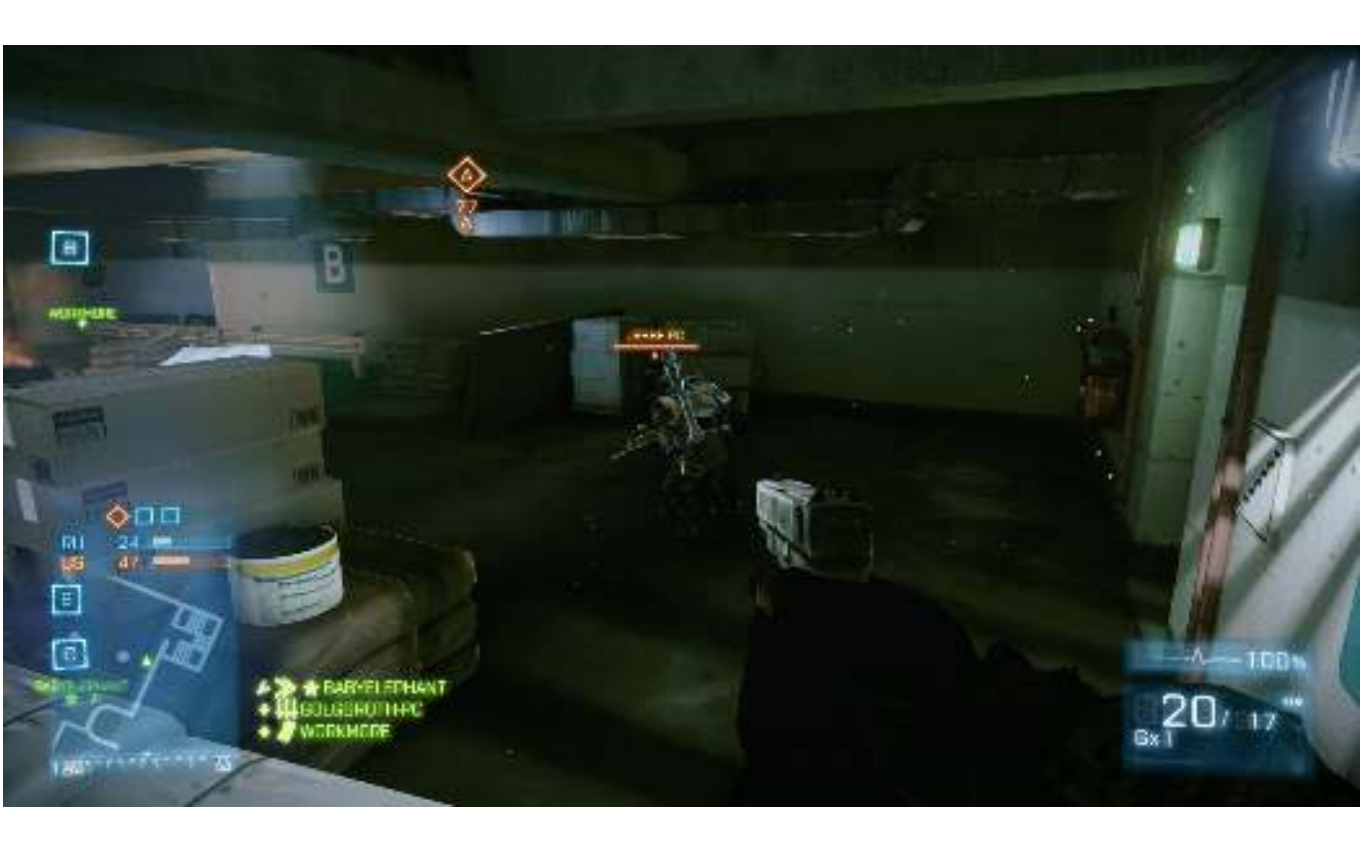


Level 1 [06]



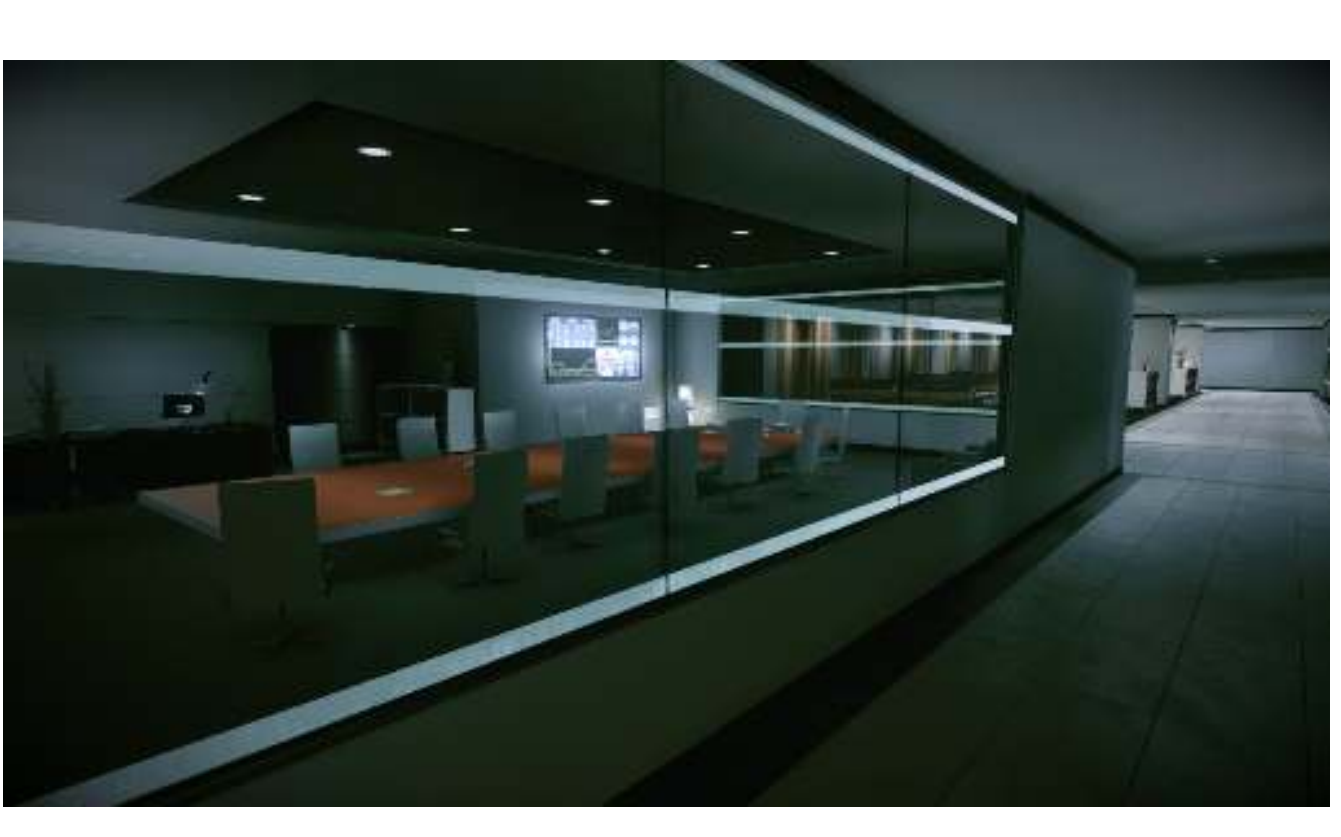
Don't be in a hurry while moving through the stairwells. A laser sight can help during these close encounters, increasing your weapon's accuracy while firing from the hip. There's no need to aim at this range.

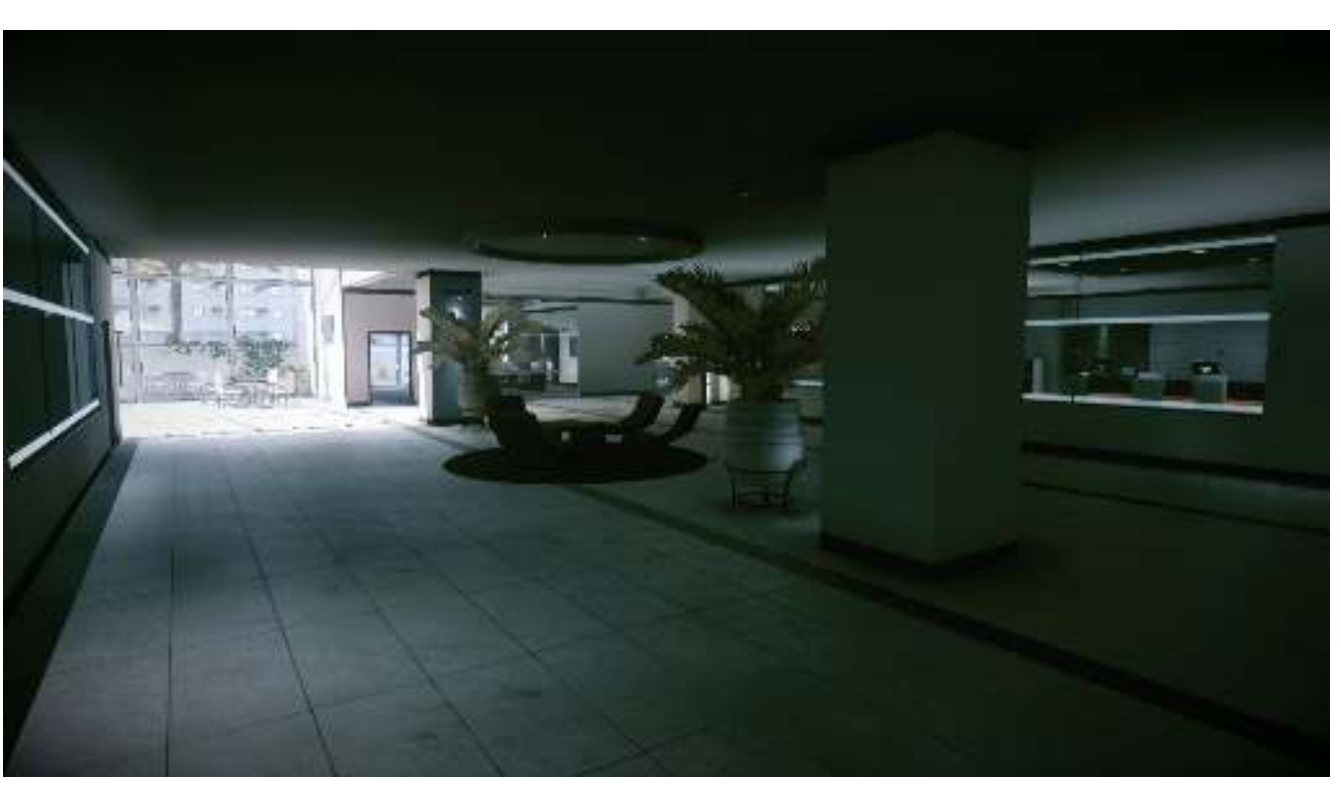
Level 1 [07]

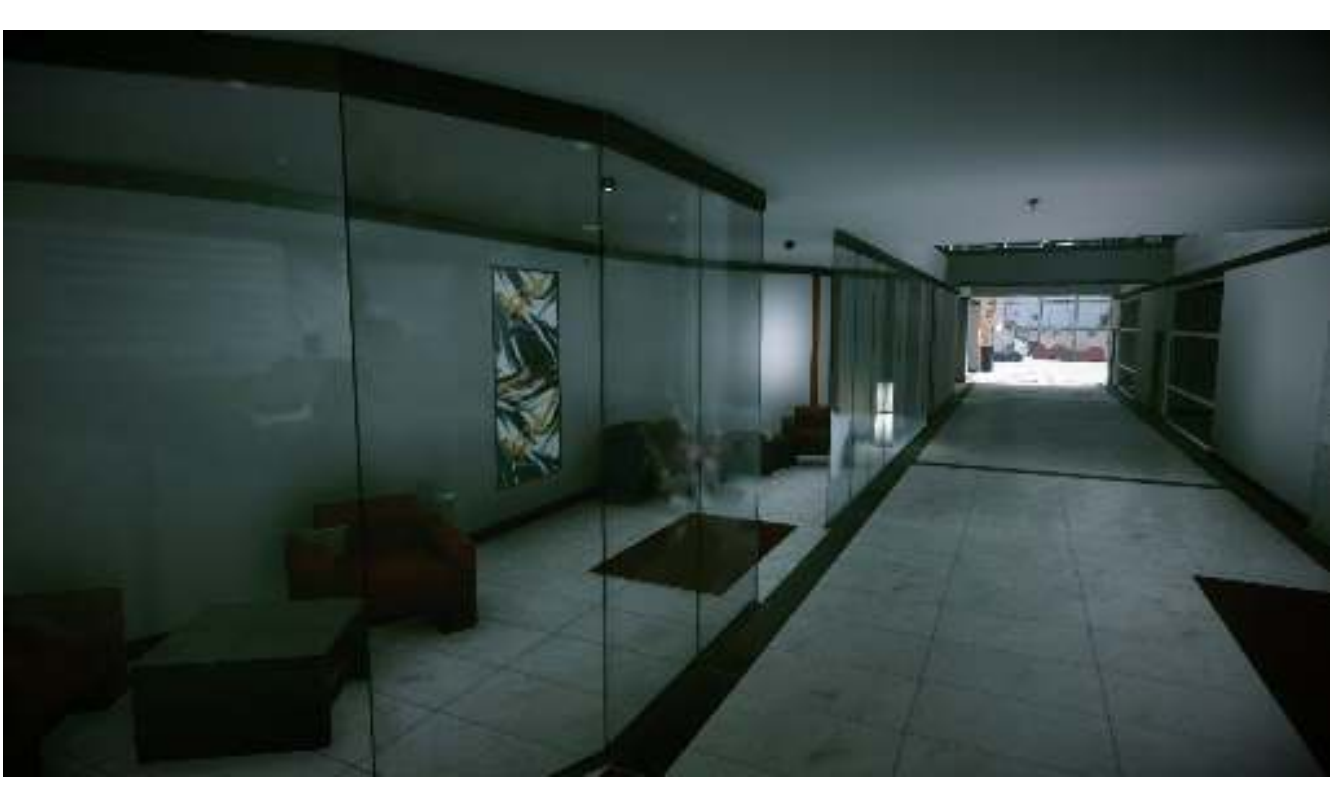


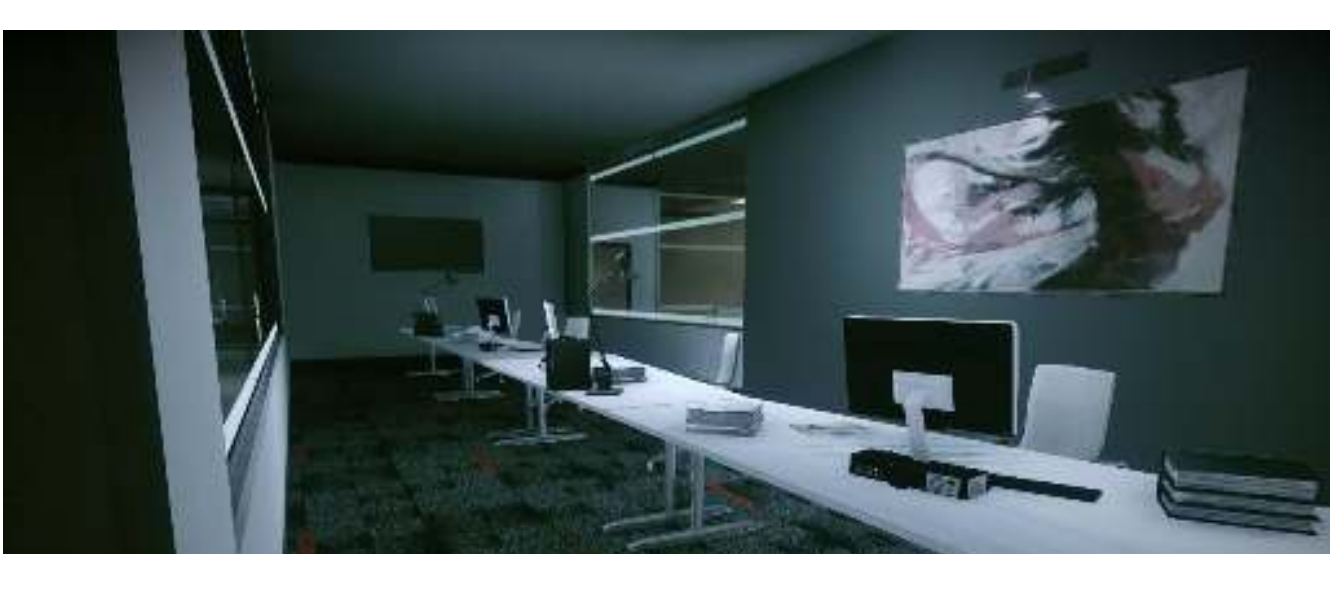
There are plenty of hiding places here, so watch out for knife-wielding opponents lurking in the shadows. If you're trying to win a Gun Master match, this is a good place to stalk your prey.

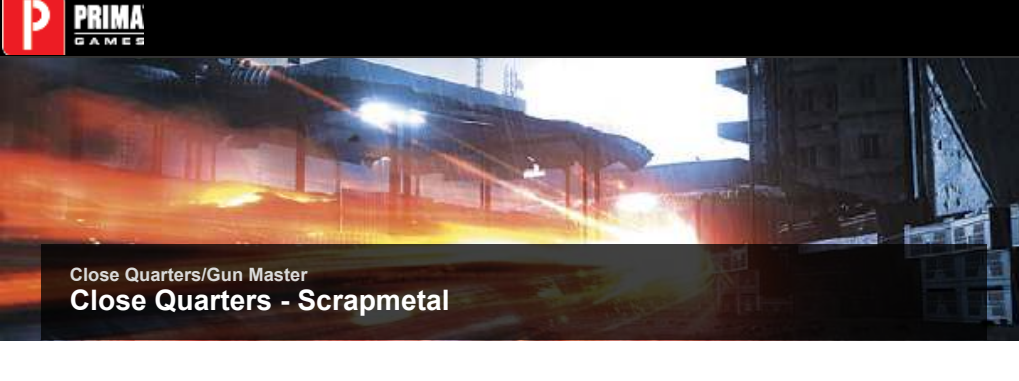
Conference Rooms





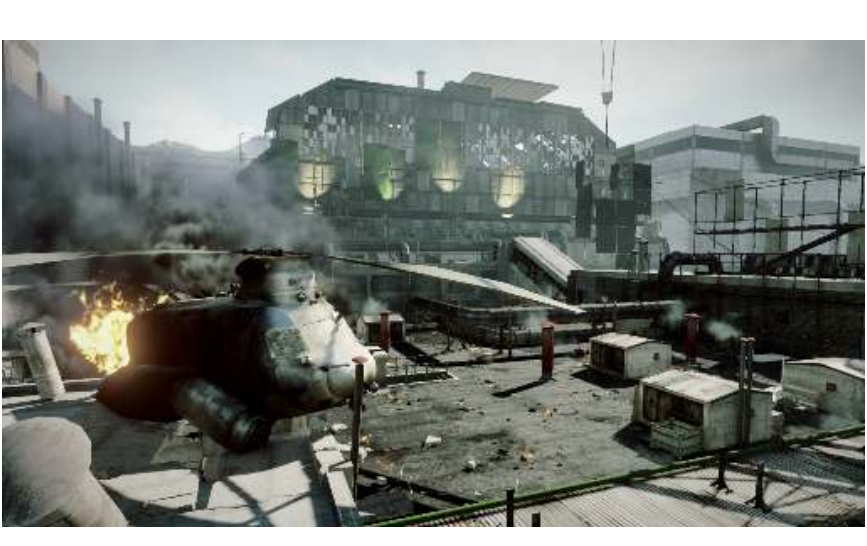




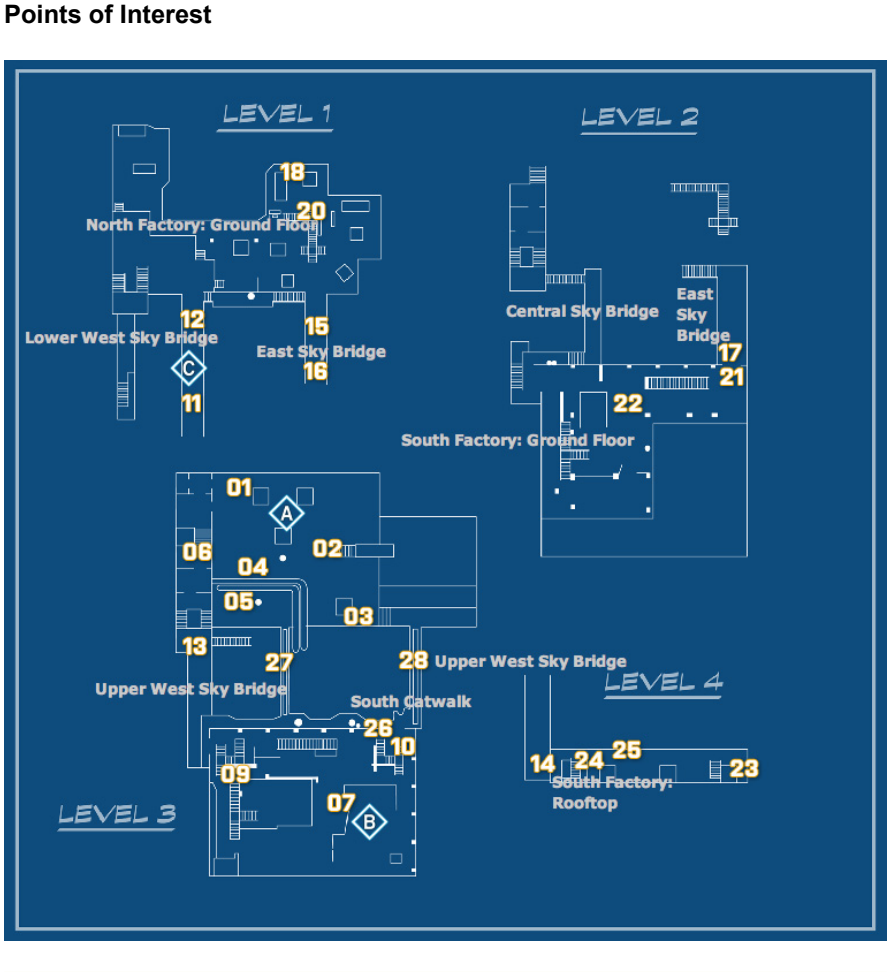


Close Quarters/Gun Master

Close Quarters - Scrapmetal

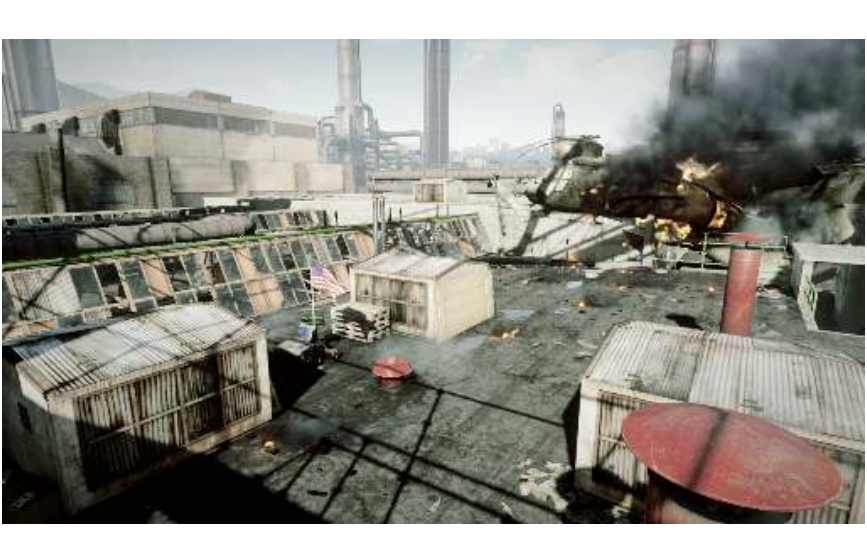


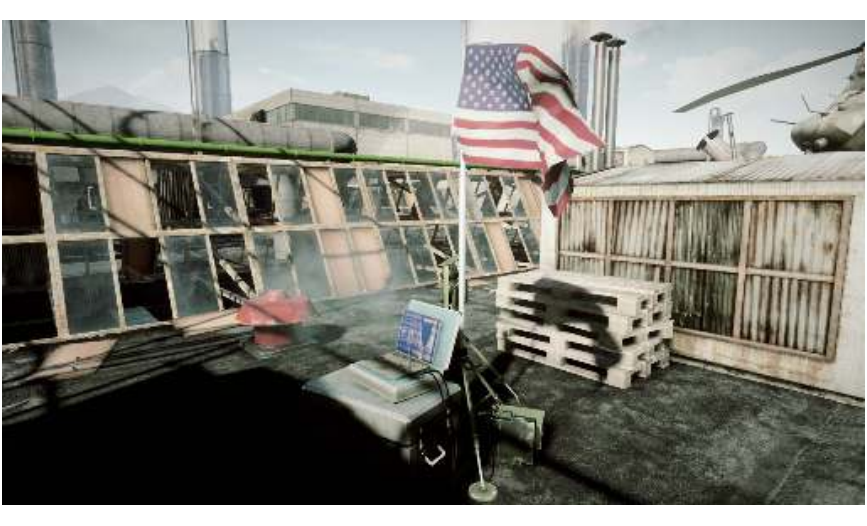
Points of Interest

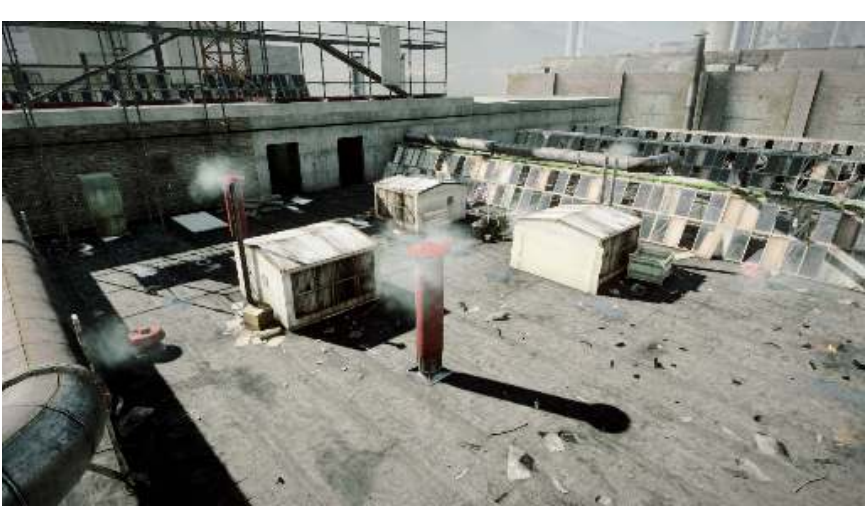


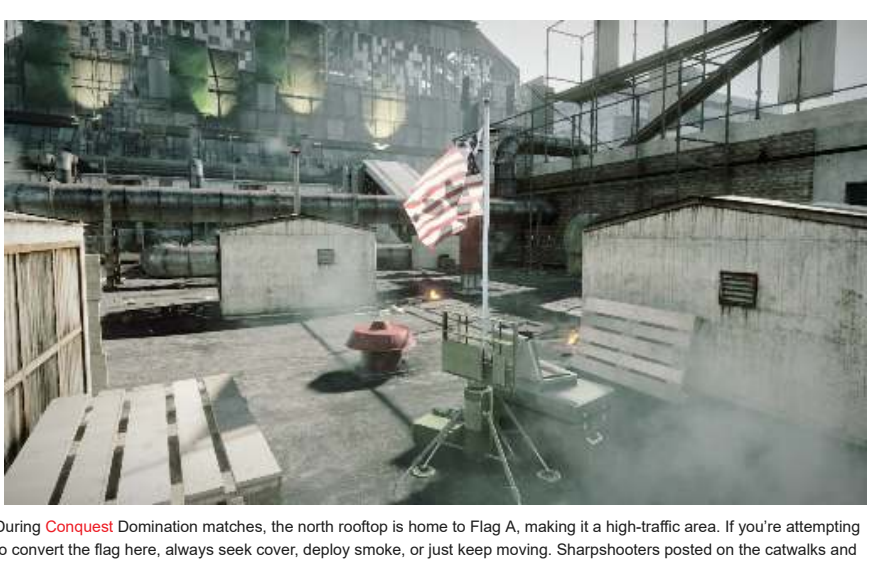
Open this map in a new window

North Factory: Rooftop (Flag A)





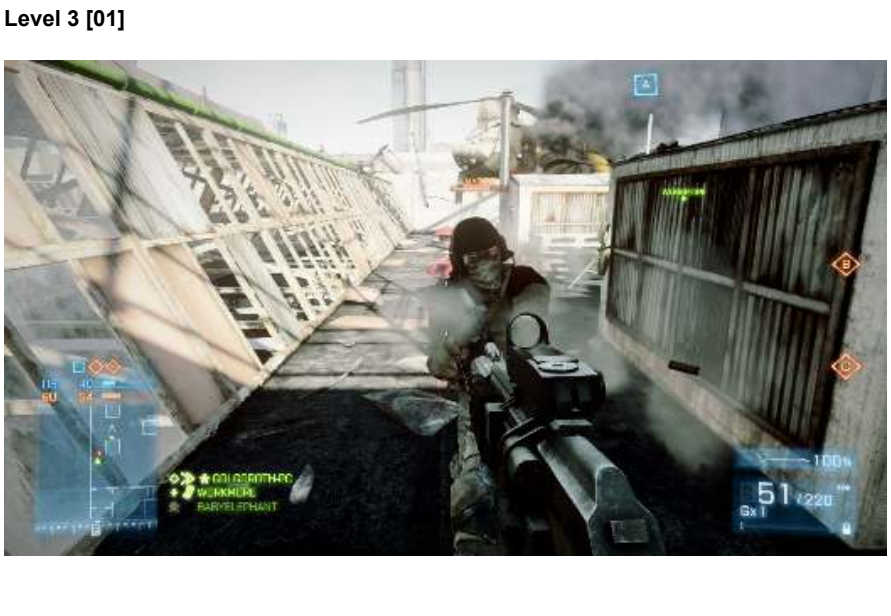




During Conquest Domination matches, the north rooftop is home to Flag A, making it a high-traffic area. If you're attempting to convert the flag here, always seek cover, deploy smoke, or just keep moving. Sharpshooters posted on the catwalks and rooftop to the south often watch this area, looking for long-range kills. Sniper duels are common between this rooftop and the building to the south, so never pause to enjoy the view unless you're behind a solid piece of cover.

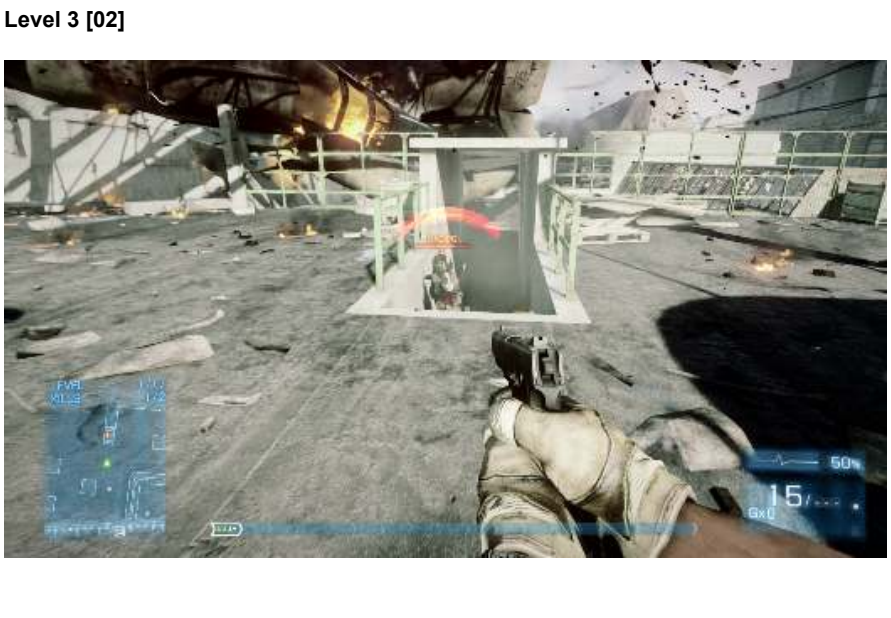
The doors to the west and the staircase to the east are the most common approaches to this rooftop. Troops moving across the top of the sky bridges can also access this rooftop. Given the long sight lines afforded by this location, carbines, assault rifles, and sniper rifles are best suited for engagements here. Remember, opponents on this rooftop aren't the only threat; you may also have to contend with opponents sniping from the south.

Level 3 [01]



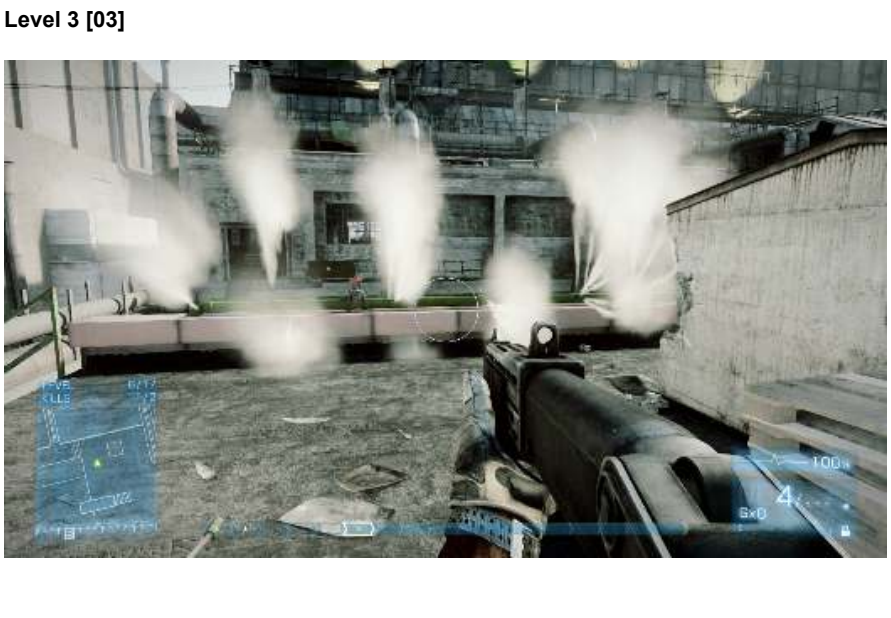
To avoid getting picked off by snipers positioned to the south, many players hide behind these structures on the roof's north side. As a result, prepare for close-quarter engagements here, particularly during Conquest Domination matches.

Level 3 [02]



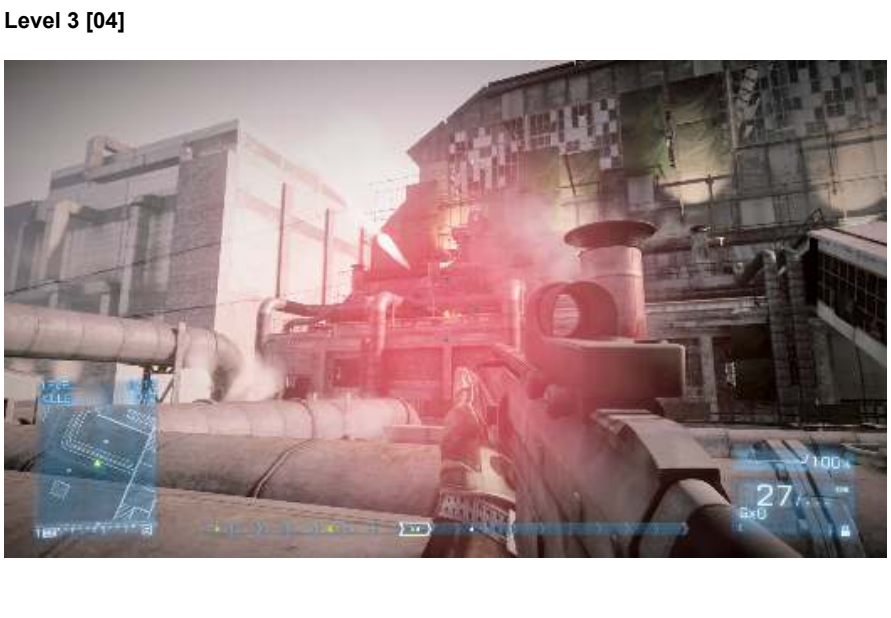
The stairway on the rooftop's east side is a popular access point and a natural choke point. Claymores are very effective here. When firing at opponents ascending the stairway, try to finish them off before they can reach the rooftop. The narrow stairway limits lateral movement, making them an easier target.

Level 3 [03]



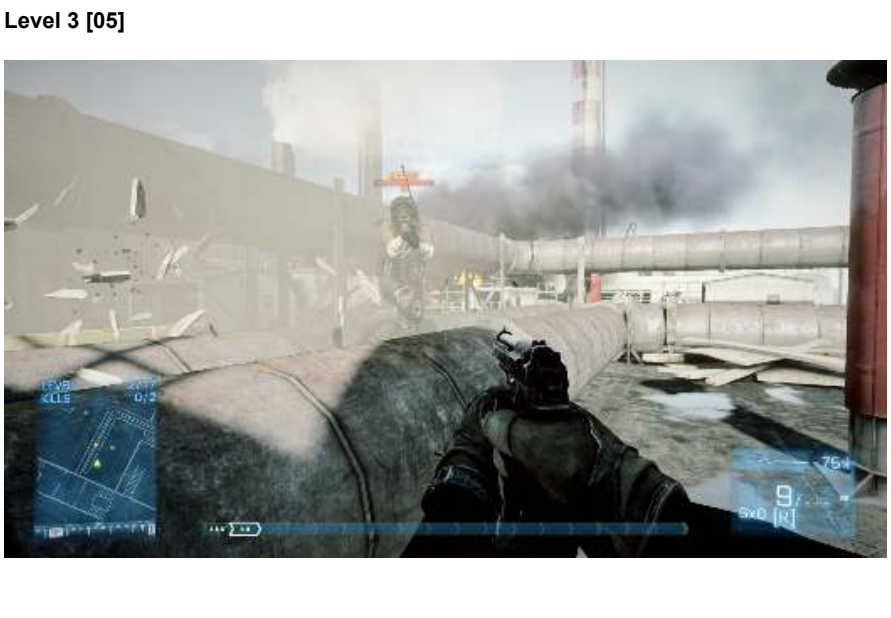
The green pipe on the roof's southern edge emits thick clouds of steam when perforated by small-arms fire. Use these steam clouds to obscure the vision of sharpshooters posted on the south factory's rooftop.

Level 3 [04]



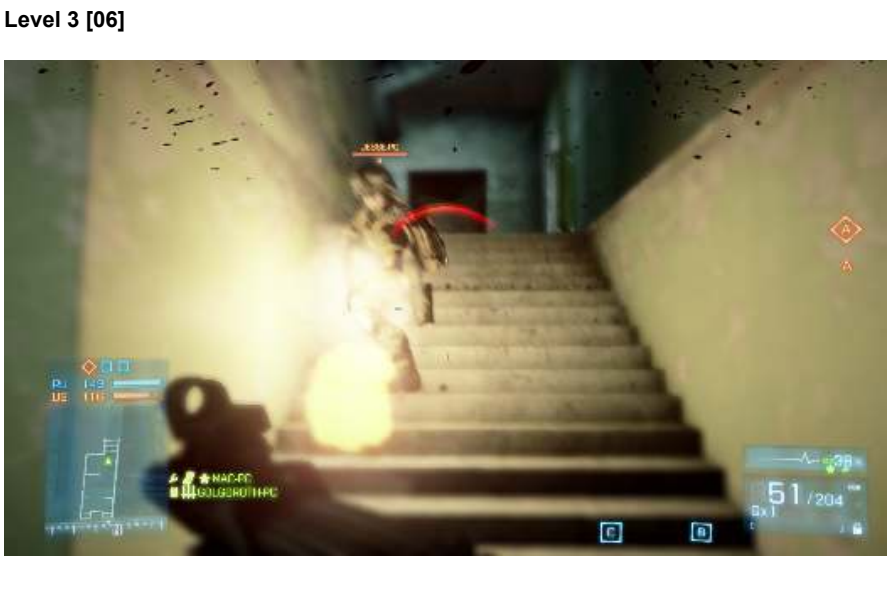
Even at this range, laser sights can give away the positions of opponents on the south factory's rooftop or the south catwalk. When countersniping from this rooftop, always seek out cover. The large pipes on the roof's southwest side offer decent cover and concealment while crouched.

Level 3 [05]



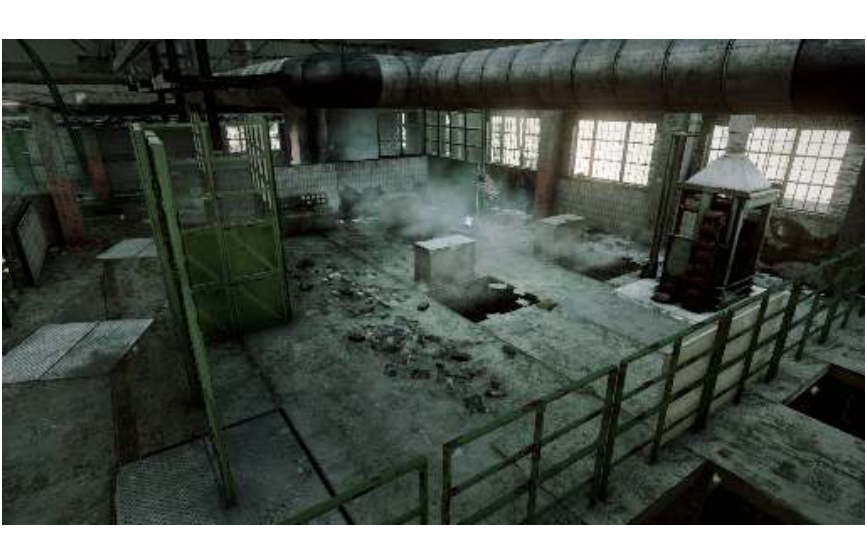
These large pipes offer decent cover, but they can also hinder your movement, requiring you to jump over them. Just be careful when leaping over these pipes because opponents may be waiting to ambush you on the other side.

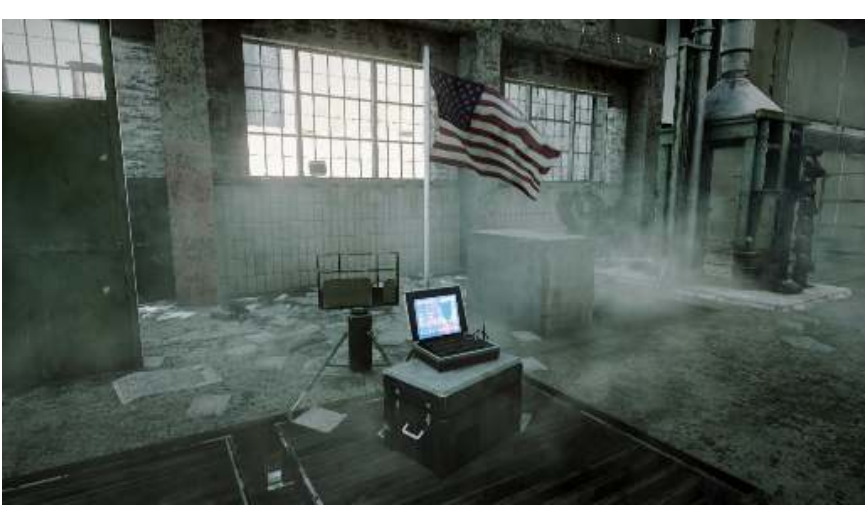
Level 3 [06]

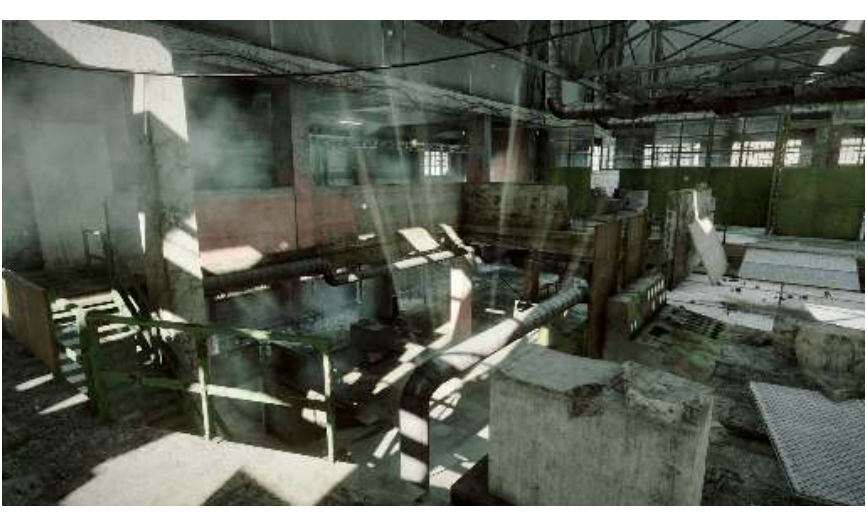


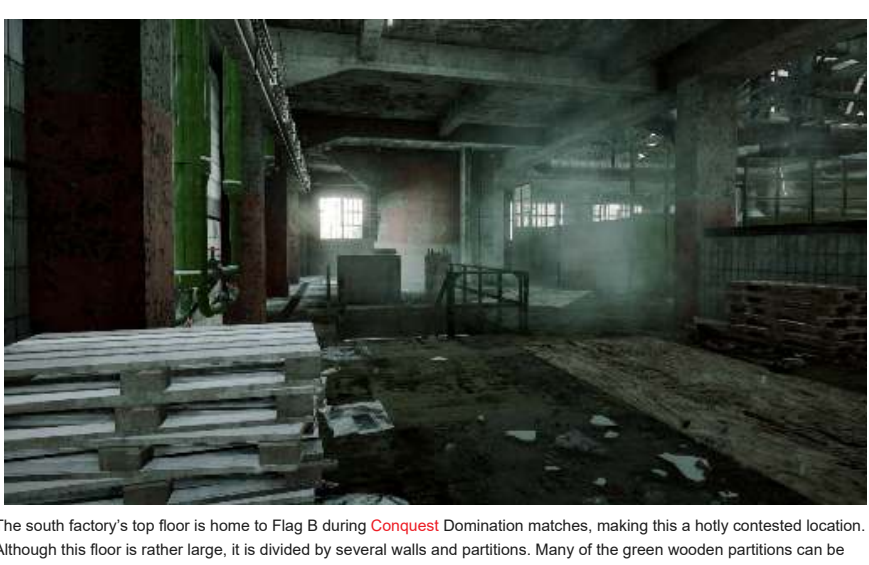
Don't sprint while moving through the narrow stairwell on the roof's west side. Always keep your weapon raised and ready to fire. Otherwise, all it takes is one point-blank shotgun blast to ruin your day.

South Factory: Top Floor (Flag B)



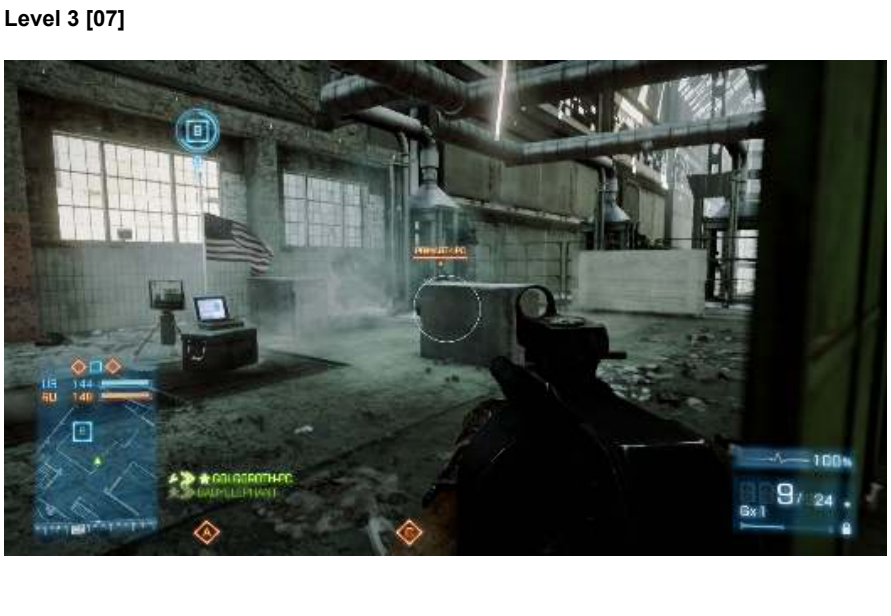






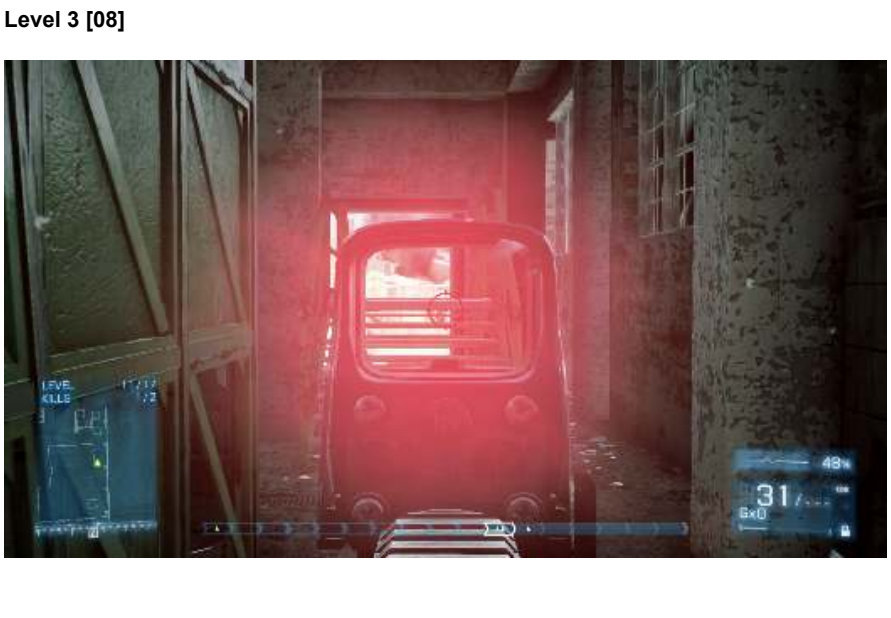
The south factory's top floor is home to Flag B during Conquest Domination matches, making this a hotly contested location. Although this floor is rather large, it is divided by several walls and partitions. Many of the green wooden partitions can be destroyed with small-arms fire and explosives, opening up longer sight lines. In Conquest Domination matches, Flag B is located in the southeast corner of the floor, surrounded by several walls. This limits engagements around the flag to point-blank range where shotguns and PDWs dominate. There's a large opening in the floor's west side, providing a good view of the floor below from multiple angles. But don't get too comfortable camping anywhere on this floor. Given the various stairways and blind corners, opponents can pop up from anywhere. Instead, stay on the move and periodically turn around to ensure no opponents are following you.

Level 3 [07]



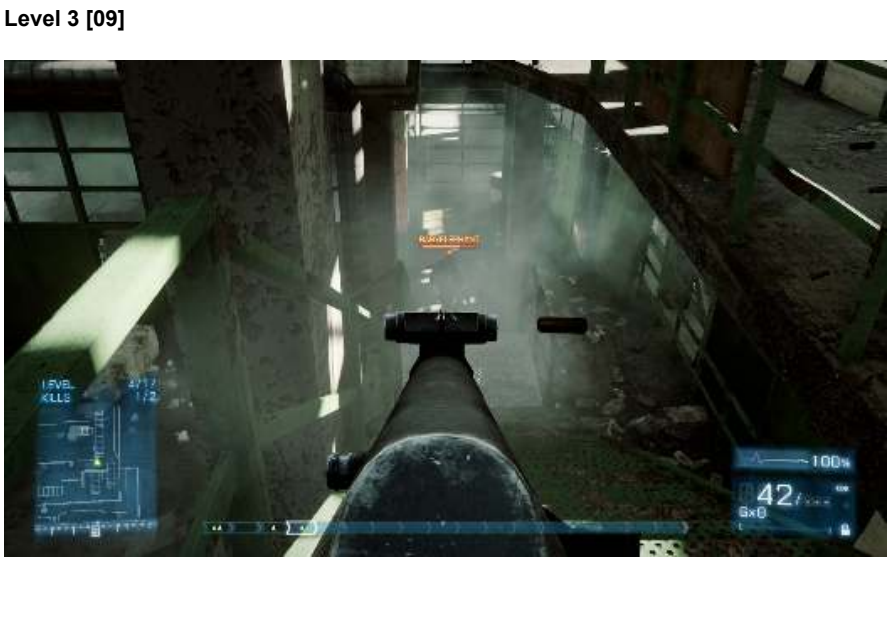
The two concrete blocks near Flag B offer excellent cover and concealment. Even while engaging opponents, standing behind these blocks makes you harder to see and hit.

Level 3 [08]



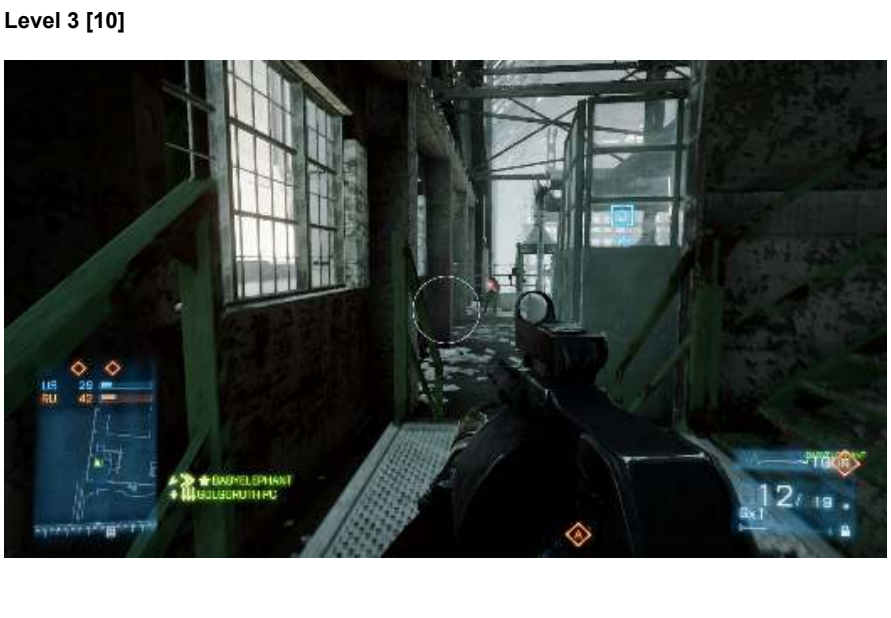
By peering between the nearby steps and through the doorway to the north, you can engage opponents on the north factory's rooftop to score some long-range kills. But remember, if you can see them, they can see you. Always turn off any tactical lights or laser sights to avoid giving away your position.

Level 3 [09]



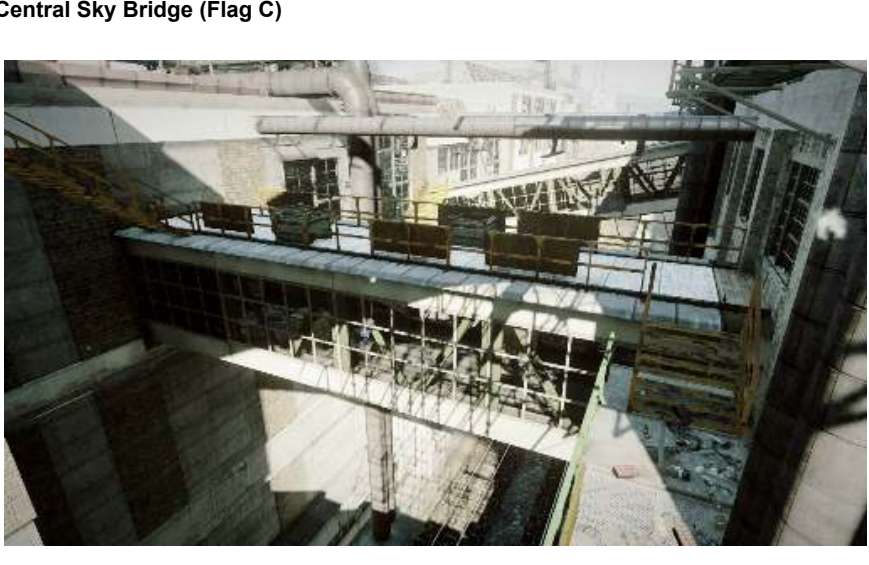
The stairway on the floor's west side is a key choke point. From this opening in the floor, you can engage opponents on the stairs and those scurrying around on the bottom floor.

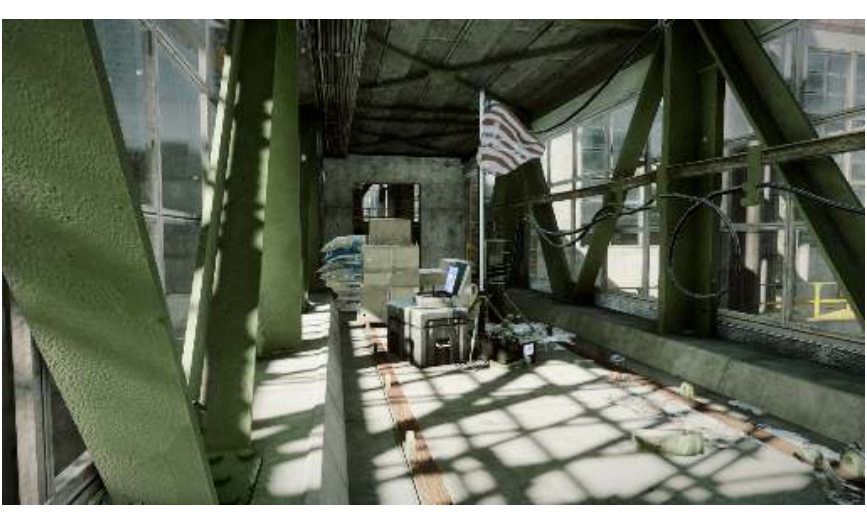
Level 3 [10]

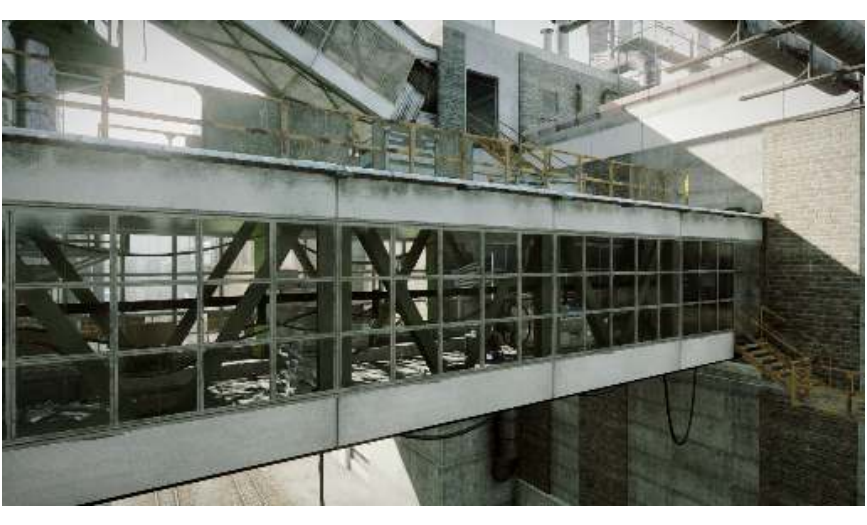


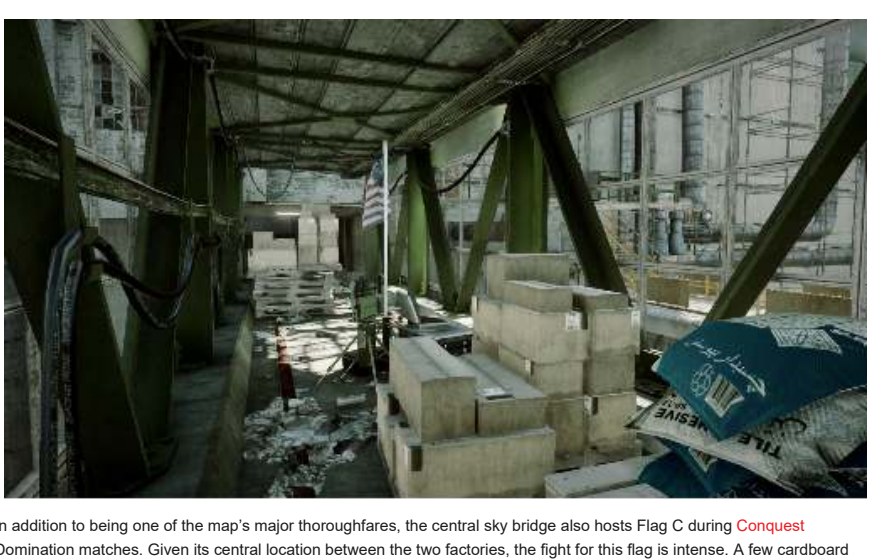
Be careful when approaching Flag B from this narrow passage on the floor's east side during Conquest Domination matches. Opponents positioned near the flag may have you in their sights long before you can retaliate. It's safer to approach the flag from the west side.

Central Sky Bridge (Flag C)





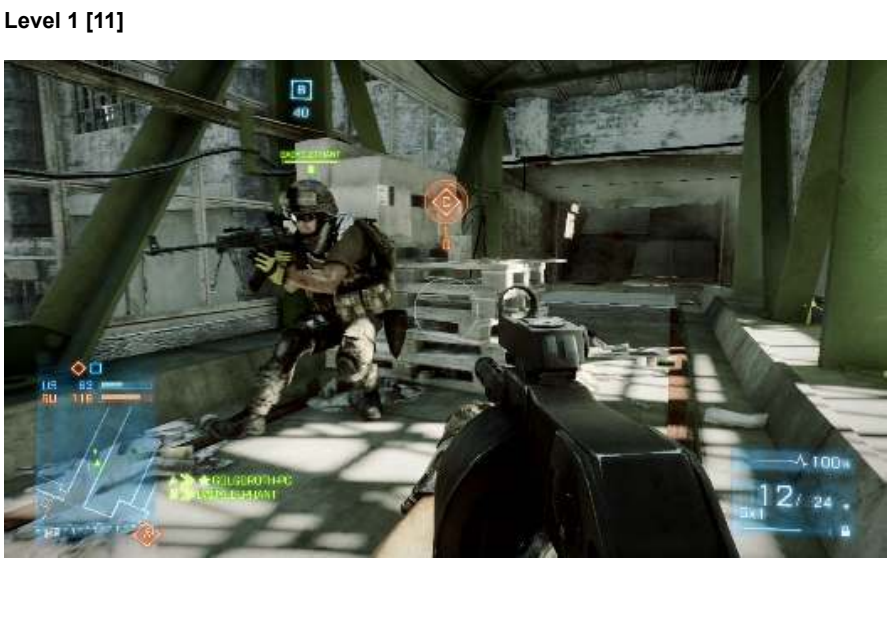




In addition to being one of the map's major thoroughfares, the central sky bridge also hosts Flag C during Conquest Domination matches. Given its central location between the two factories, the fight for this flag is intense. A few cardboard boxes and wooden pallets positioned on each side of the flag offer the only concealment from opponents to the north or south. But the sky bridge can also be monitored from the two flanking sky bridges to the east and west. Therefore, don't plan on spending much time here.

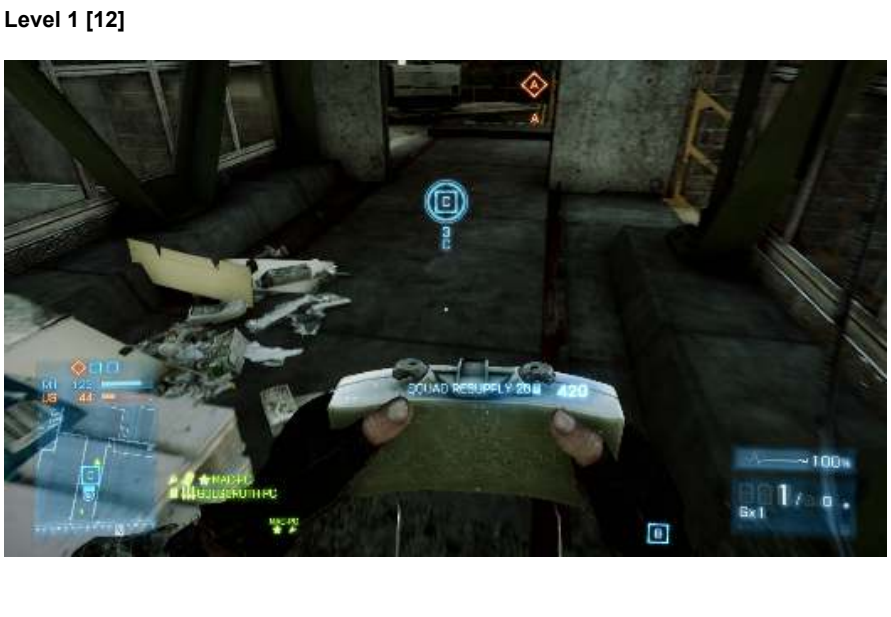
If you want to defend this flag, do so from the perimeter. The sky bridge connects to the bottom floors of each factory, making it a high-traffic area for north–south travel and a dangerous choke point frequently booby-trapped with claymores and C4. The roof of this sky bridge is accessible from catwalks and stairs on the north and south sides. Sometimes moving along the roof is preferable to moving within the cramped interior. Whatever your preference, move through this area fast to avoid getting caught in a cross fire between the two factories.

Level 1 [11]



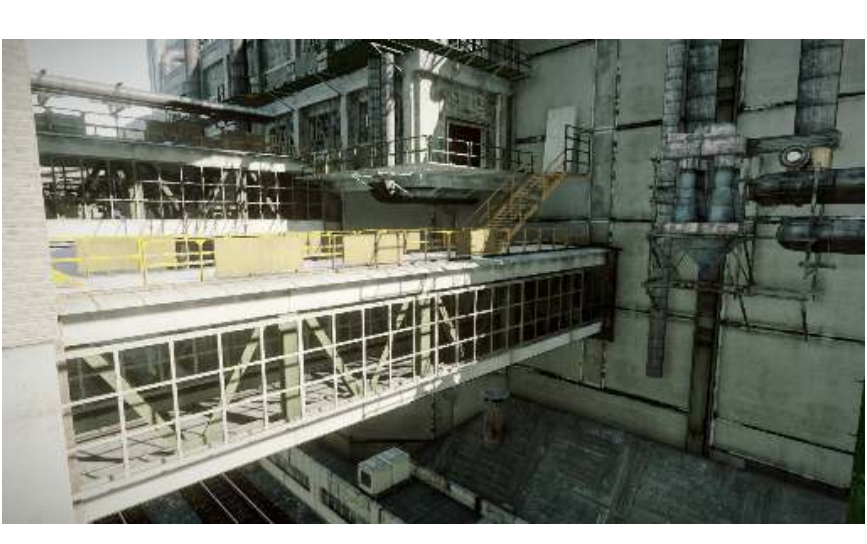
When possible, always convert Flag C with a teammate during Conquest Domination matches. You'll need to watch both ends of the sky bridge to fend off any sudden counterattacks.

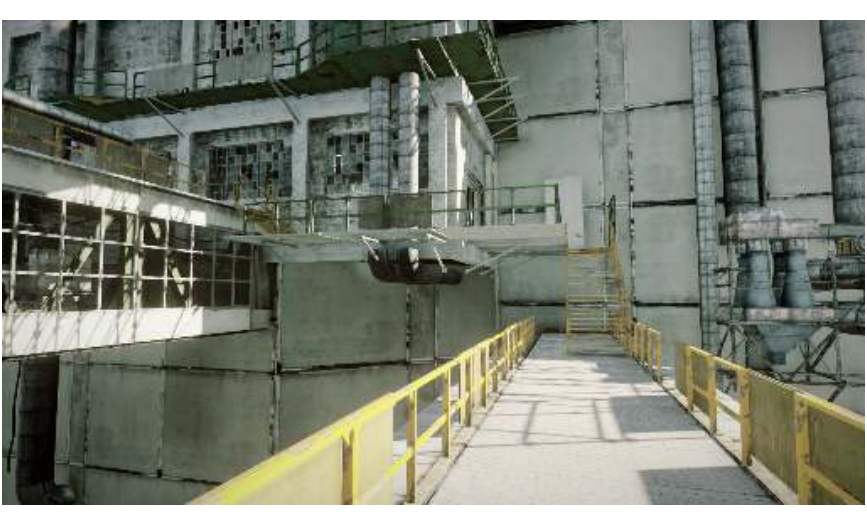
Level 1 [12]

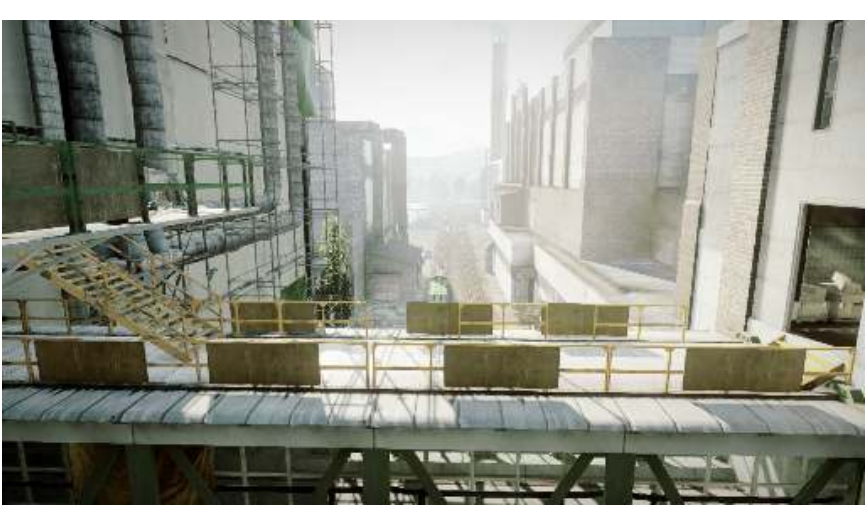


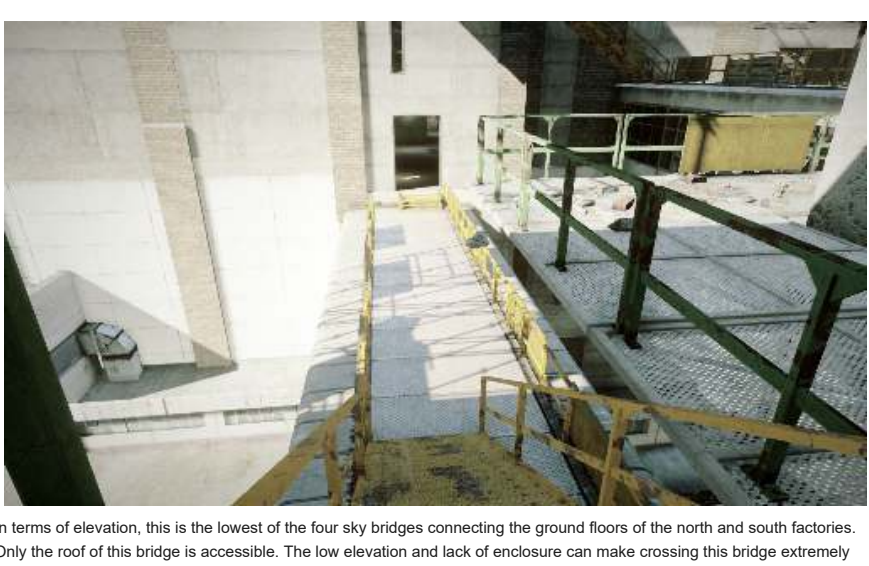
Consider hiding claymores near the wooden pallets in this sky bridge. This is a high-traffic area in all game modes, practically guaranteeing you claymore kills.

Lower West Sky Bridge





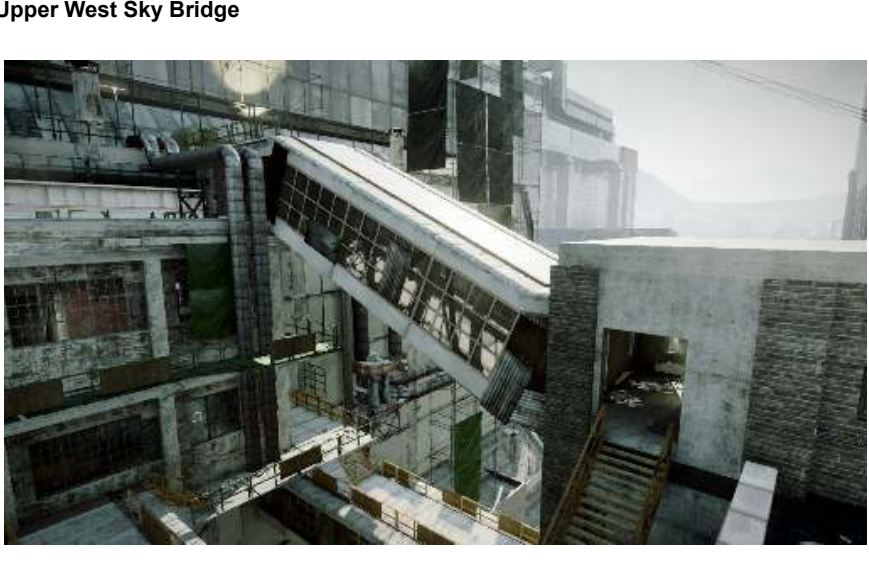


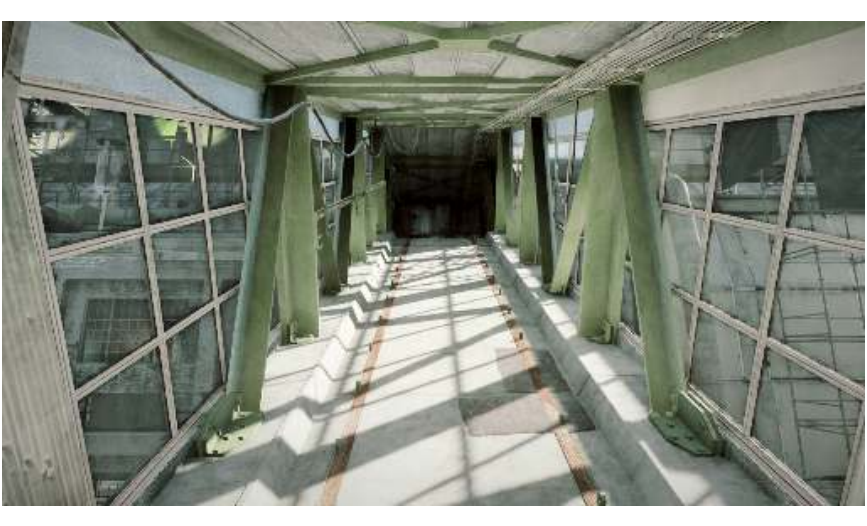


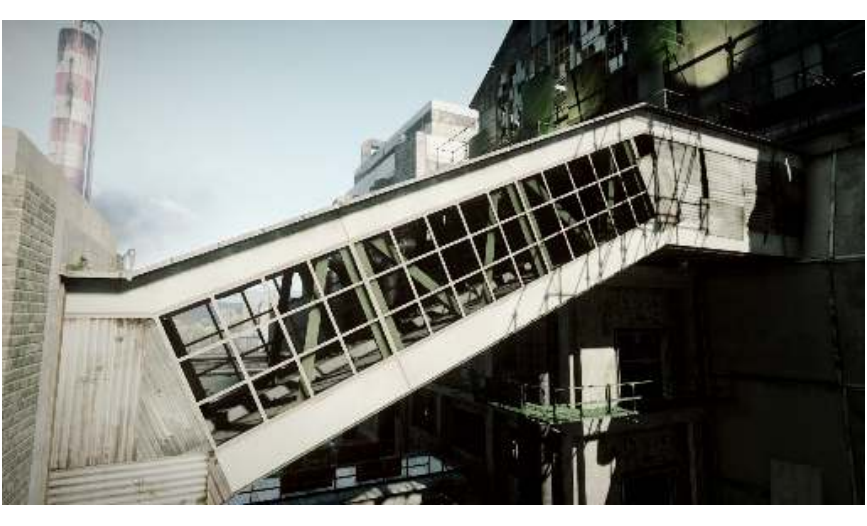
In terms of elevation, this is the lowest of the four sky bridges connecting the ground floors of the north and south factories. Only the roof of this bridge is accessible. The low elevation and lack of enclosure can make crossing this bridge extremely dangerous. So if you're forced to cross this bridge, do so while sprinting. This may not protect you completely, but it will make you more difficult to hit. If available, consider deploying smoke to mask your advance.

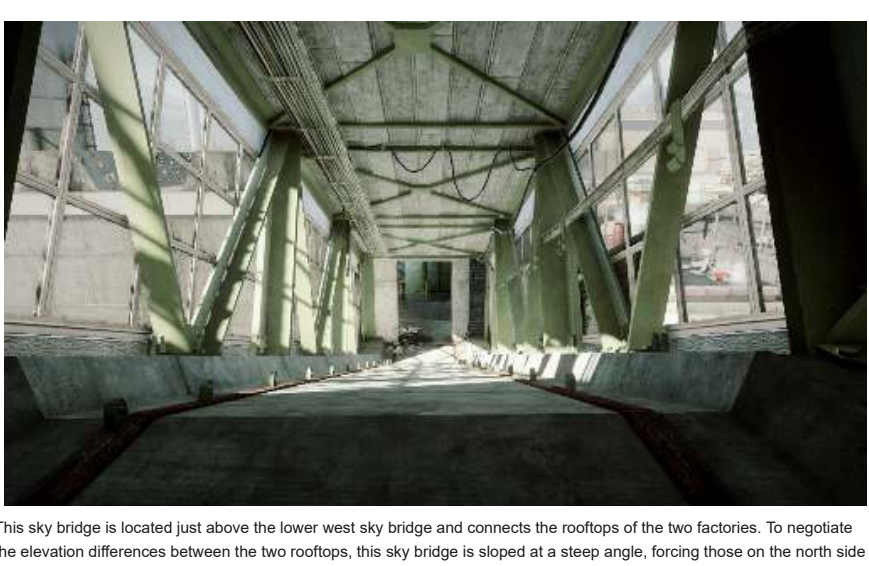
On the bridge's north end, you can race directly into the north factory for cover. But on the south end, you must first traverse an exterior staircase before you can reach the interior of the south factory. The connecting catwalk on the south end also allows access to the roof of the central sky bridge. But if you're taking fire, it's best to limit your exposure along these exterior pathways.

Upper West Sky Bridge



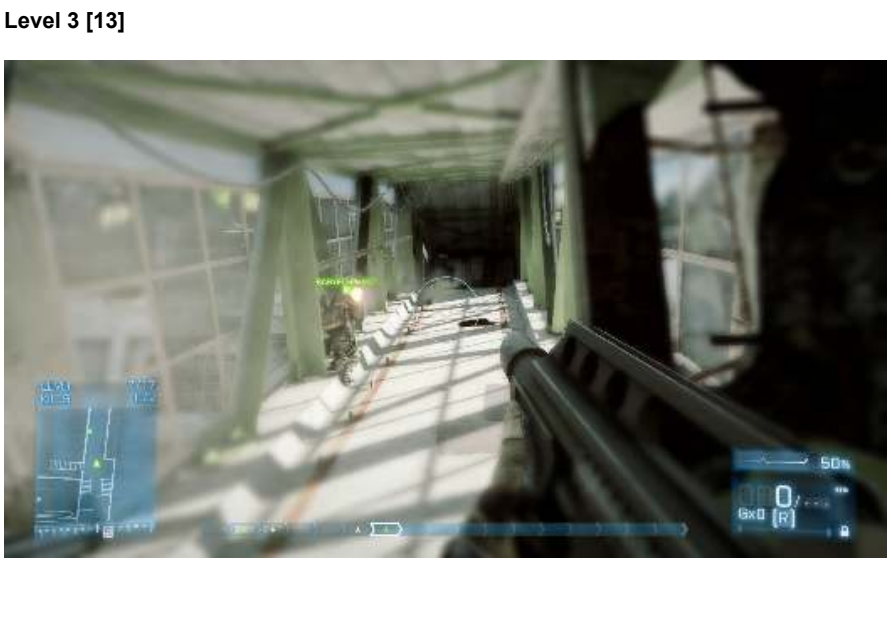






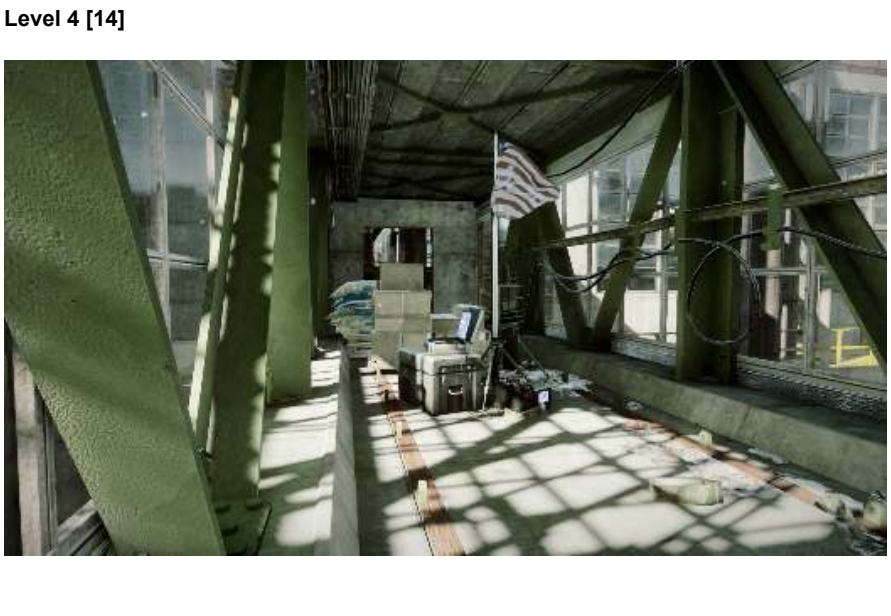
This sky bridge is located just above the lower west sky bridge and connects the rooftops of the two factories. To negotiate the elevation differences between the two rooftops, this sky bridge is sloped at a steep angle, forcing those on the north side to race uphill. When moving along this bridge, adjust your aim by either raising it or lowering it so you can spot and engage opponents at the opposite end. There is no way to access the roof of this sky bridge, so take care while moving through the interior, where there's no cover. Firefights in this sky bridge often favor those on the south side, as it allows them to fire down at opponents on the north end. The bridge's south side is connected directly to the south factory's rooftop. There's also a staircase nearby that leads down to the south factory's top floor. On the north end, the bridge is connected to a narrow stairwell leading up to the north factory's rooftop. Regardless of the game mode, these two rooftops are popular locations, often making this sky bridge a high-traffic thoroughfare.

Level 3 [13]



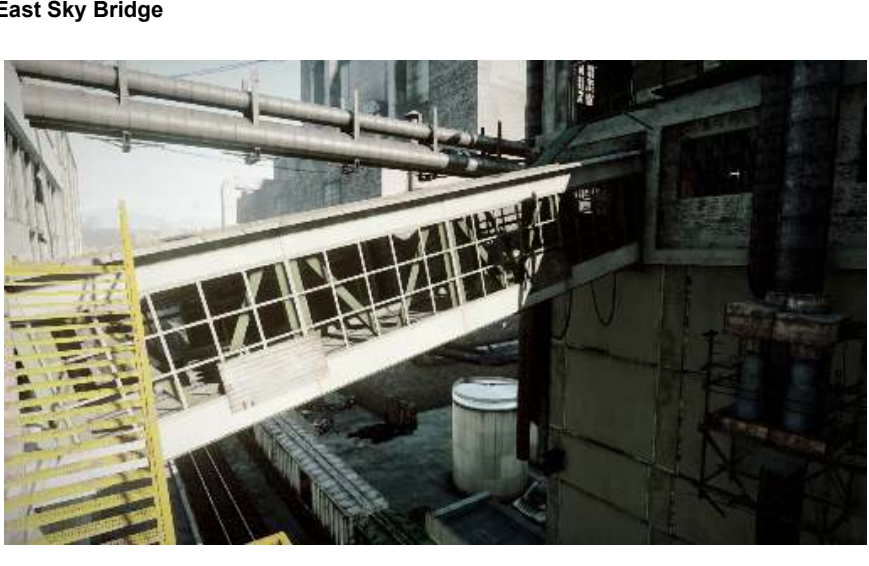
Players on the north side of this sky bridge are at a disadvantage during firefights here due to the steep slope. Watch out for incoming fire as well as grenades rolling down the floor of the sky bridge. Chunks of the wall surrounding the northern doorjamb can be shot out, so don't feel too safe hiding here.

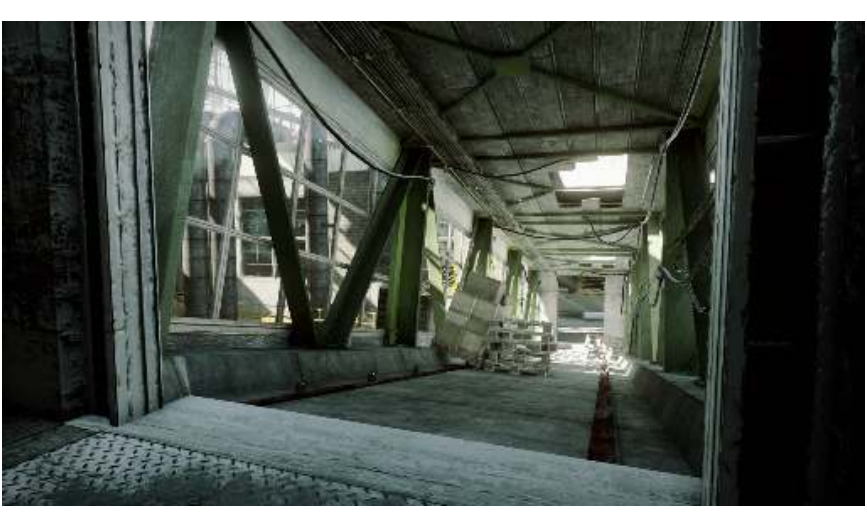
Level 4 [14]

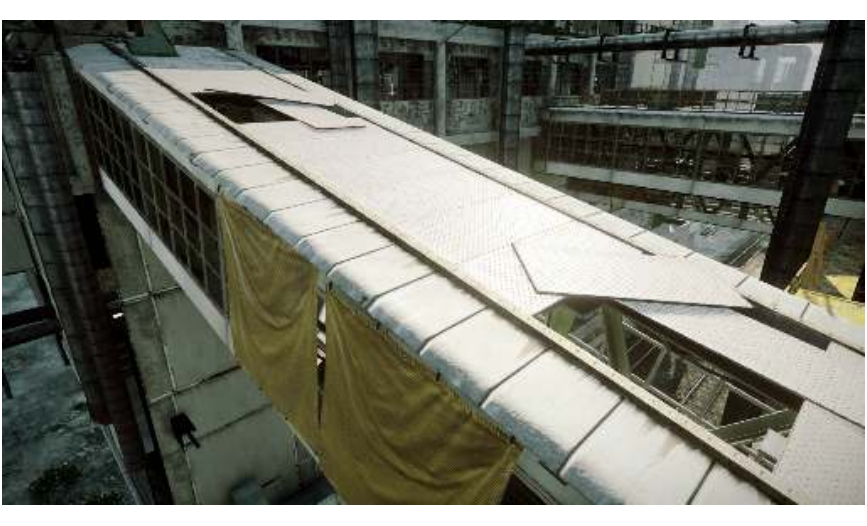


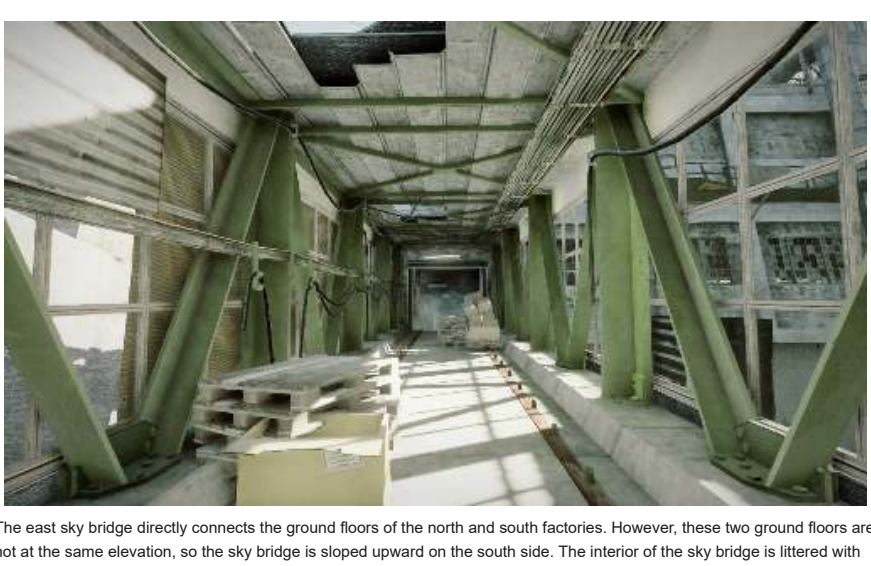
Be careful rounding this corner where the sky bridge connects to the south factory's rooftop. This is a high-traffic area, so be ready to engage opponents at point-blank range. Alternatively, there may be opponents on the rooftop covering this junction.

East Sky Bridge





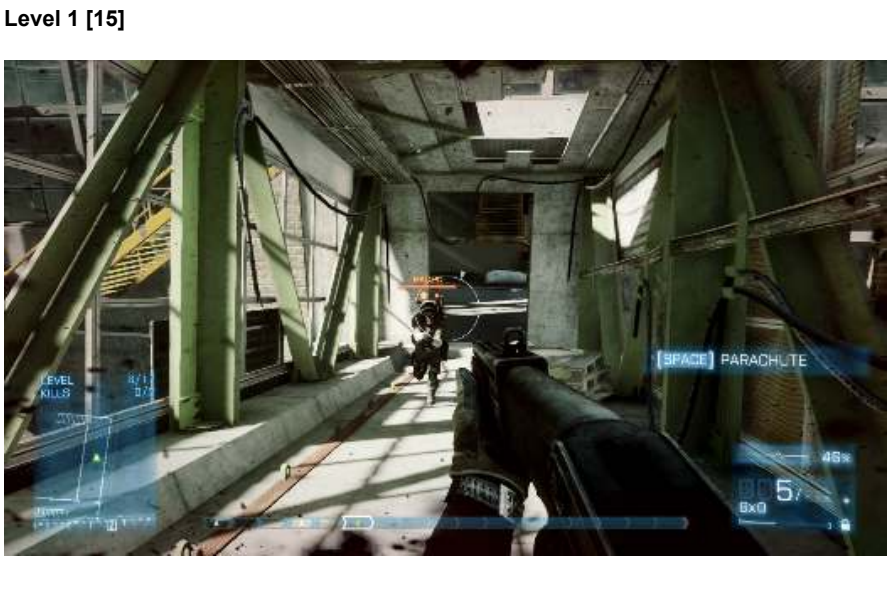




The east sky bridge directly connects the ground floors of the north and south factories. However, these two ground floors are not at the same elevation, so the sky bridge is sloped upward on the south side. The interior of the sky bridge is littered with wooden pallets and cardboard boxes. Think of these objects more as obstacles than as cover. Be ready to vault over them as you pass through this sky bridge.

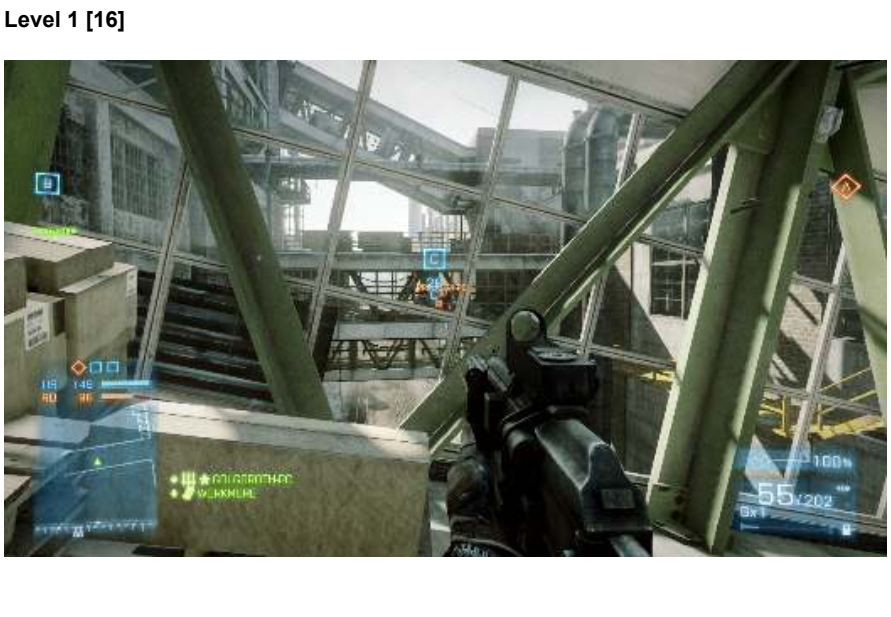
The roof of the sky bridge is also accessible. On the south side, a piece of sheet metal serves as a makeshift ramp, connecting the sky bridge's roof to the south catwalk, located directly outside the south factory's top floor. On the north end, the sky bridge's rooftop is connected to a yellow exterior catwalk running along the north factory's exterior wall. But be careful when traversing this sky bridge's rooftop. It is exposed up here, and there are two dislodged panels creating large openings. If you don't watch your step, you may fall through one of these openings and drop into the sky bridge's interior. Such drops aren't fatal or even harmful, but they may put you in direct contact with opponents below.

Level 1 [15]



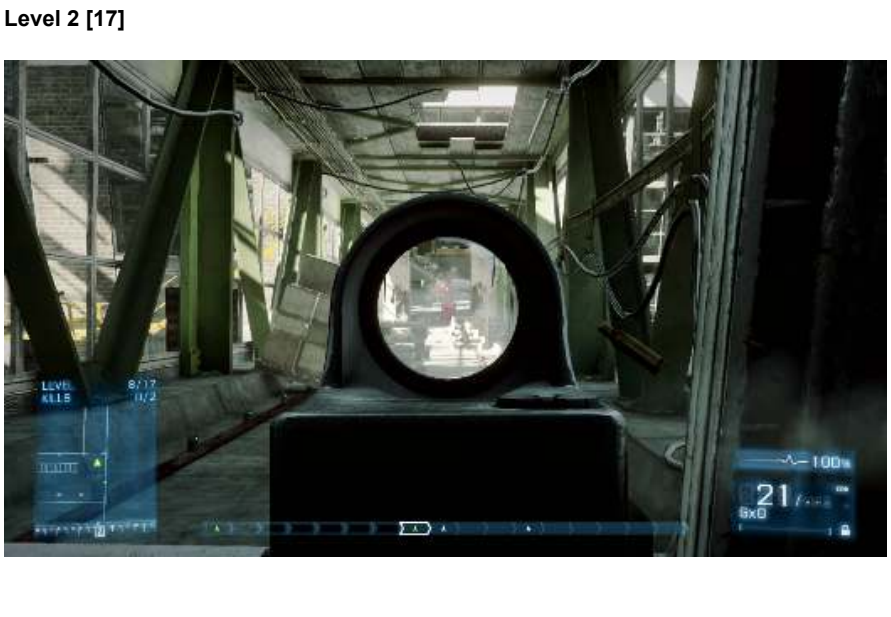
Take advantage of the holes in the sky bridge's roof to drop down on opponents unexpectedly. Blast them head-on at point-blank range, or wait until they've passed. This allows you to sneak up behind them and score a knife kill. This makes it a good ambush position when trying to score the last kill during Gun Master matches.

Level 1 [16]



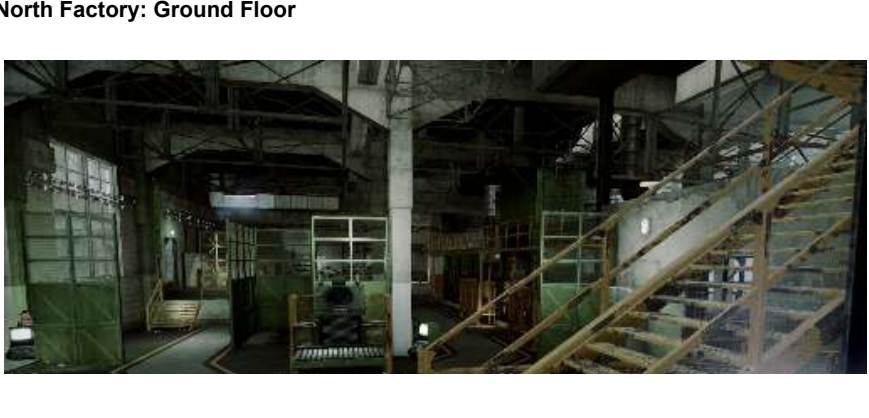
From this sky bridge, it's possible to engage opponents in the central sky bridge to the west. This makes it easy to defend Flag C during Conquest Domination matches. But don't make a habit of camping here very long unless you want to donate your dog tags to an opponent.

Level 2 [17]



This sky bridge allows for pitched intermediate-range firefights between the ground floors of the two factories. Always use the doorjamb on either end of the sky bridge for partial cover while engaging opponents at the opposite end. At this range, aiming through scopes and iron sights significantly increases accuracy and stability.

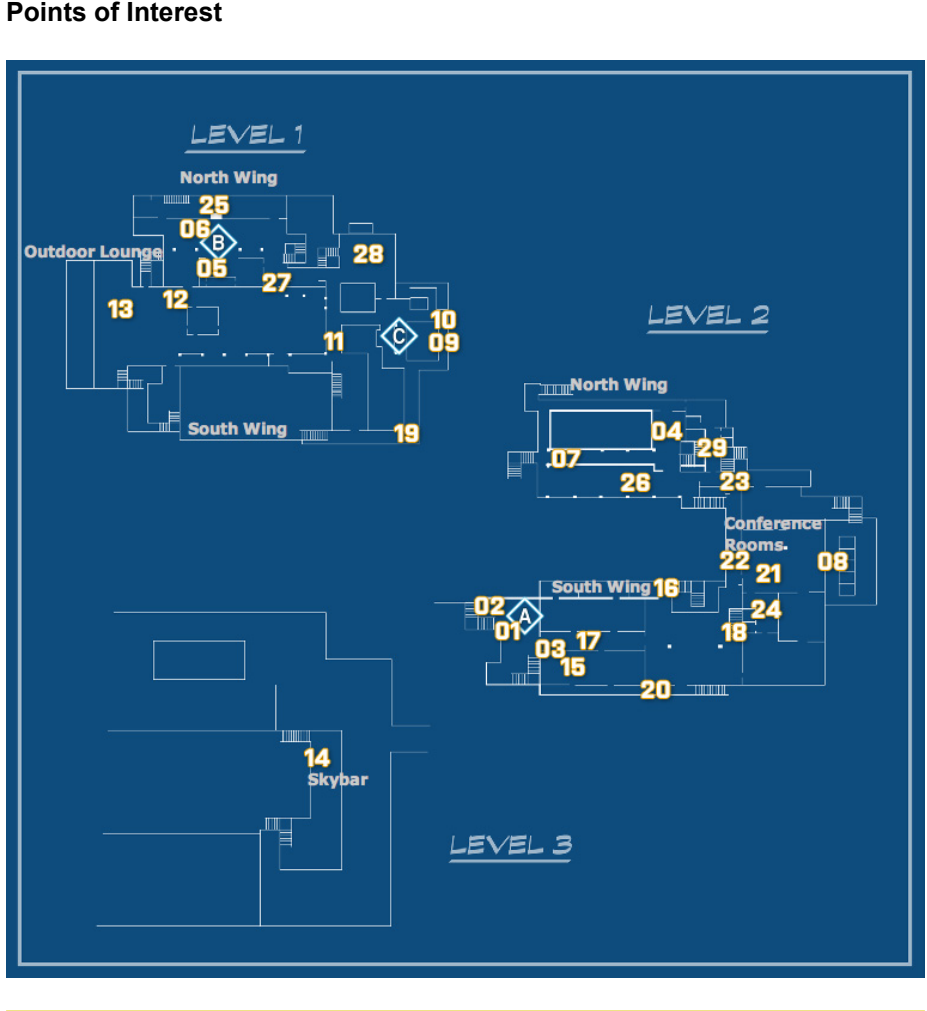
North Factory: Ground Floor



Close Quarters/Gun Master

Close Quarters - Ziba Tower

Points of Interest



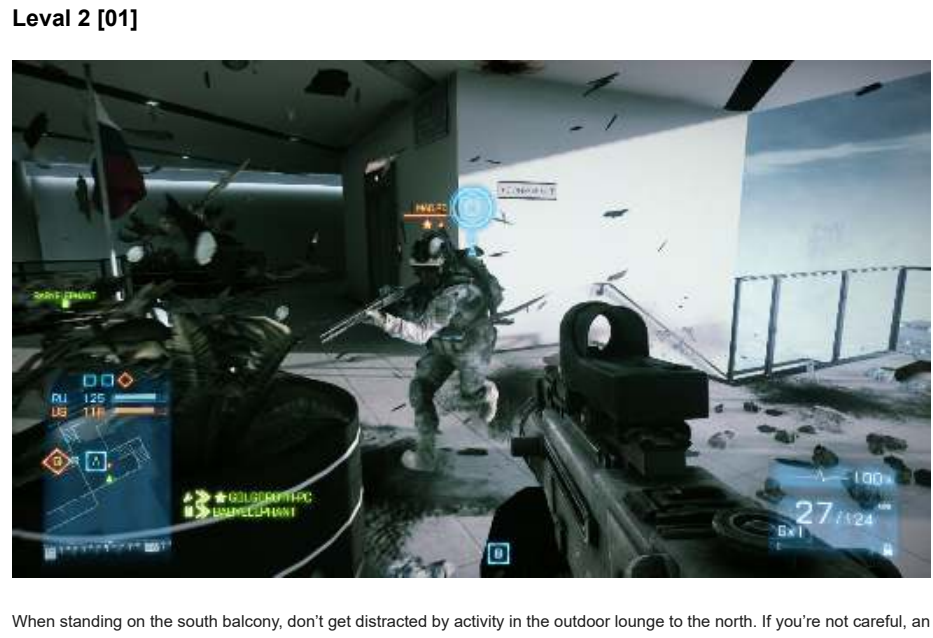
Open this map in a new window

South Balcony (Flag A)

Located on the second floor of the south wing, the south balcony overlooks the outdoor lounge. During Conquest Domination matches, this location is home to Flag A, making this cramped space a deadly high-traffic area as teammates and opponents race from one flag to the next. Always seek cover behind the nearby planter when converting this flag. At the very least, keep moving to avoid being surprised by sharpshooters posted near the restaurant to the north.

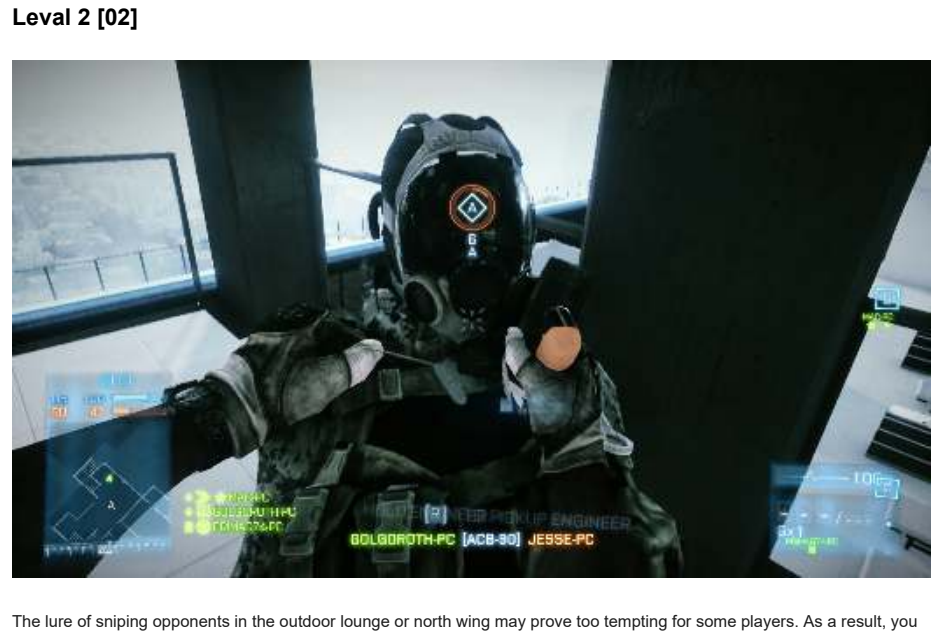
The staircase to the west offers access to and from the outdoor lounge. Given the lack of cover on this staircase, it's safer to use the interior staircase to the south, which connects to a small lounge on the south wing's first floor. The balcony can also be accessed from the long interior hallway to the east. While most fighting in this area occurs at close range, be prepared to deal with long-range threats posted to the north or down the hall to the east. Such versatility is best met by equipping a carbine or compact assault rifle.

Leval 2 [01]



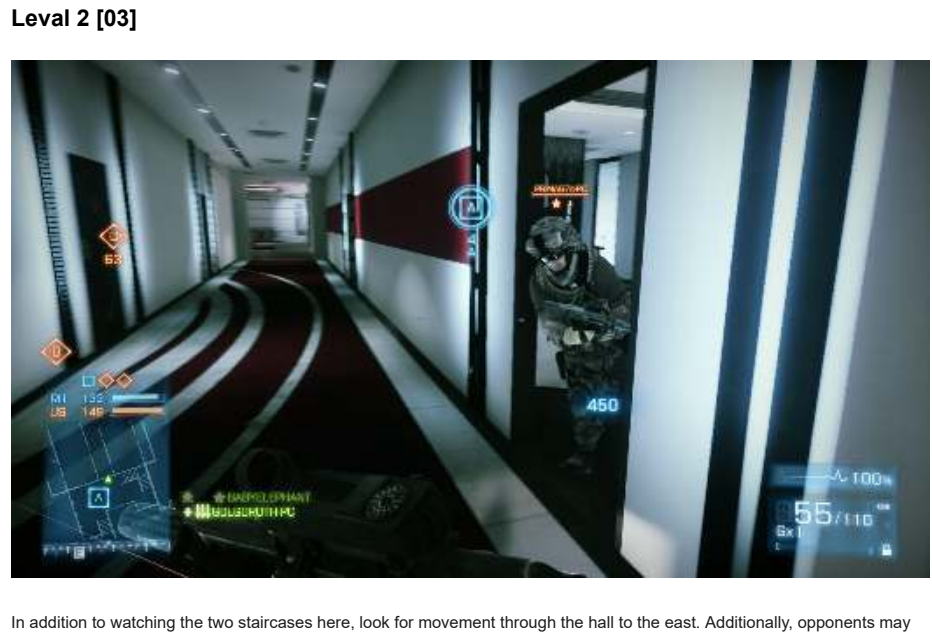
When standing on the south balcony, don't get distracted by activity in the outdoor lounge to the north. If you're not careful, an opponent can sneak up behind you, approaching from the nearby stairways or the hall to the east.

Leval 2 [02]



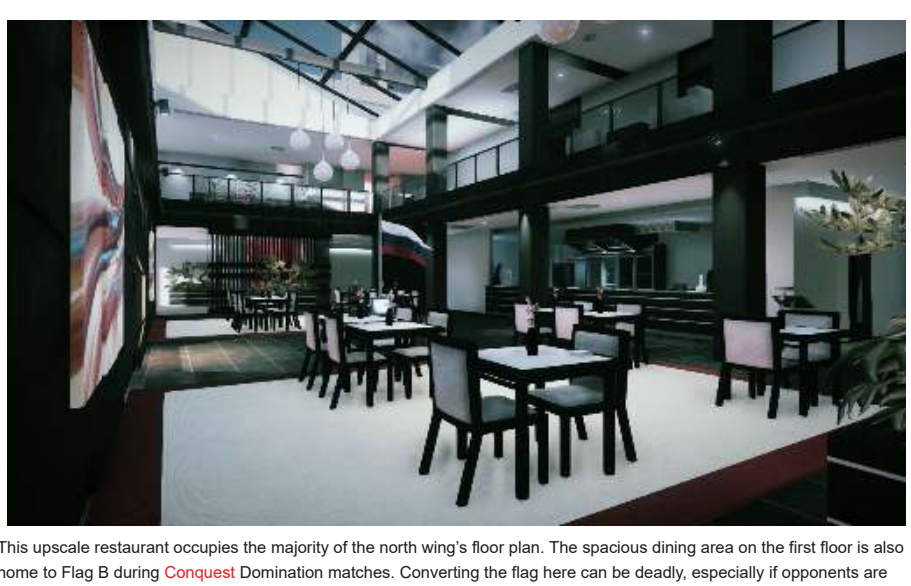
The lure of sniping opponents in the outdoor lounge or north wing may prove too tempting for some players. As a result, you can usually score some easy knife kills here by rushing up behind a distracted opponent.

Leval 2 [03]



In addition to watching the two staircases here, look for movement through the hall to the east. Additionally, opponents may pop out of one of the nearby doorways connected to the adjoining suites.

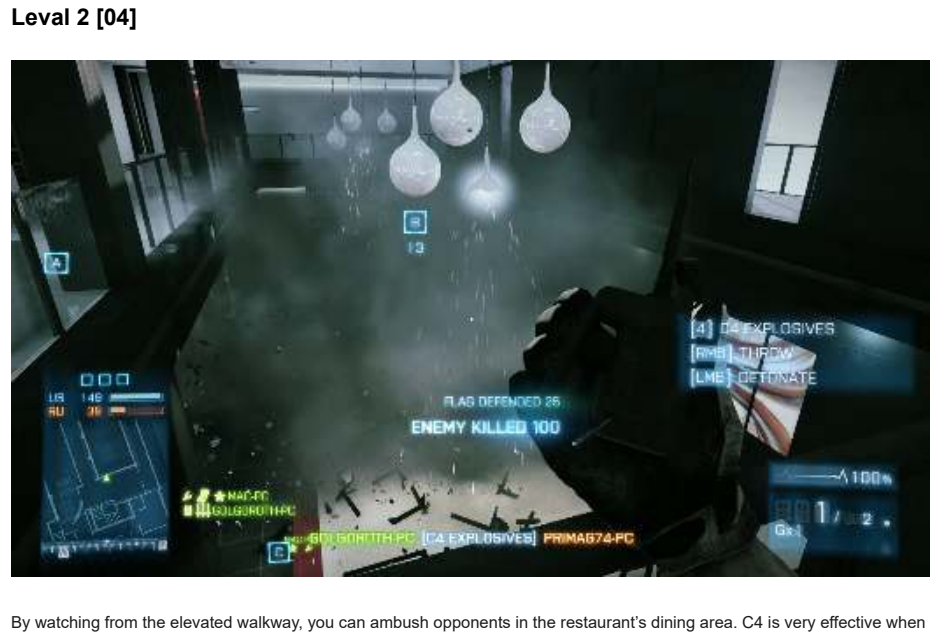
Restaurant (Flag B)



This upscale restaurant occupies the majority of the north wing's floor plan. The spacious dining area on the first floor is also home to Flag B during Conquest Domination matches. Converting the flag here can be deadly, especially if opponents are posted on the upper-floor walkway ringing the dining area. Sneaky defenders can also watch this flag by peering through the fireplace directly to the north while posted on the adjoining lounge. The kitchen, on the south side, is also a good ground-floor defensive position.

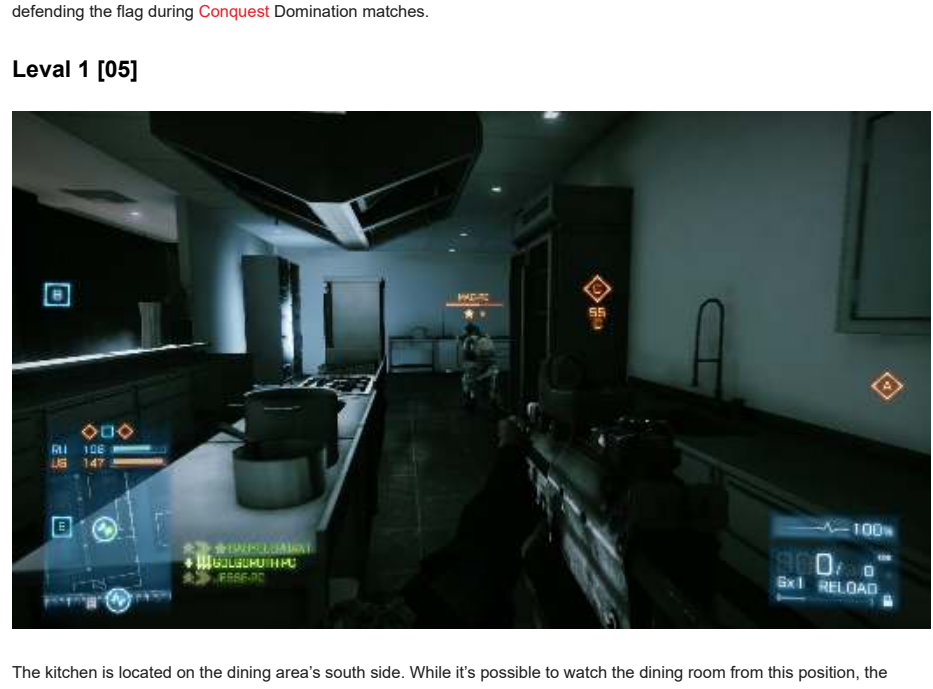
While stepping into the dining area is a necessary risk in Conquest Domination, the bottom floor is best avoided in all other game modes. There's virtually no cover and the tables and chairs can hinder movement. Stick to the upstairs walkway, using the height advantage to fire down at opponents. If you find yourself on the bottom floor, stick to the perimeter of the dining area where you're less likely to be spotted from above. The relatively long sight lines afforded by this location make both carbines and assault rifles very effective.

Leval 2 [04]



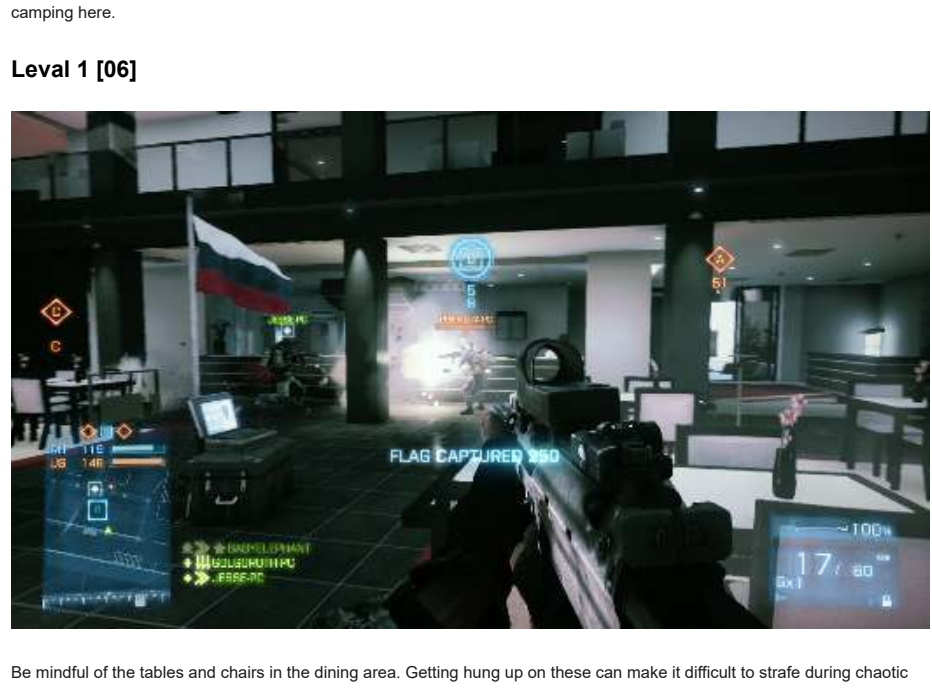
By watching from the elevated walkway, you can ambush opponents in the restaurant's dining area. C4 is very effective when defending the flag during Conquest Domination matches.

Leval 1 [05]



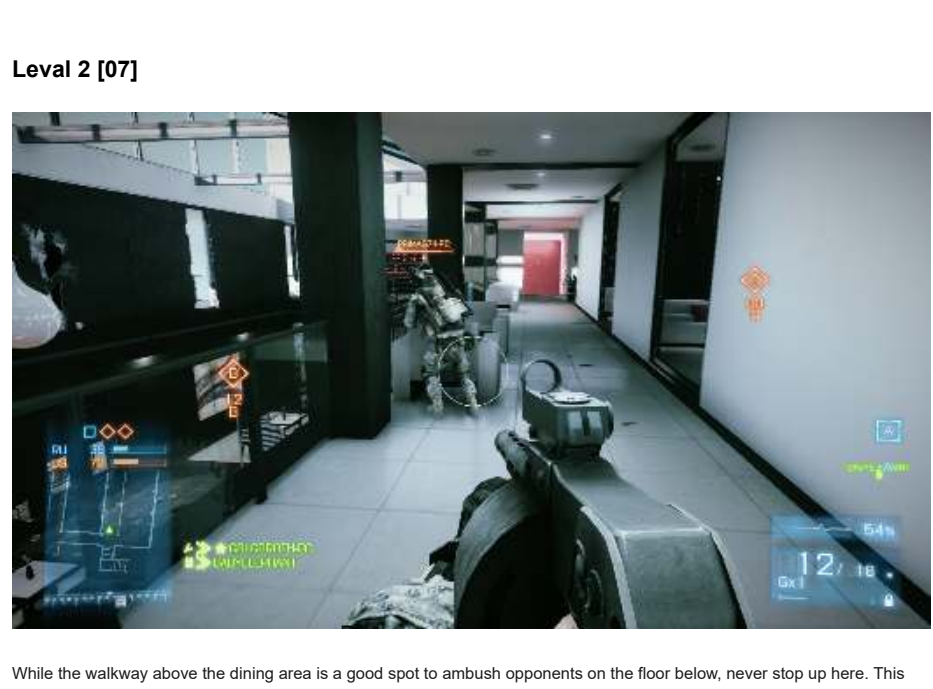
The kitchen is located on the dining area's south side. While it's possible to watch the dining room from this position, the kitchen can become a high-traffic area for those attempting to avoid ambushes in the dining area. So think twice before camping here.

Leval 1 [06]



Be mindful of the tables and chairs in the dining area. Getting hung up on these can make it difficult to strafe during chaotic firefights. When possible, stay to the north or south sides of the dining area to avoid inadvertently running into these objects.

Leval 2 [07]



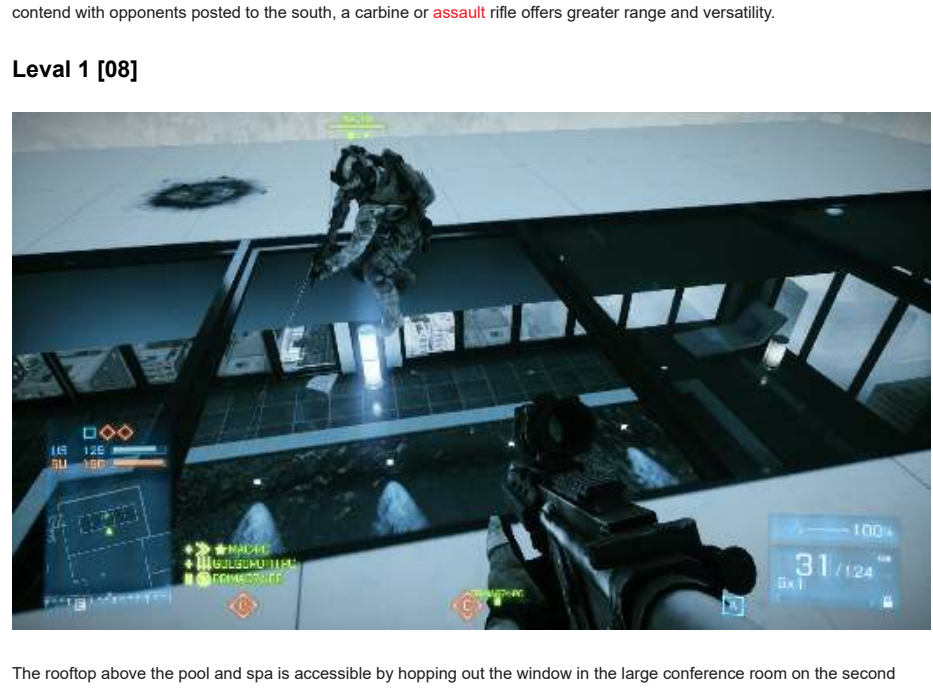
While the walkway above the dining area is a good spot to ambush opponents on the floor below, never stop up here. This walkway is connected to multiple second-floor corridors, making it impossible to predict where opponents may appear. Even if you're careful, getting flanked here is a regular occurrence. So watch your back or make sure a teammate does.

Pool and Spa (Flag C)

There's little time to relax in this shallow indoor pool on the building's east side. Flag C is located along the pool's west side during Conquest Domination matches, ensuring this location sees plenty of traffic. As two of the map's central locations, the pool and spa can be accessed from multiple directions on the first floor. But it's also possible to drop through the skylight (on the second floor) to make a surprise entry.

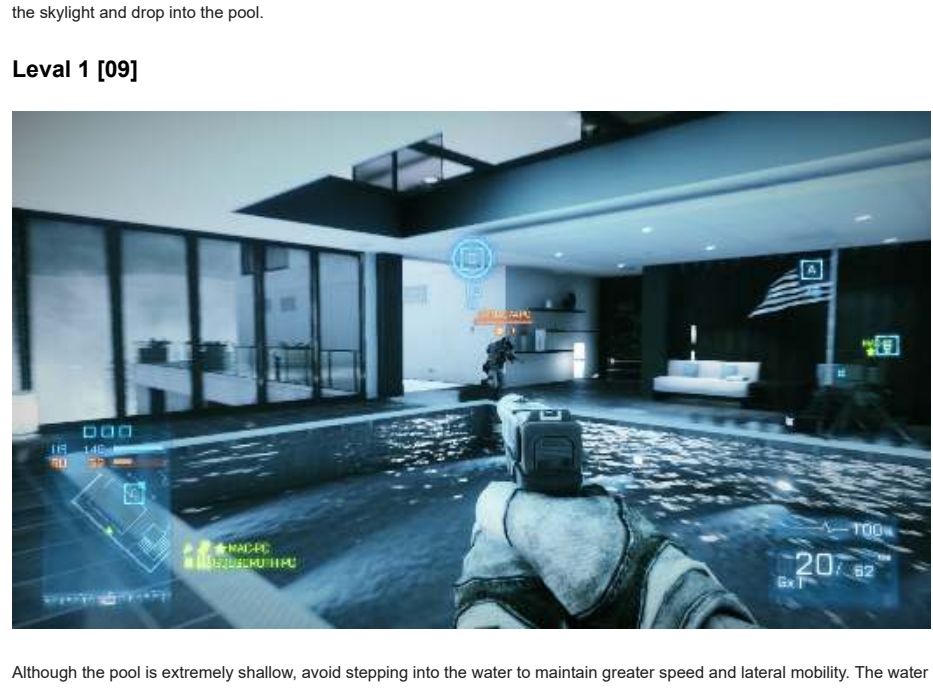
When operating in this location, avoid stepping into the shallow pool, as you may get hung up on the perimeter while trying to exit. Also, be mindful of the lengthy outdoor path to the south. Long-range duels are common along here and can serve as a good overmatch position when watching Flag C from a distance. Defenders may also seek cover behind the reception desk on the pool's north side. Shotguns and PDWs work well when engaging opponents within this small room. But if you wish to contend with opponents posted to the south, a carbine or assault rifle offers greater range and versatility.

Leval 1 [08]



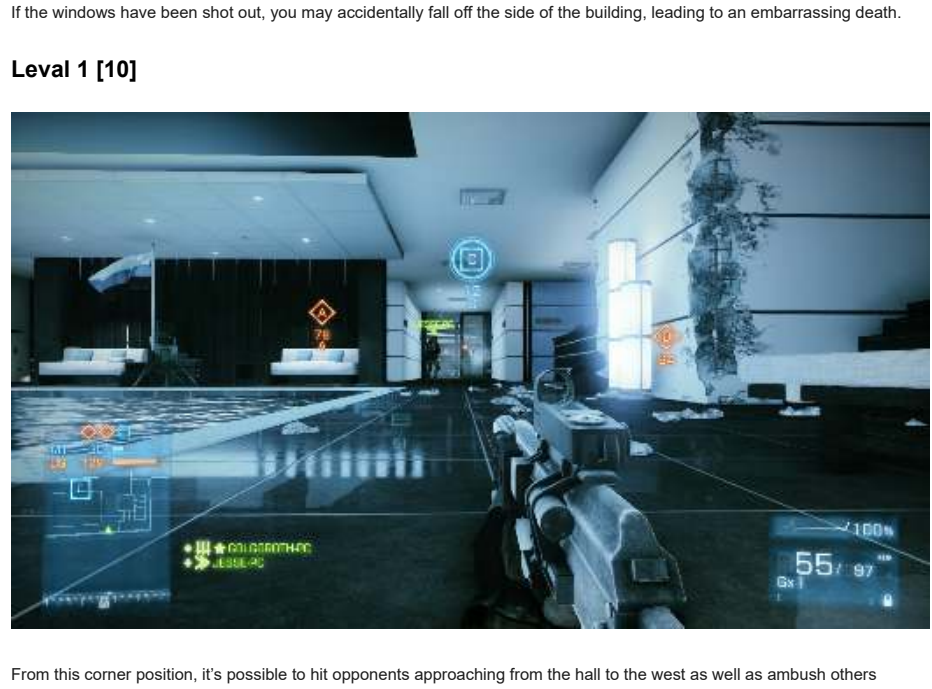
The rooftop above the pool and spa is accessible by hopping out the window in the large conference room on the second floor. From this rooftop position, you can ambush opponents on the floor below by firing through the skylight. Or simply smash the skylight and drop into the pool.

Leval 1 [09]



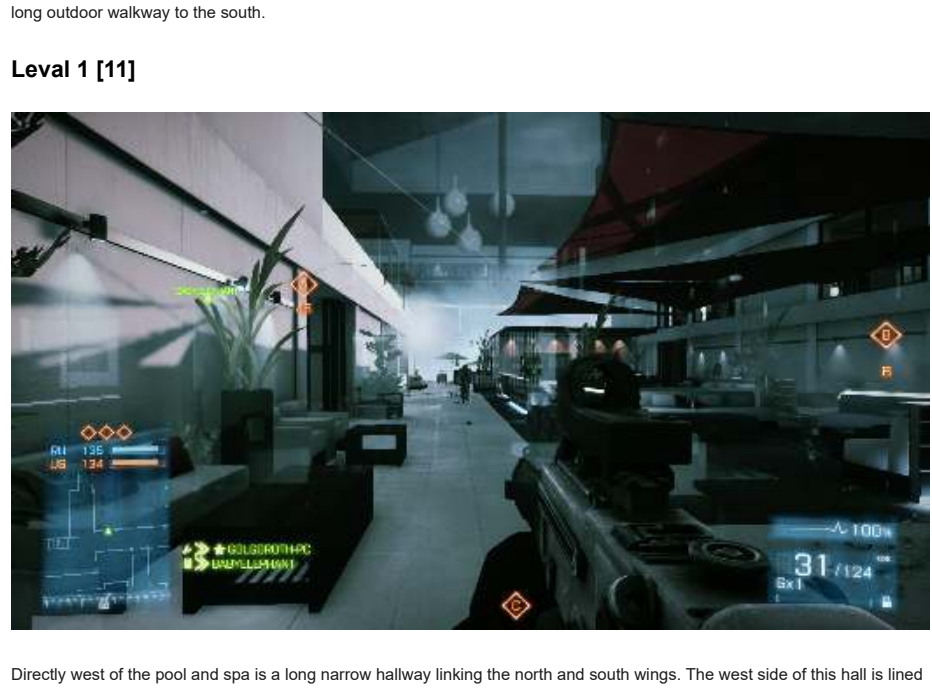
Although the pool is extremely shallow, avoid stepping into the water to maintain greater speed and lateral mobility. The water doesn't slow you down, but bumping into the edges of the pool does. Also, be mindful of the windows on the room's east side. If the windows have been shot out, you may accidentally fall off the side of the building, leading to an embarrassing death.

Leval 1 [10]



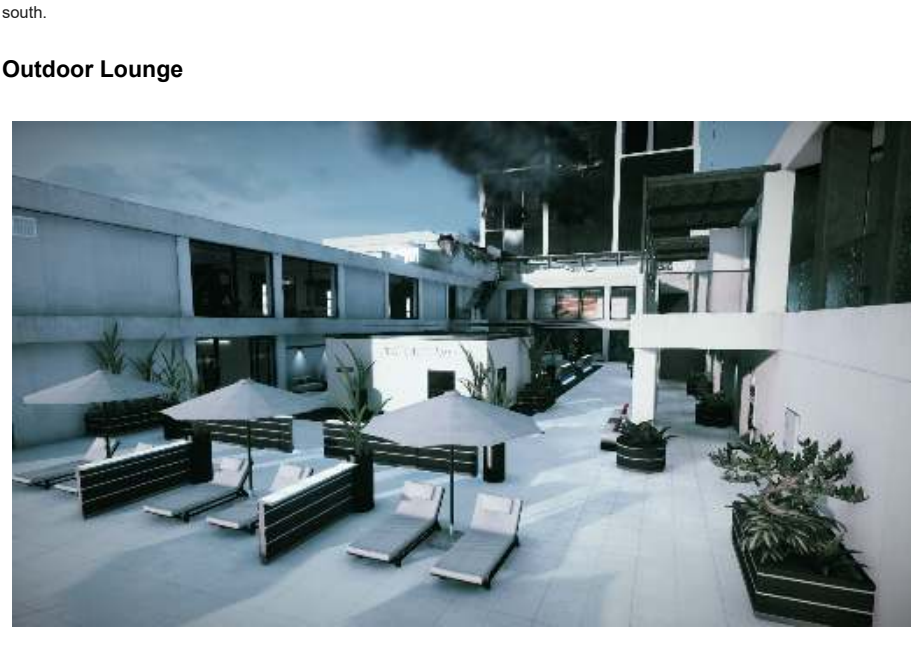
From this corner position, it's possible to hit opponents approaching from the hall to the west as well as ambush others rushing down the steps to the north. With your back to the northeast corner, it also makes it impossible for anyone to sneak up behind you. The reception desk on the room's north side is another good defensive position, offering a good view of the long outdoor walkway to the south.

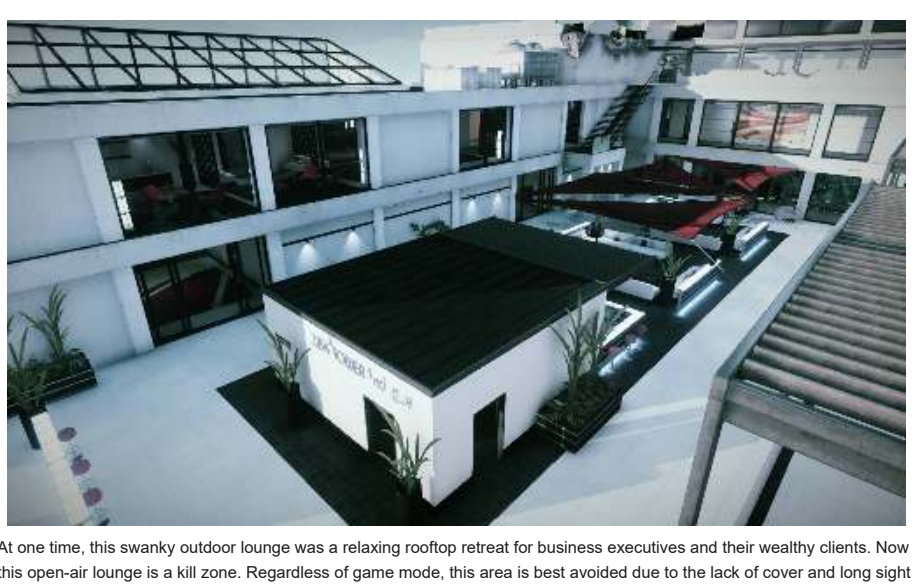
Leval 1 [11]



Directly west of the pool and spa is a long narrow hallway linking the north and south wings. The west side of this hall is lined with large windows offering a great view of the outdoor lounge. Always watch for enemies outside while passing through this corridor and stop long enough to engage them. But don't hold here long or else you're likely to be flanked from the north or south.

Outdoor Lounge

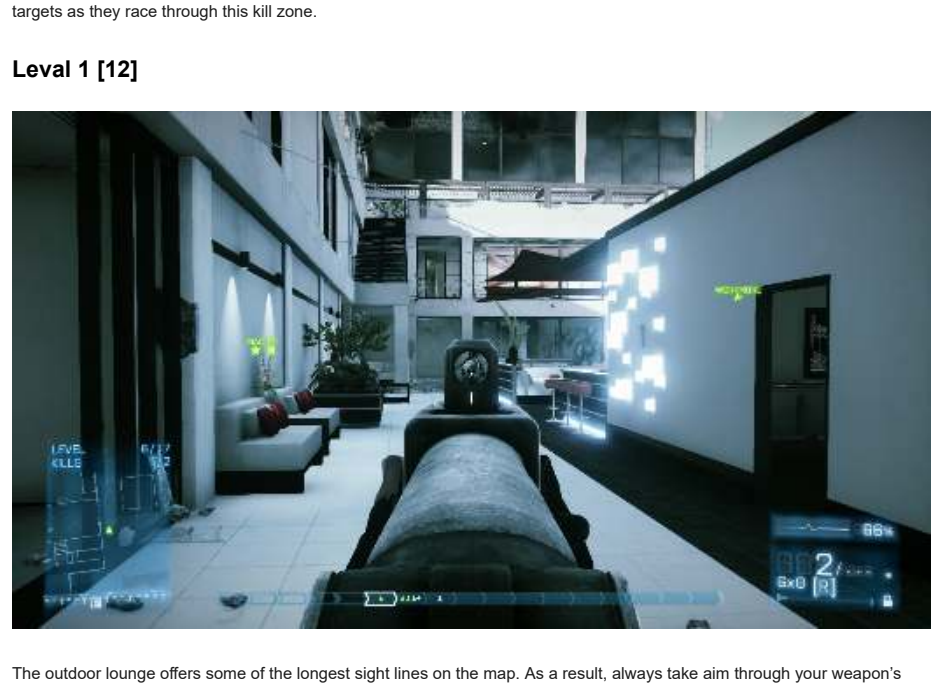




At one time, this swanky outdoor lounge was a relaxing rooftop retreat for business executives and their wealthy clients. Now this open-air lounge is a kill zone. Regardless of game mode, this area is best avoided due to the lack of cover and long sight lines. Still, racing through this area is the quickest way to move between the restaurant and south balcony, often making this a high-traffic area during Conquest Domination matches. If you wish to engage the cross-traffic here, take a position on the east or west sides of the lounge. Or better yet, head upstairs and cover the area from one of the perimeter walkways.

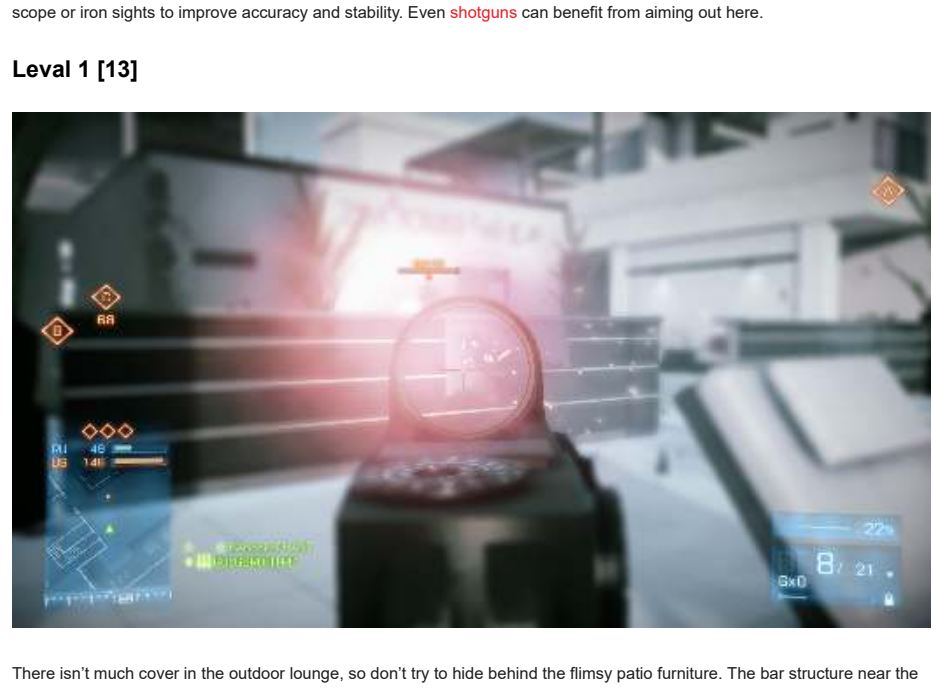
The kitchen behind the bar offers the only solid cover here. All other objects and furniture break apart quickly when exposed to small-arms fire. If you're planning to spend some time out here, bring along a sniper rifle or assault rifle and take advantage of the long east–west sight lines. But chances are your victims won't be standing still, so be prepared to lead your targets as they race through this kill zone.

Leval 1 [12]



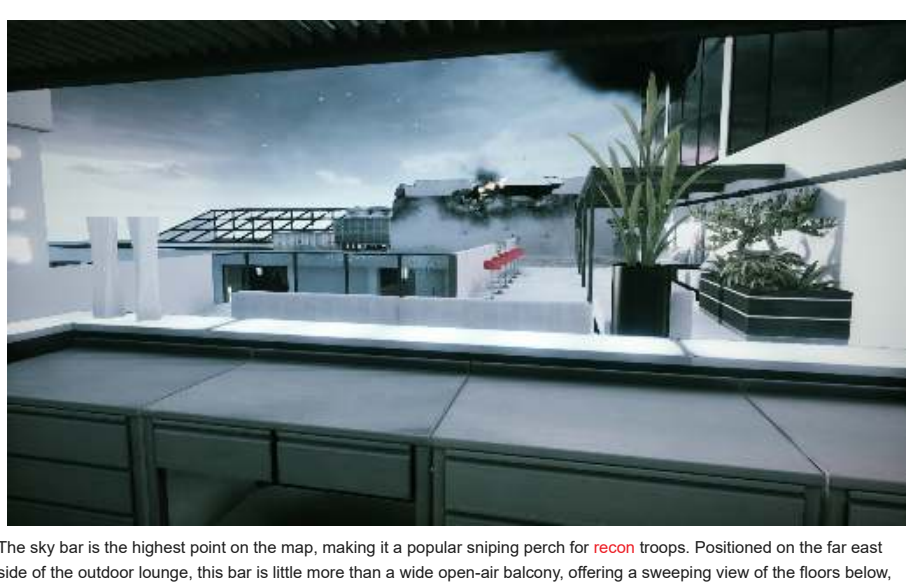
The outdoor lounge offers some of the longest sight lines on the map. As a result, always take aim through your weapon's scope or iron sights to improve accuracy and stability. Even shotguns can benefit from aiming out here.

Leval 1 [13]



There isn't much cover in the outdoor lounge, so don't try to hide behind the flimsy patio furniture. The bar structure near the center of the lounge is one of the few pieces capable of withstanding a barrage of small-arms fire. The low partition walls are also quite sturdy, but you'll need to crouch to hide behind them. It's much safer to race indoors than attempt to hold out here very long.

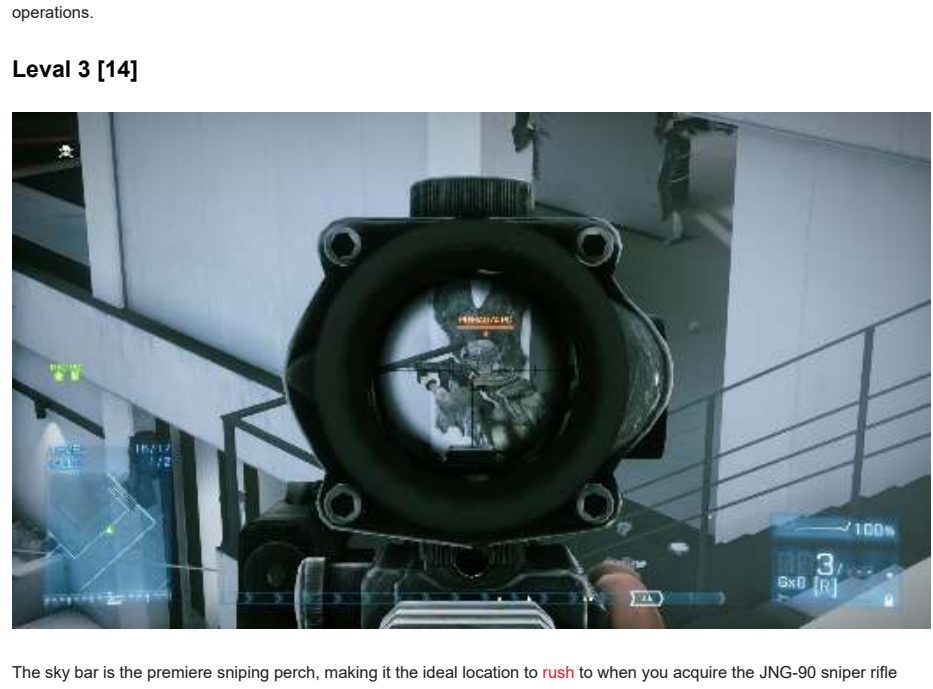
Sky Bar



The sky bar is the highest point on the map, making it a popular sniping perch for recon troops. Positioned on the far east side of the outdoor lounge, this bar is little more than a wide open-air balcony, offering a sweeping view of the floors below, including the perimeter corridors of the restaurant and south wing. This area is only accessible via two staircases, located to the north and south. As a result, the sky bar is relatively simple to lock down, particularly if occupied by a squad.

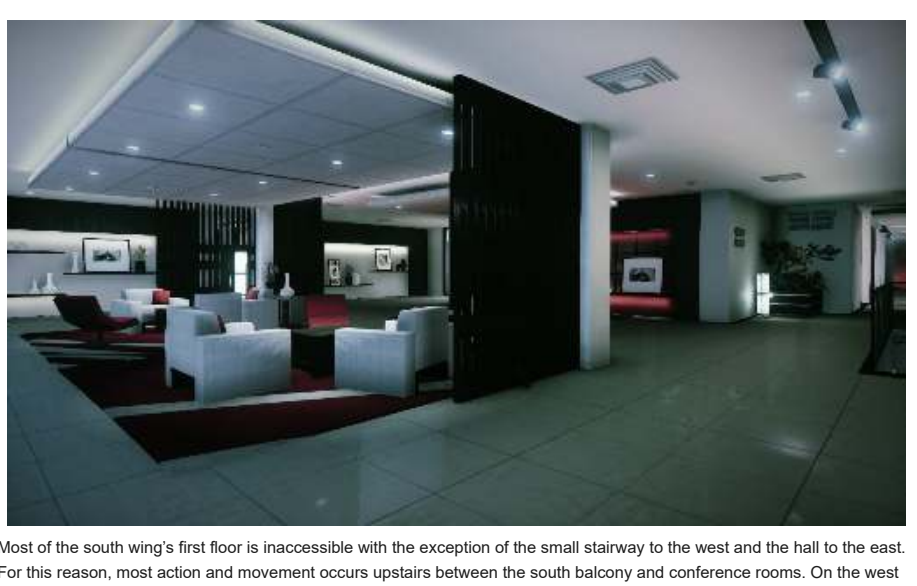
Even if you're short on manpower, booby-trapping the staircases with claymores is a good way to prevent surprise attacks. While scanning for targets to the west, avoid getting hung up on the barstools positioned along the balcony's edge. Also, be ready to drop prone if you start taking fire. Assuming a crouch position may not be enough to escape danger, as the top edge of the balcony's low wall can be chipped away. While sniper rifles and assault rifles are well suited for engaging opponents in the outdoor lounge below, shotguns and PDWs are great for guarding the two staircases. During Squad and Team Deathmatch games, a well-equipped squad or team can fortify this location quite easily, making it an excellent base of operations.

Leval 3 [14]



The sky bar is the premiere sniping perch, making it the ideal location to rush to when you acquire the JNG-90 sniper rifle during Gun Master matches. In addition to scouring the outdoor lounge for targets, don't forget to check the windows of the north and south wings. You can also hit enemies inside the north wing by firing through the nearby doorway connected to the staircase.

South Wing

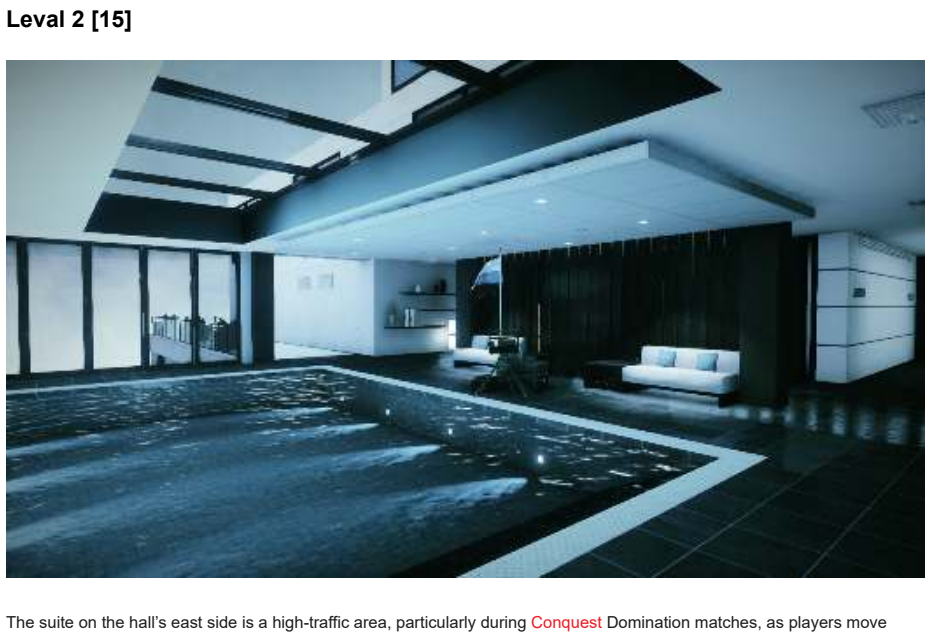


Most of the south wing's first floor is inaccessible with the exception of the small stairway to the west and the hall to the east. For this reason, most action and movement occurs upstairs between the south balcony and conference rooms. On the west side of this area are two large bedroom suites separated by a long, narrow corridor. The southern suite is connected to an outdoor walkway, offering perimeter access along the building's south side. This is a great way to move to the pool and spa. The north suite also has an elevated walkway overlooking the outdoor lounge.

Sometimes moving along these perimeter walkways is safer than racing down the interior hallway between the suites. This long sight line offered by this corridor makes it a popular choke point for recon or support troops posted on the west or east ends. Directly east of the suites is a large lounge. This is often a high-traffic area, connecting the south wing to the conference rooms. Watch the long corridors to the north and west to avoid getting picked off by sharpshooters.

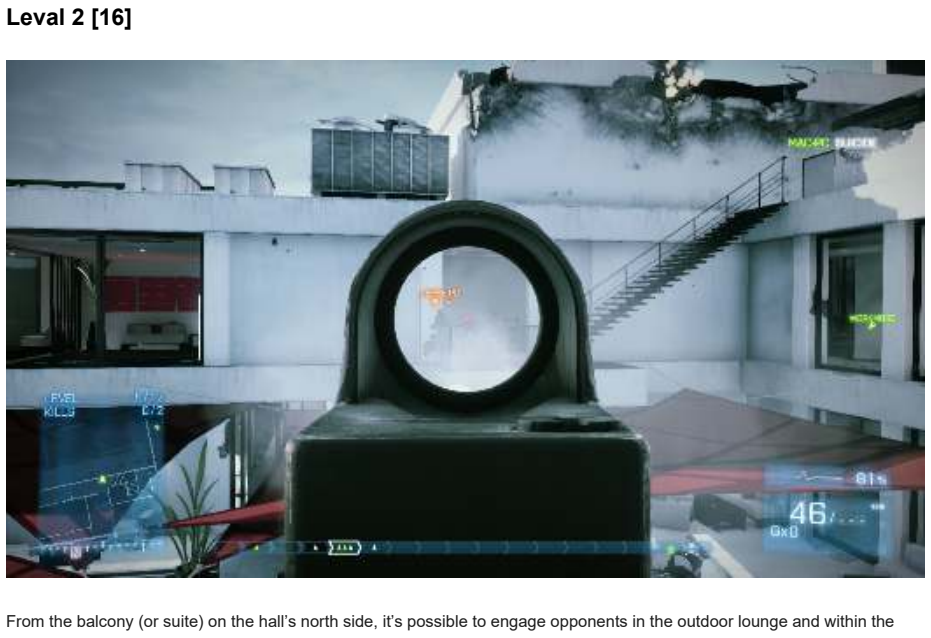
While there are long sight lines in this area, most engagements occur at close range, particularly while moving through the suites. As a result, shotguns and PDWs work well while moving through here. But if you're looking to defend or camp this location, bring along a carbine or assault rifle to take advantage of the long-range opportunities afforded by the narrow, lengthy hallways.

Leval 2 [15]



The suite on the hall's east side is a high-traffic area, particularly during Conquest Domination matches, as players move between the south balcony and pool and spa. Avoid sprinting through here, and always keep your weapon ready to fire.

Leval 2 [16]

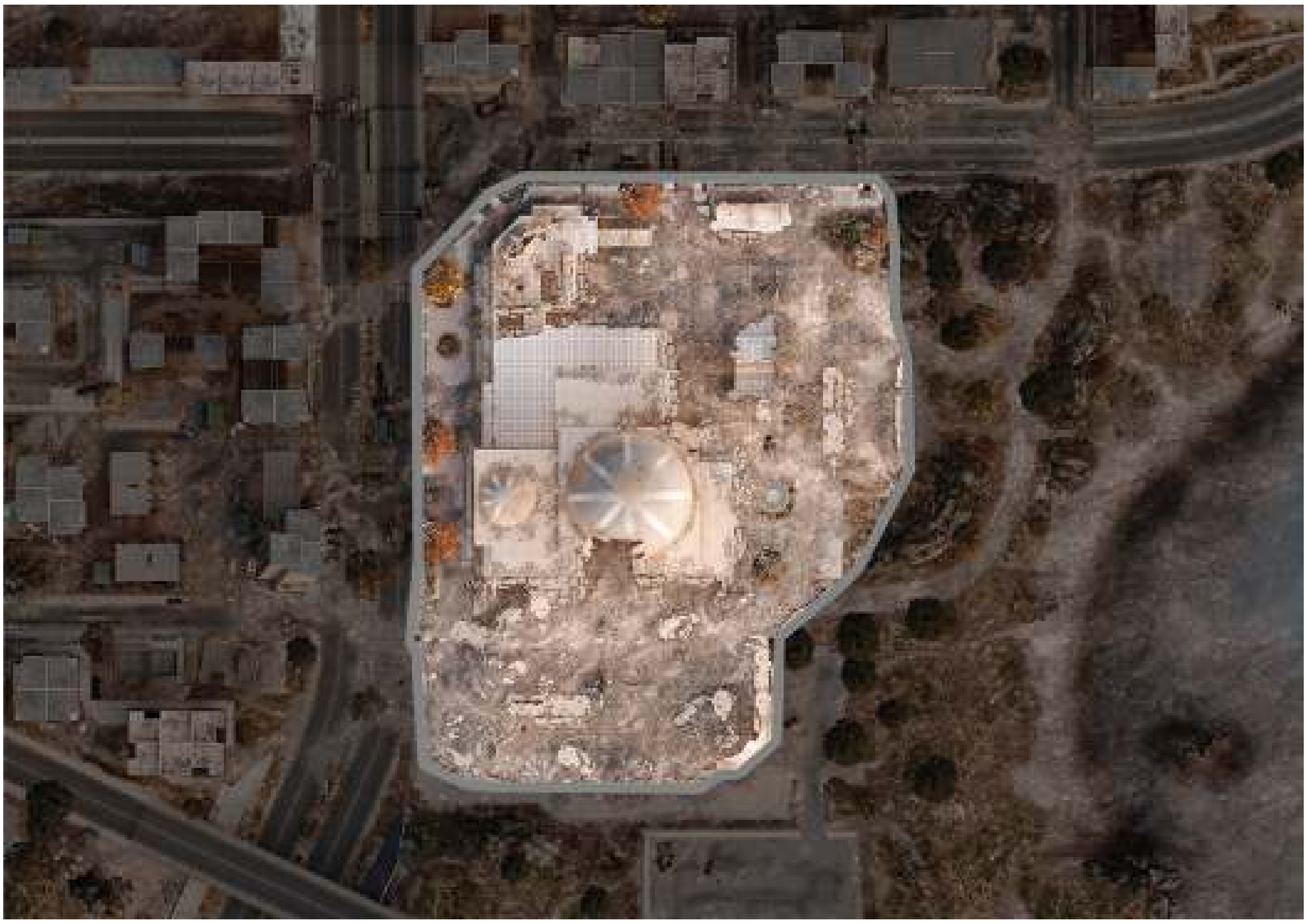


From the balcony (or suite) on the hall's north side, it's possible to engage opponents in the outdoor lounge and within the north wing, near the restaurant.

Leval 2 [17]

Close Quarters/Gun Master

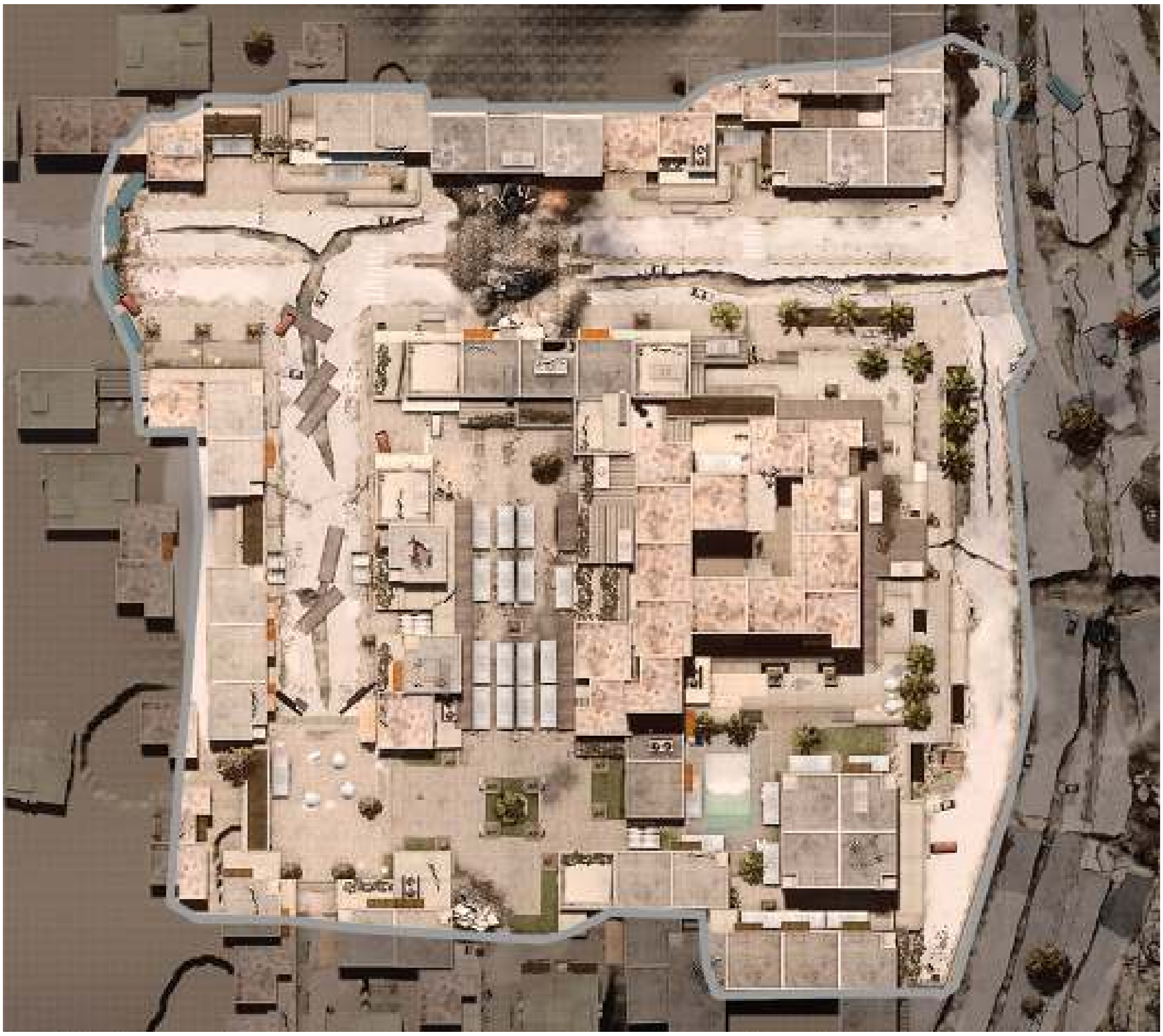
Aftermath - Azadi Palace



As in Scavenger mode, the action in Gun Master takes place at Azadi Palace, which offers a wide mix of interior and outdoor environments in a relatively compact area. When starting the match with pistols, any area of the map is suitable to score your first kills, including the Palace's rubble-filled grounds outside. But as the match progresses and opponents gain access to more powerful weapons, consider moving indoors, particularly once you graduate to PDWs and shotguns—the dark, narrow corridors on the Palace's first floor are ideal for these close-quarter weapons. Take the fight upstairs when you gain access to carbines and assault rifles. The larger rooms and wider corridors on the second floor give you more opportunities to engage opponents at intermediate ranges. When it's time to bring out the sniper rifles, consider moving outdoors, preferably along the east side of the Palace to pick off opponents running around the middle of the map. The second floor promenade overlooking the Main Floor is also a good spot to score some long-range kills. Finally, return to the first-floor corridors when you're tasked with scoring kills with explosives and the knife—the cramped, dim halls make it relatively easy to sneak up on opponents. Just make sure a teammate is nearby to watch your back.

Close Quarters/Gun Master

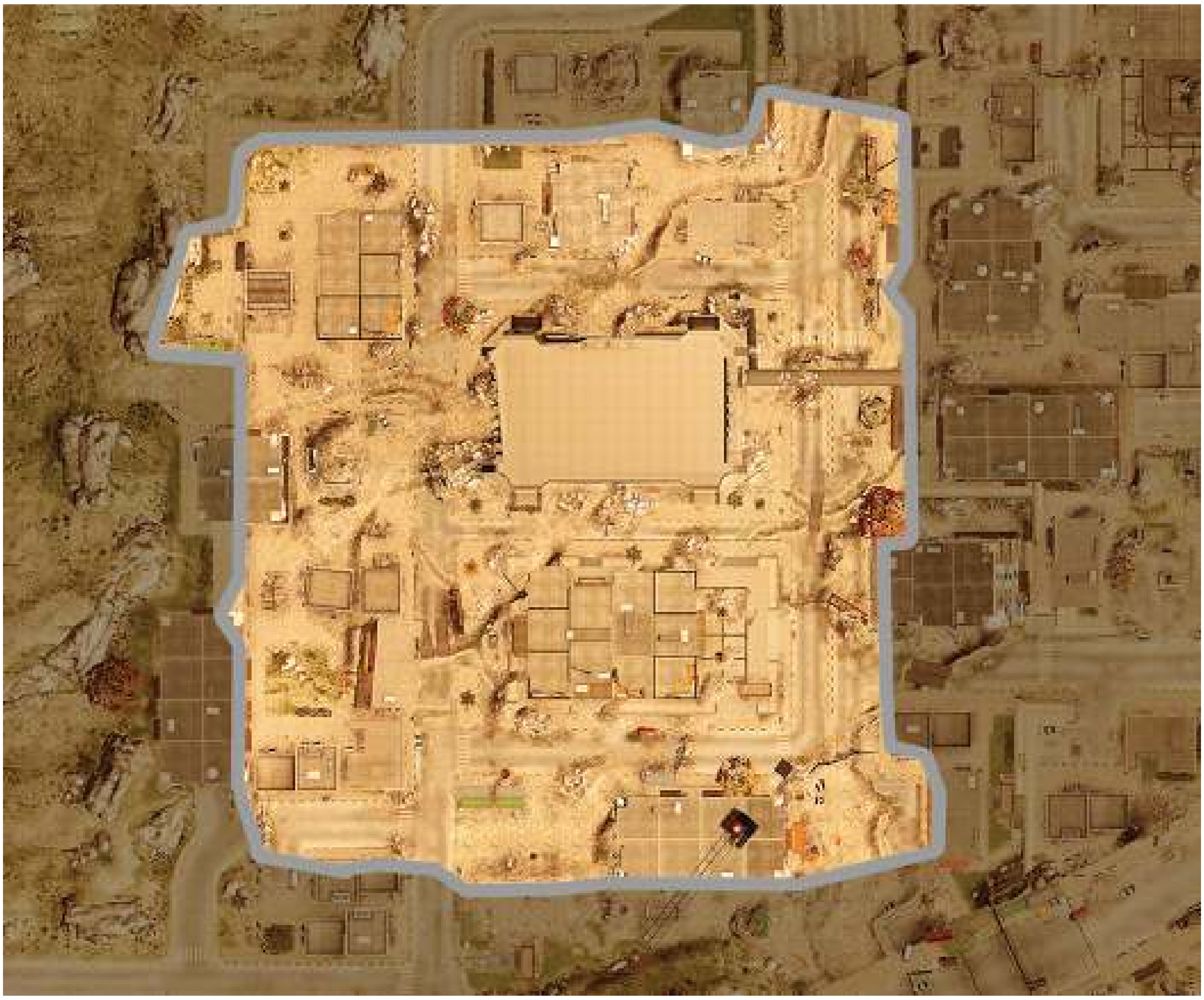
Aftermath - Epicenter



In Gun Master the fighting takes place on the west side of the map, around the Hotel. Early during the round, most players rush toward the Hotel's interior, as pistols, PDWs, and shotguns are most effective in the building's tight corridors. It's best to say in and around the Hotel until you gain access to a carbine or assault rifle. At that point consider moving to the market area on the west side of the Hotel. The fighting around the market and surrounding alleyways offers more intermediate range opportunities, allowing you to gain some breathing space from those still running around with devastating close-range PDWs and shotguns. When you gain access to a sniper rifle, shift to the streets surrounding the Hotel. The streets offer the longest sight lines on the map, giving you the best chance of taking down distant opponents with a single shot. When it's time to score kills with explosive weapons or a knife, race back inside the Hotel where it's easier to engage potential victims at close range.

Close Quarters/Gun Master

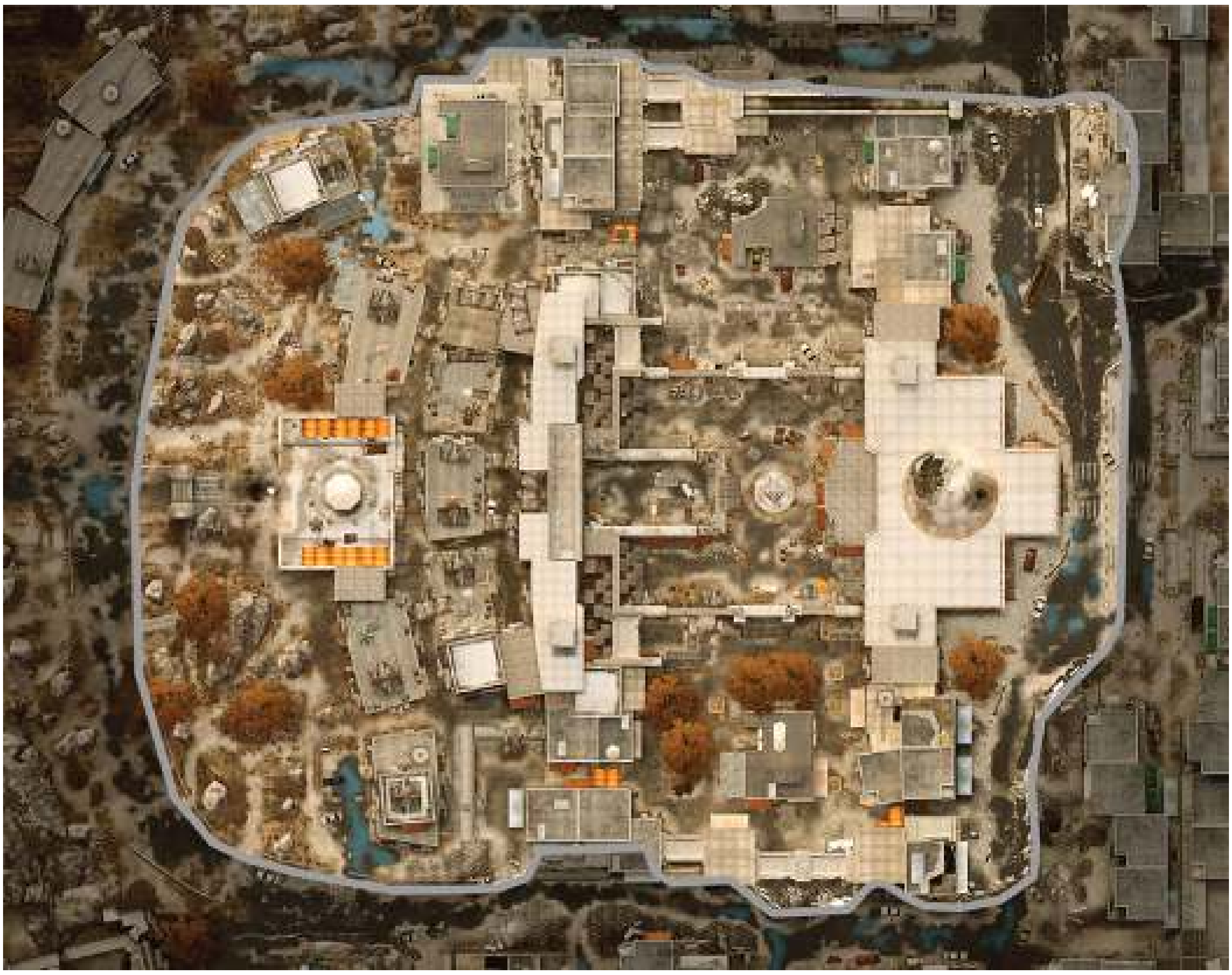
Aftermath - Markaz Monolith



Like Scavenger mode, in Gun Master the fighting is restricted to the area around the Mall and hotel, and it offers a variety of environments to scour for prey. But instead of randomly wandering the map looking for victims, carefully choose areas to patrol based on what weapon you're currently carrying. The ground floor interiors of the Mall and hotel are great places to score your first pistol kills early in the round. However, as the match progresses, make an effort to avoid the Mall until you gain access to longer-range weapons like carbines, assault rifles, or sniper rifles. Other close-quarter weapons like PDWs and shotguns are equally effective when moving about the buildings and alleyways on the west side of the map. The streets surrounding the Mall and hotel are broken up into small spans due to piles of rubble and makeshift barricades. These objects limit sight lines to a degree, but the streets remain the preferred kill zones for long-range weapons like assault and sniper rifles. When it's time to score kills with explosives or the knife, consider scouring the upper floors of the Mall for victims. Infiltrate the Mall from the sky bridge, on the east side, and sneak up on opponents camping the upper levels.

Close Quarters/Gun Master

Aftermath - Talah Market

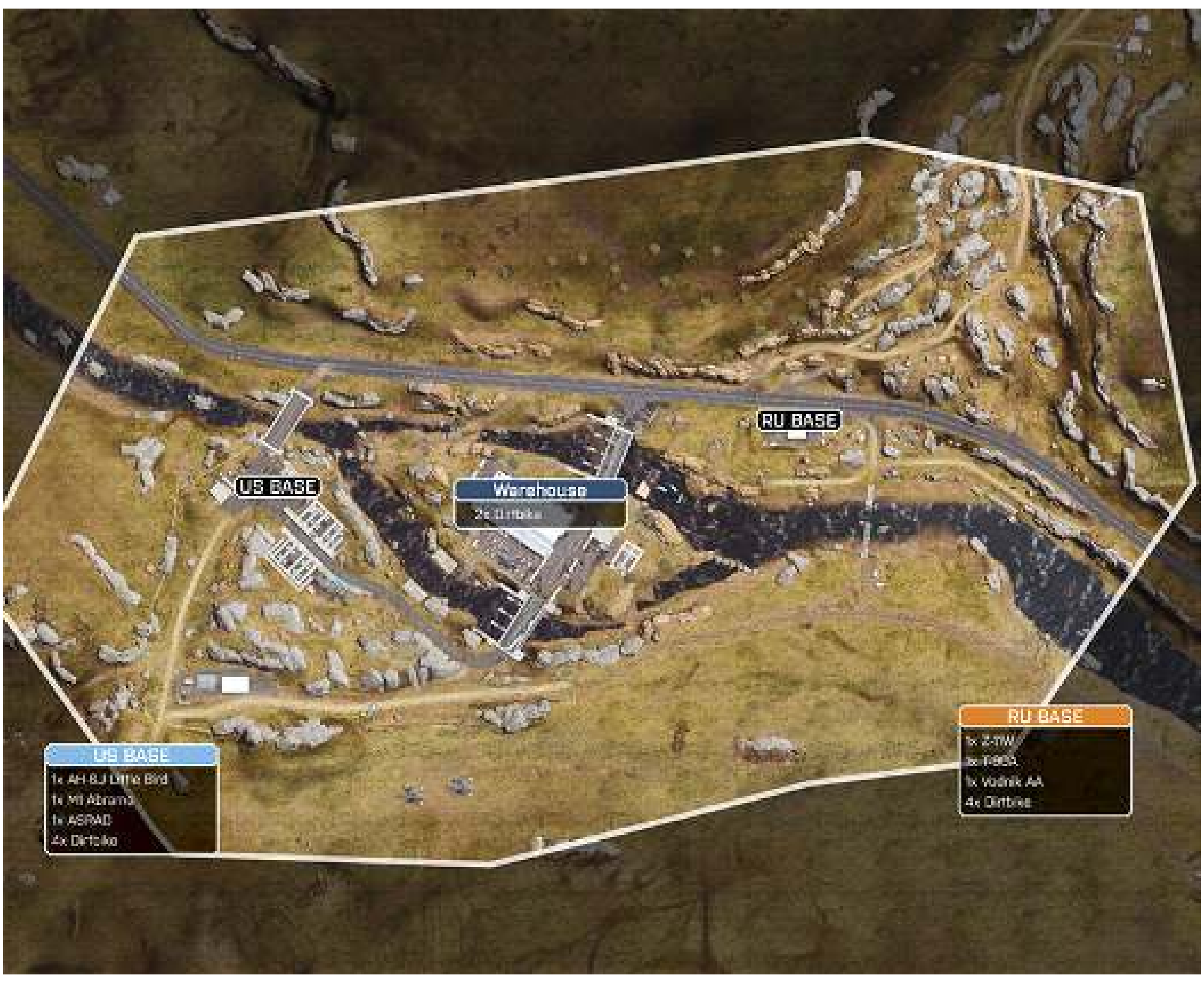


Open this map in a new window

In Gun Master, most of the map is accessible so you have plenty of room to maneuver through a variety of environments. But as usual, knowing where to go with your current weapon plays a big role in getting the jump on the competition. When using close-quarter weapons like the pistols, PDWs, or shotguns, patrol the narrow alleys between the Square and Park to score some easy point-blank kills. The Courtyard and the area south of the Square are also good locations for close-quarter fire fights. Don’t enter the Square until you have access to carbines or assault rifles. Otherwise you may find yourself at a disadvantage when engaging opponents at intermediate and long range. When you gain access to sniper rifles, vacate the map’s center and move to the eastern or western flanks. The area around the Park and Main Street offer the longest sight lines. You can pick off opponents from great distances. Finally, return to the map’s center when it’s time to score kills with explosives and the knife. The alleys between the Park and Square offer plenty of blind corners where you can ambush your victims and hopefully gain a win in the process.

Capture the Flag

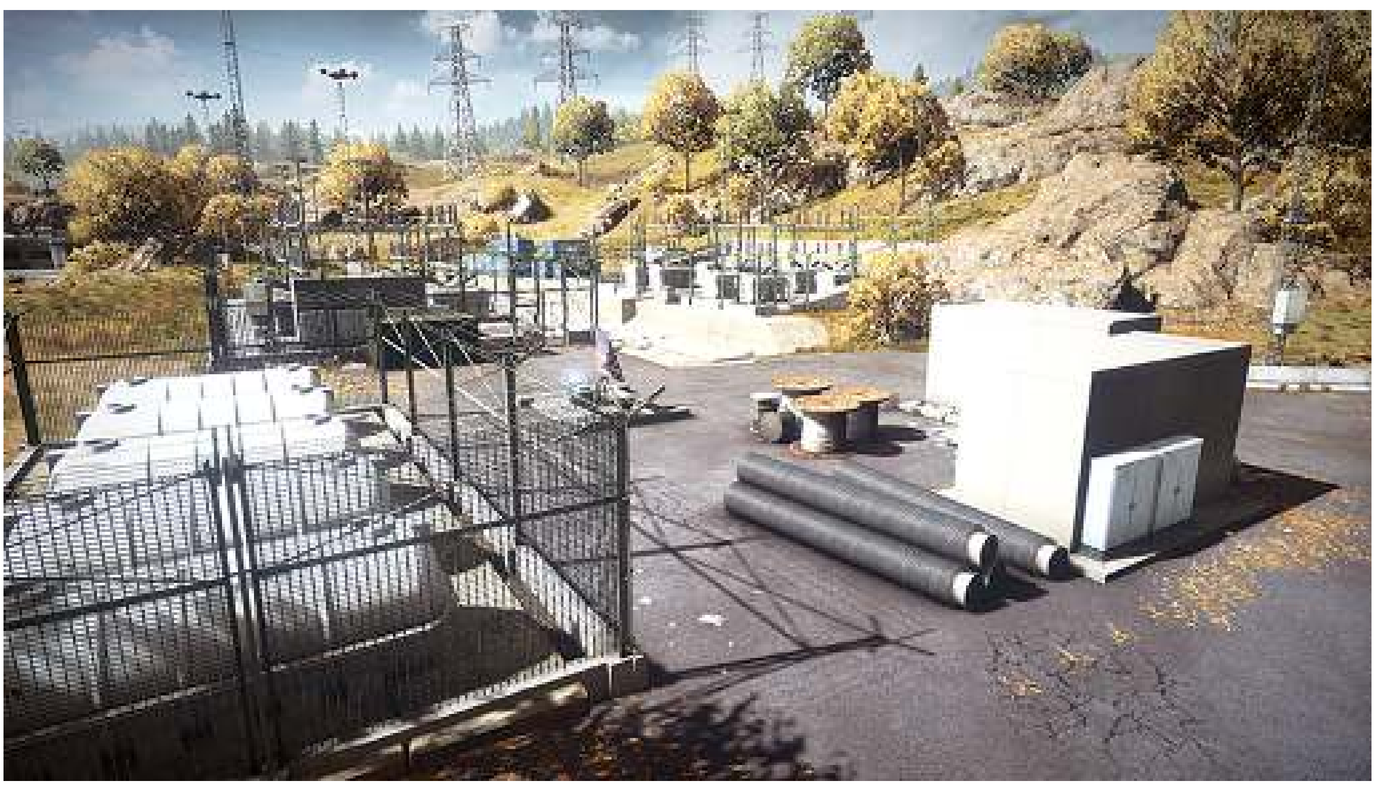
Operation Riverside

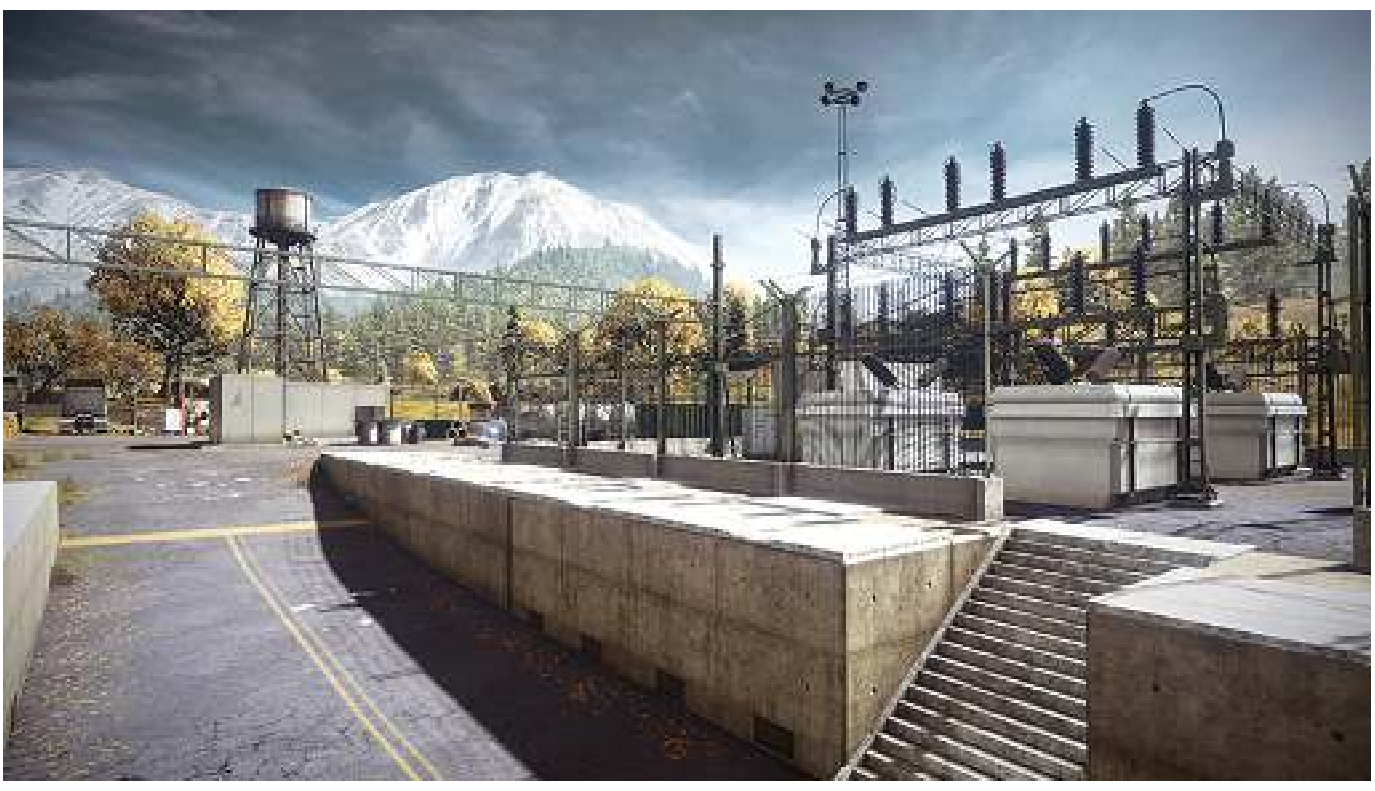


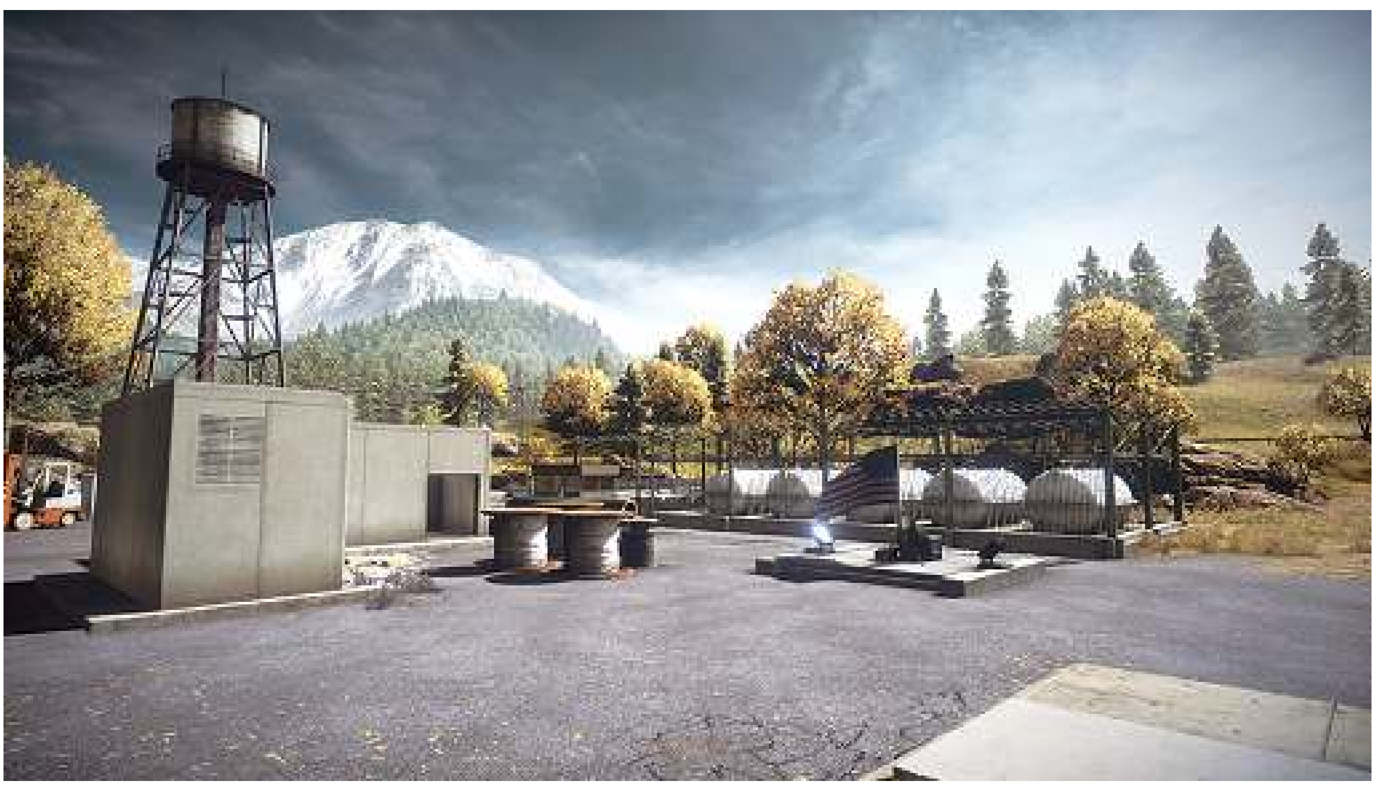
Open this map in a new window

During Capture the Flag on Operation Riverside, the map nearly resembles its Conquest counterpart. The only exception is that the US team deploys from the Outpost, with their flag being to the north of the Outpost, due west of the Power Station. The RU team, on the other hand, deploys near the Woods and their flag is located slightly south, at the Gas Station. This map offers plenty of opportunities to flank the enemy and effectively get the drop on them. Instead of an entire team capturing their enemy's flag through brute force and speed, a squad and an anti-aircraft vehicle—preferably the ASRAD or Vodnik AA—should remain at their respective flags to stave off any threat posed by the opposing team's helicopter. While the bridge to the northwest of the map can be used as a thoroughfare between the two bases, it is likely to be loaded with mines. The same might be true of the road that connects the Warehouse with the Power Station. In this case, the best option would be to negotiate the river by dirtbike, as these swift vehicles can negotiate the riverbank terrain with ease. Aside from the vehicles provided at each of the team's respective bases, there are also two dirtbikes located on the east side of the Warehouse, which is conveniently centralized on the map.

US Base

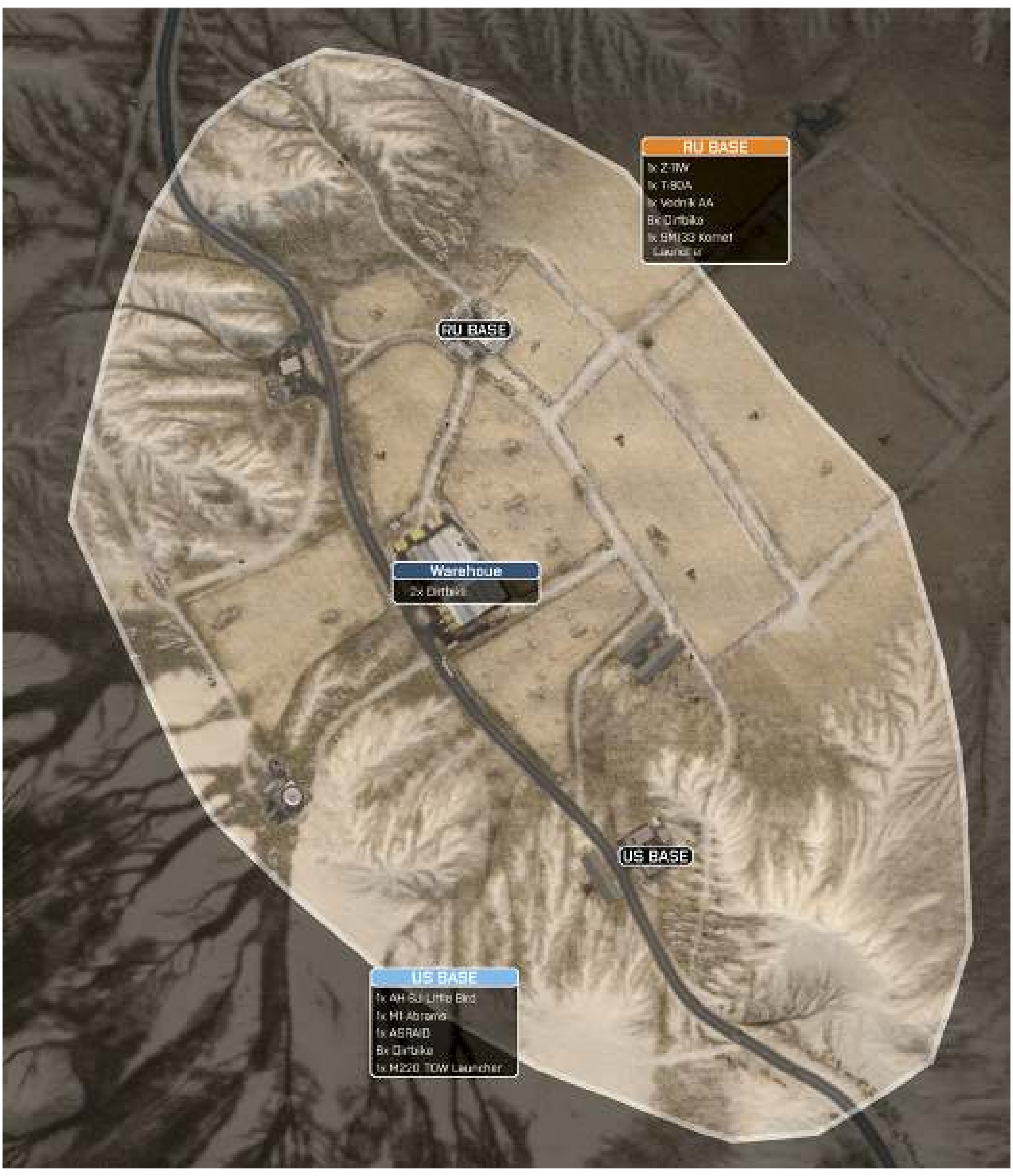






Capture the Flag

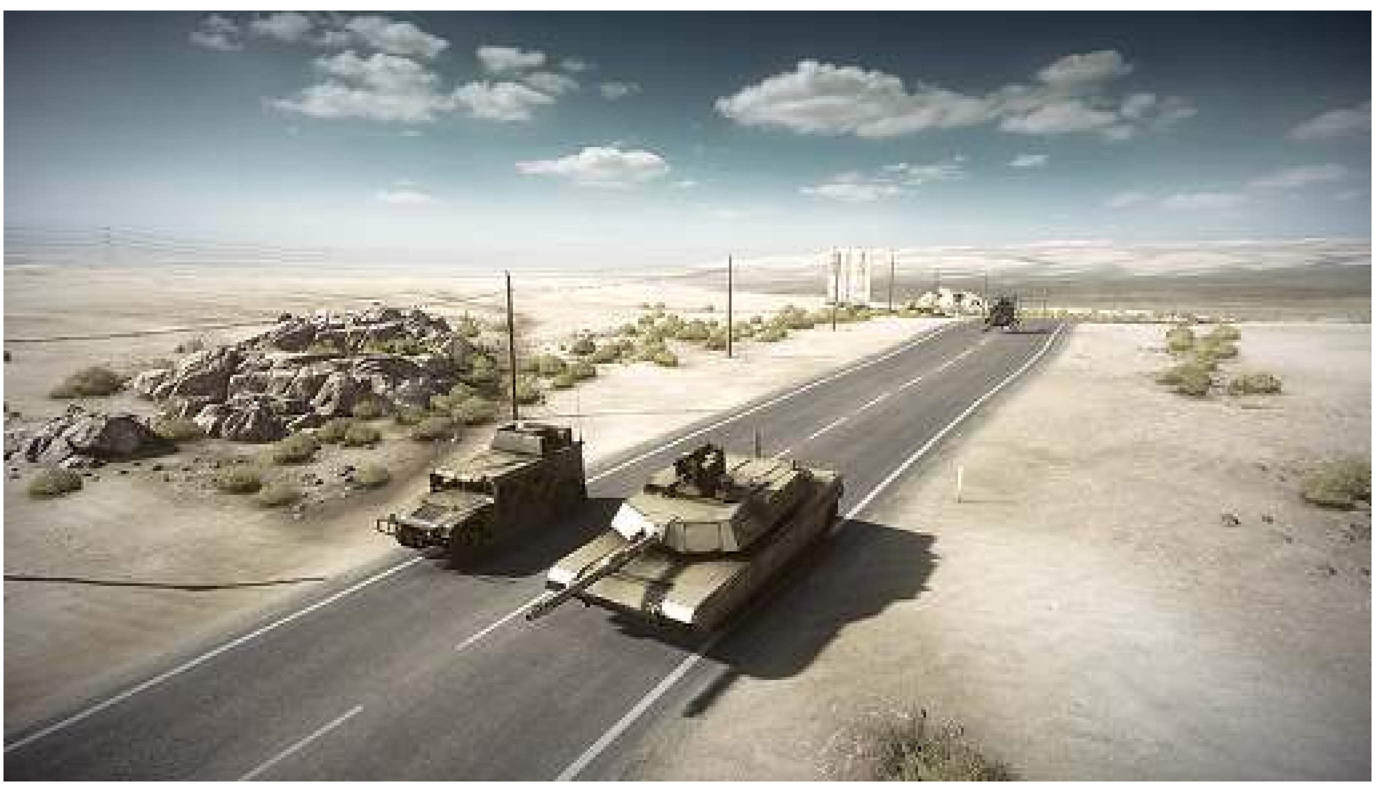
Nebandan Flats

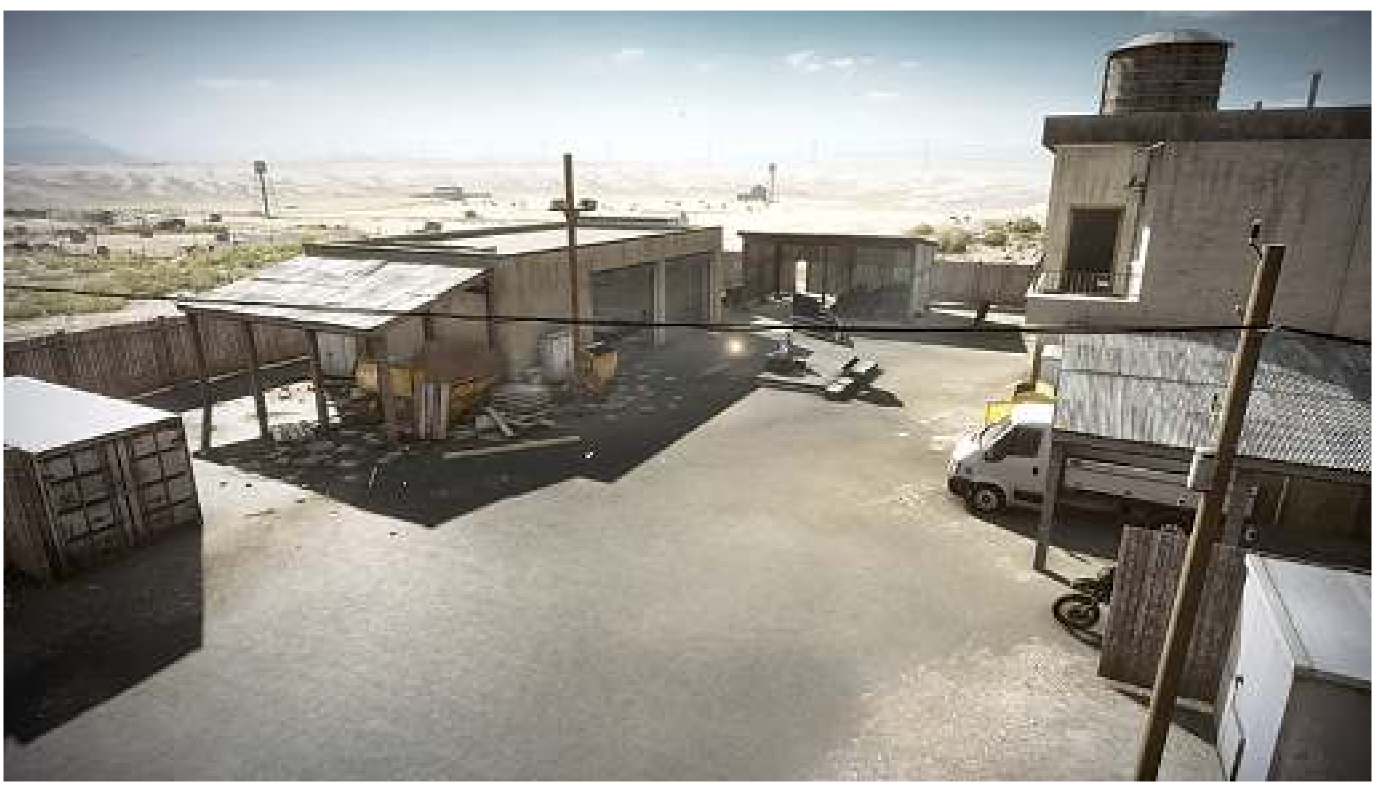

RU BASE
1x Z-11W
1x T-90A
1x Vodnik AA
8x Dirtbike
1x 9M133 Kornet Launcher
RU BASE
Warehouse
2x Dirtbike
US BASE
US BASE
1x AH-6J Little Bird
1x M1 Abrams
1x ASRAD
8x Dirtbike
1x M220 TOW Launcher

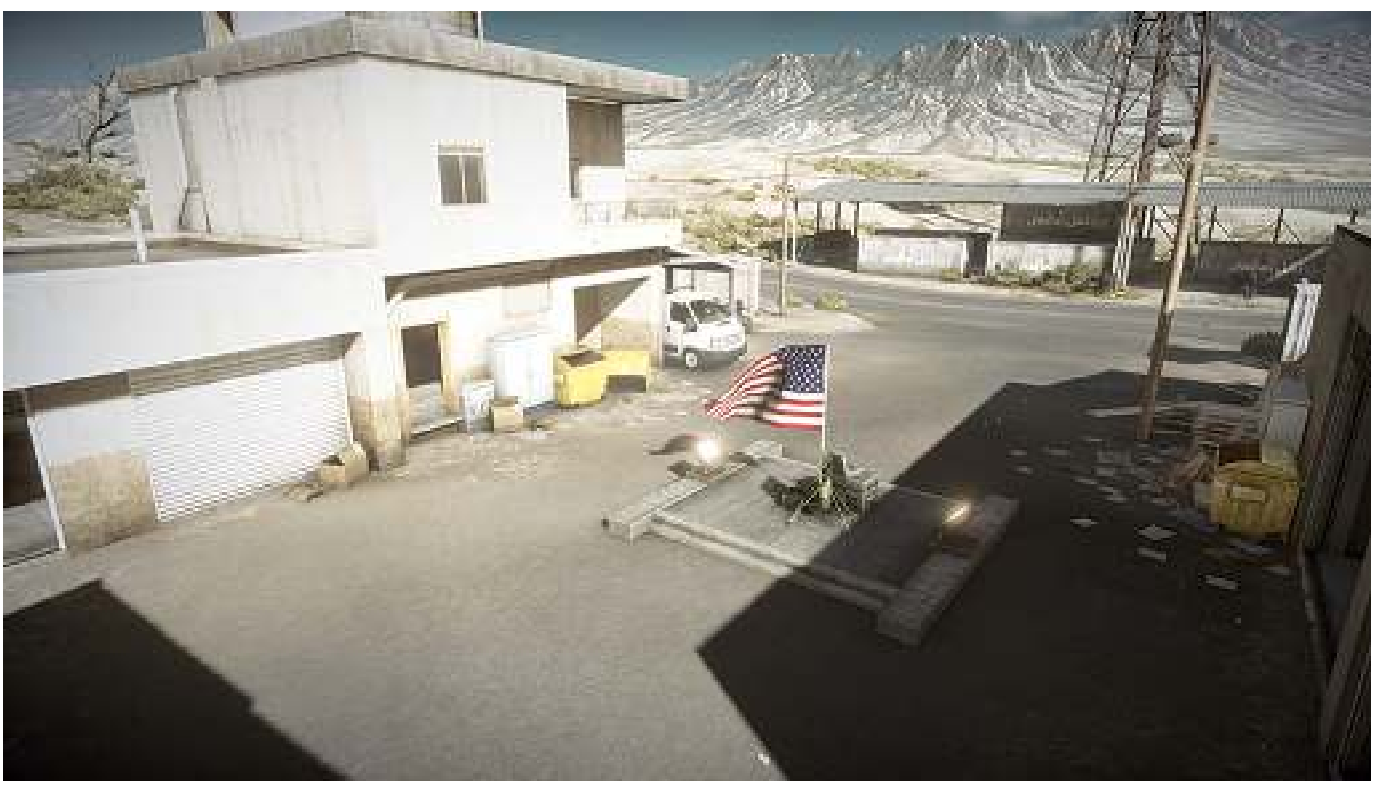
Open this map in a new window

During Capture the Flag, the map boundaries of Nebandan Flats are slightly wider than in the Conquest modes. Although the map is wider than its Conquest counterpart, the flags are positioned nearly directly north and south of one another. The US flag is located within the Residential area and the team deploys slightly south along the road. On the opposite side of the map, the RU flag is located at the Farm; the RU team deploys to the north along the main road. Both teams have an assortment of vehicles, with quite a few dirtbikes. In addition to these vehicles, the teams can also acquire two extra dirtbikes located on the north side of the Warehouse, which is in the center of the map.

US Base

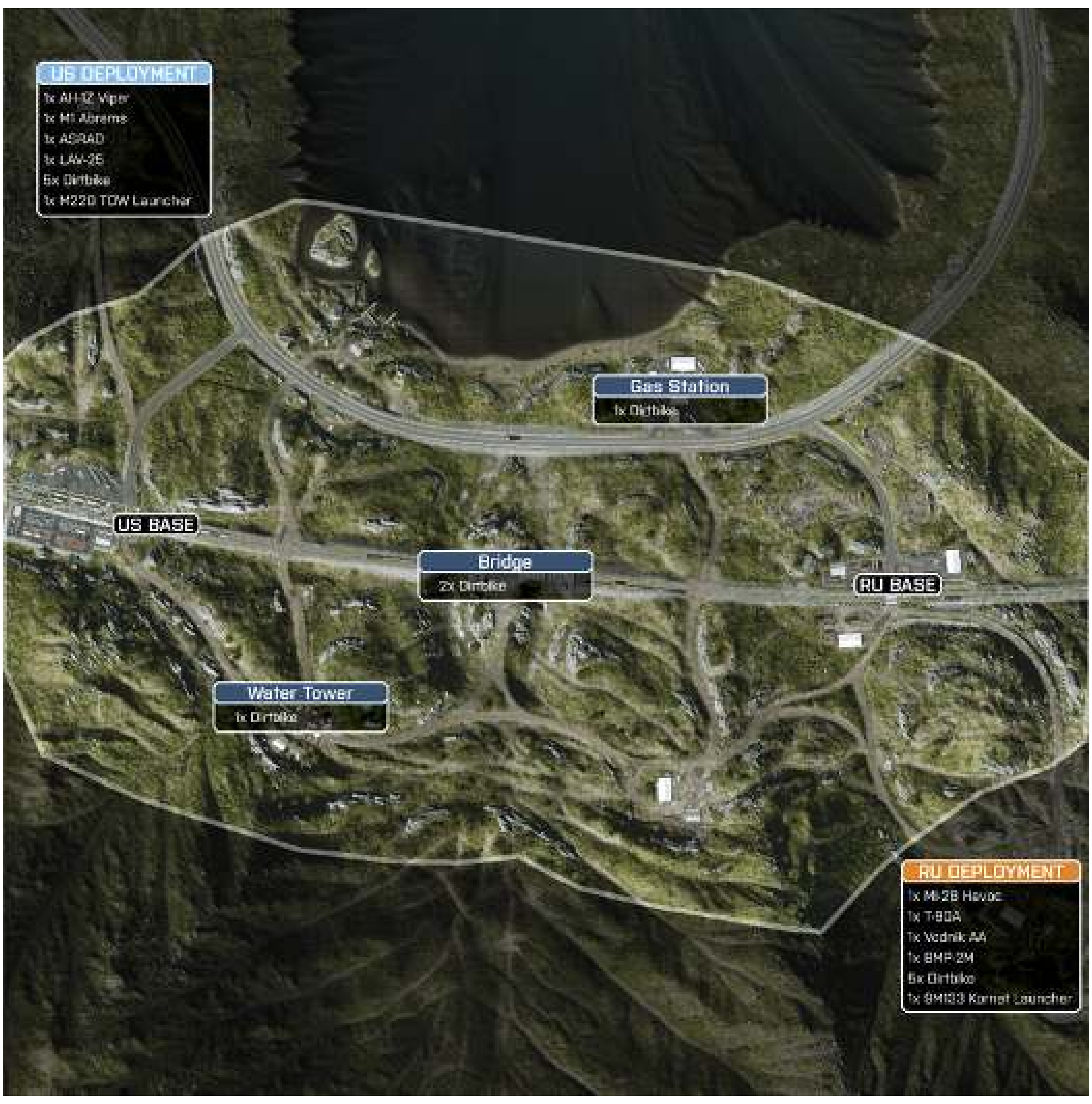






Capture the Flag

Kiasar Railroad


US DEPLOYMENT
1x AH-1Z Viper
1x M1 Abrams
1x ASRAD
1x LAV-25
5x Dirtbike
1x M220 TOW Launcher
Gas Station
1x Dirtbike
US BASE
Bridge
2x Dirtbike
RU BASE
Water Tower
1x Dirtbike
RU DEPLOYMENT
1x Mi-28 Havoc
1x T-90A
1x Vodnik AA
1x BMP-2M
5x Dirtbike
1x 9M133 Kornet Launcher

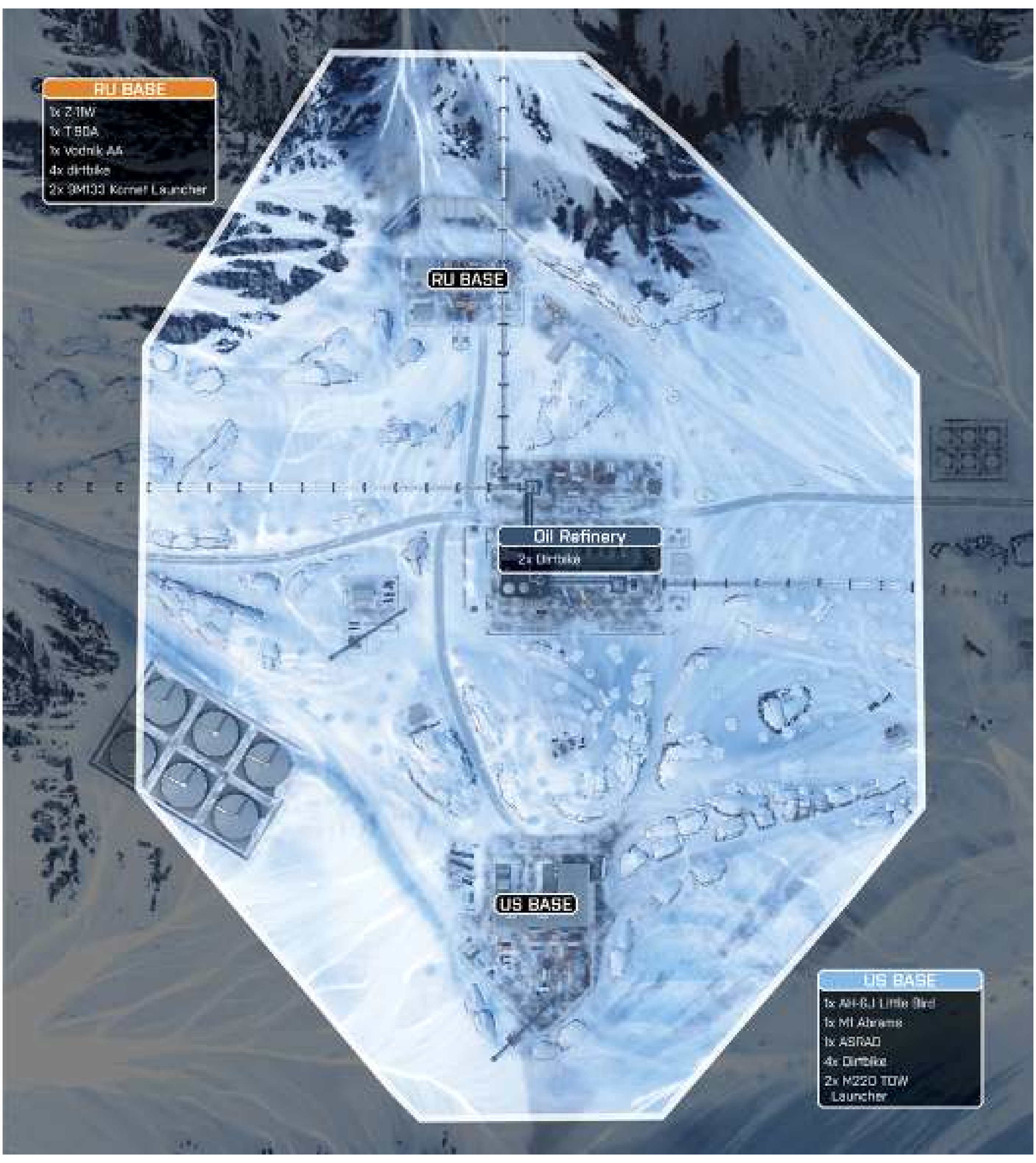
Open this map in a new window

During Capture the Flag, the Kiasar Railroad map boundaries are wide enough to include the north shore and southern hillside. The US team's flag is located at the Train Station on the map's western edge. The flag is on the west side of a stack of shipping containers standing along the railway. The RU team's flag is on the east side of the map, at the Lumber Yard, west of the timber piles. Both bases are situated on the rail line that cuts through the region. Because the flags are situated along the rail, both teams will make use of dirtbikes to rush their enemy's base by following the rails. Although this method is perfect when in combat against a novice team, more experienced teams will booby-trap the railway to eliminate vehicles that attempt this. Both teams are allotted an assortment of vehicles at their base to utilize in battle. In addition to these, there are two extra dirtbikes at the Bridge, as well as a single dirtbike at both the Gas Station to the northeast and the Water Tower to the southwest. While the dirtbikes at the Bridge are convenient when passing though, the dirtbikes located at the Gas Station and the Water Tower can be more of a distraction than an asset while moving to capture the opposing team's flag.

US Base

Capture the Flag

Sabalan Pipeline


RU BASE
1x Z-11W
1x T-90A
1x Vodnik AA
4x dirtbike
2x 9M133 Kornet Launcher
RU BASE
Oil Refinery
2x Dirtbike
US BASE
US BASE
1x AH-6J Little Bird
1x M1 Abrams
1x ASRAD
4x Dirtbike
2x M220 TOW Launcher

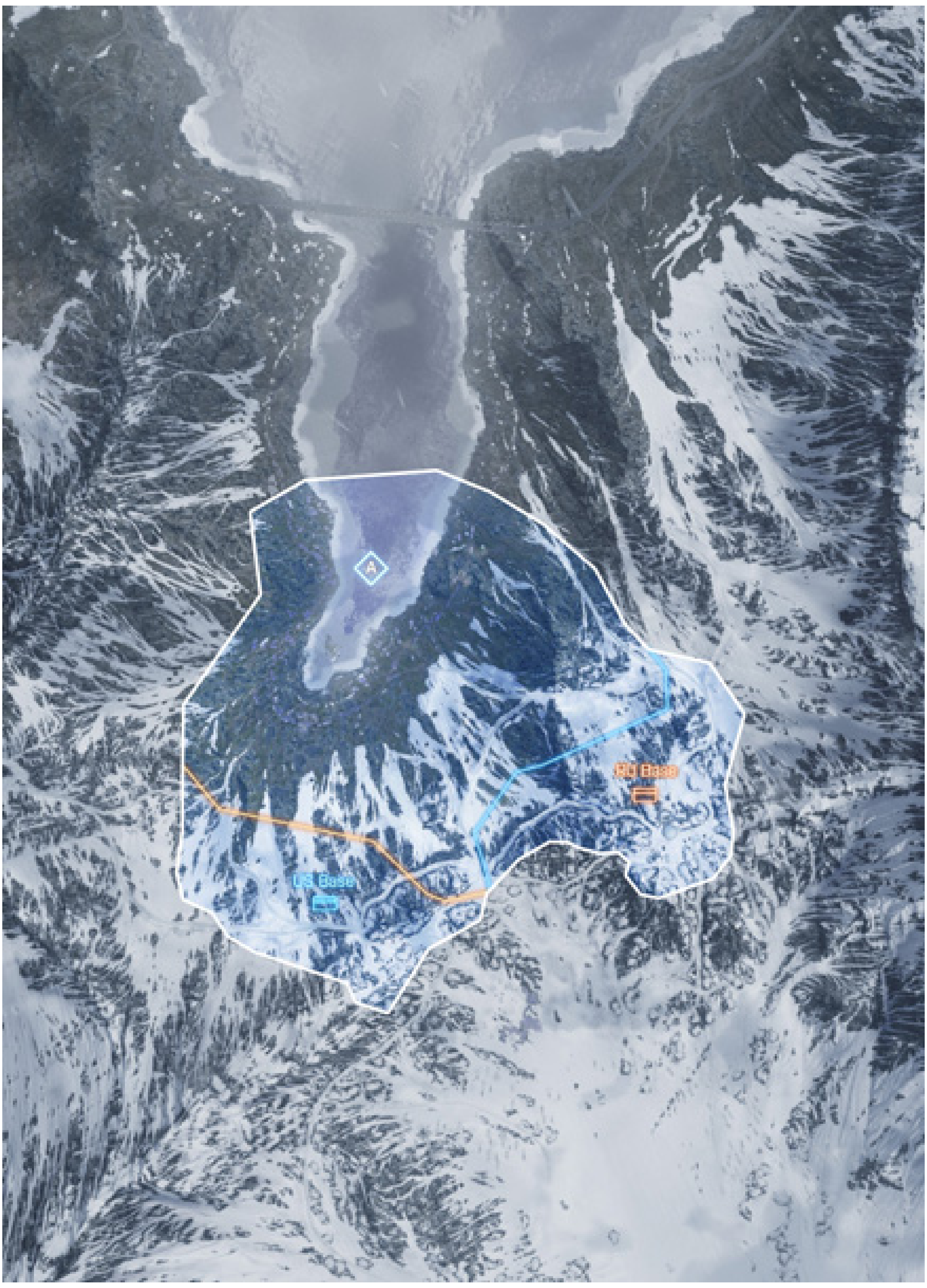
Open this map in a new window

The map boundaries of Capture the Flag on Sabalan Pipeline are similar to those found in Conquest, without the Supply Depot to the west and the Pumping Station to the east. This change in the map concentrates the combat in the center. The US team's base is located at the Warehouse in the south, and the flag is on the building's north side, near the loading dock. The RU team's flag is on the far north side of the map at the Control Station, in the center of the station, between the walls of shipping containers. Although the road that runs north to south on the map provides a direct approach for dirtbikes, this path is likely to be littered with mines. Teams can opt instead to flank each other by going to the east of the Oil Refinery, which results in longer travel times, but less opposition encountered along the way. For teams looking to capitalize on the map's open space, taking up position within the Oil Refinery provides good views of enemy movements. Snipers looking to exploit the elevated position here should place a T-UGS motion sensor nearby to prevent being stabbed in the back. A far safer sight line requires climbing the crane at the Construction Site west of the Oil Refinery. This crane provides a direct view of the US flag at the Warehouse and the entrance to the Control Station. With this in mind, the site affords an advantage to the US team, as an experienced sniper can provide cover of his flag while also monitoring the traffic leaving the RU team's base. The Oil Refinery has two dirtbikes that are up for grabs as well.

US Base

Tank Superiority

Alborz Mountains

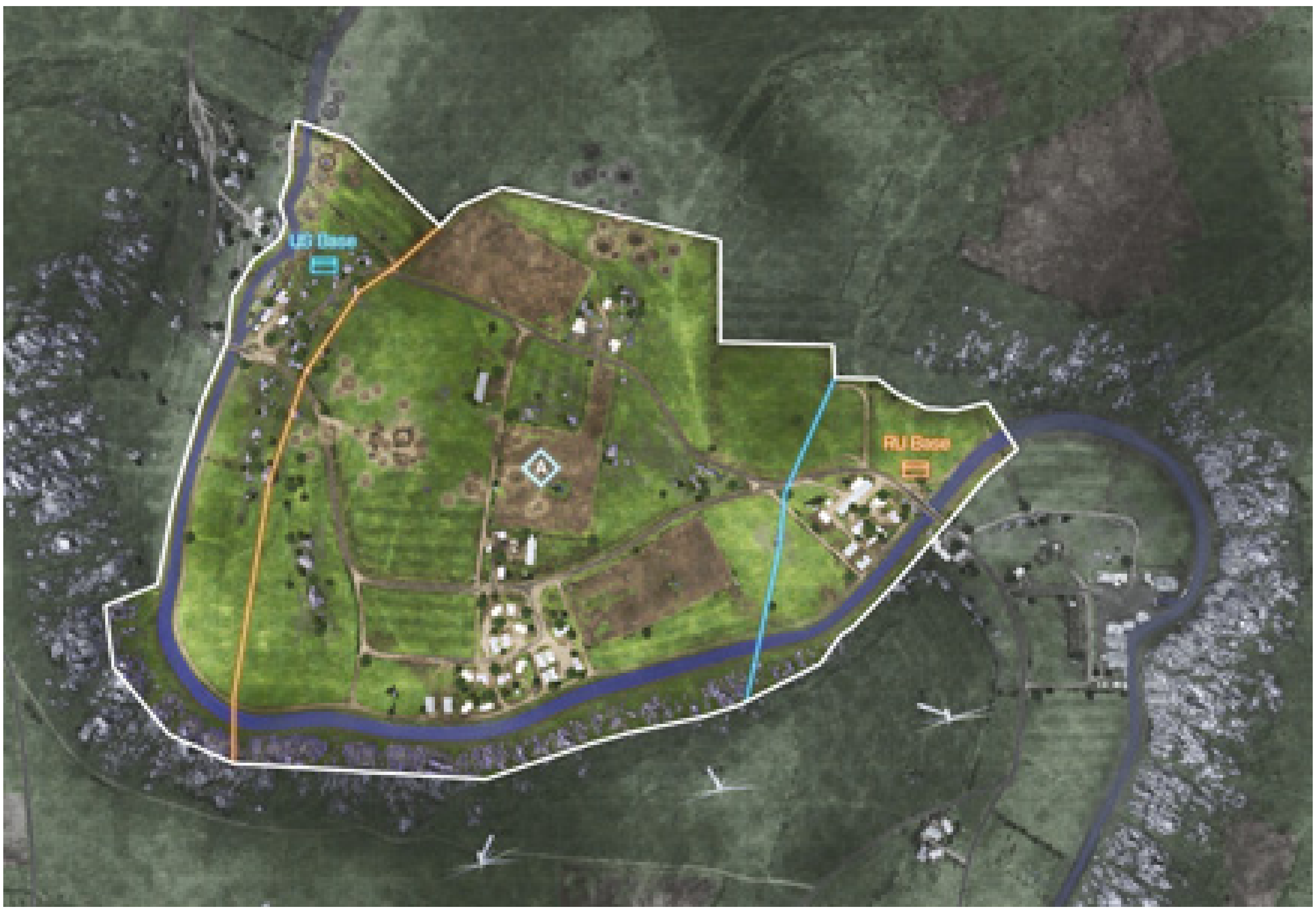

A
RU Base
US Base

Open this map in a new window

Superiority Flag

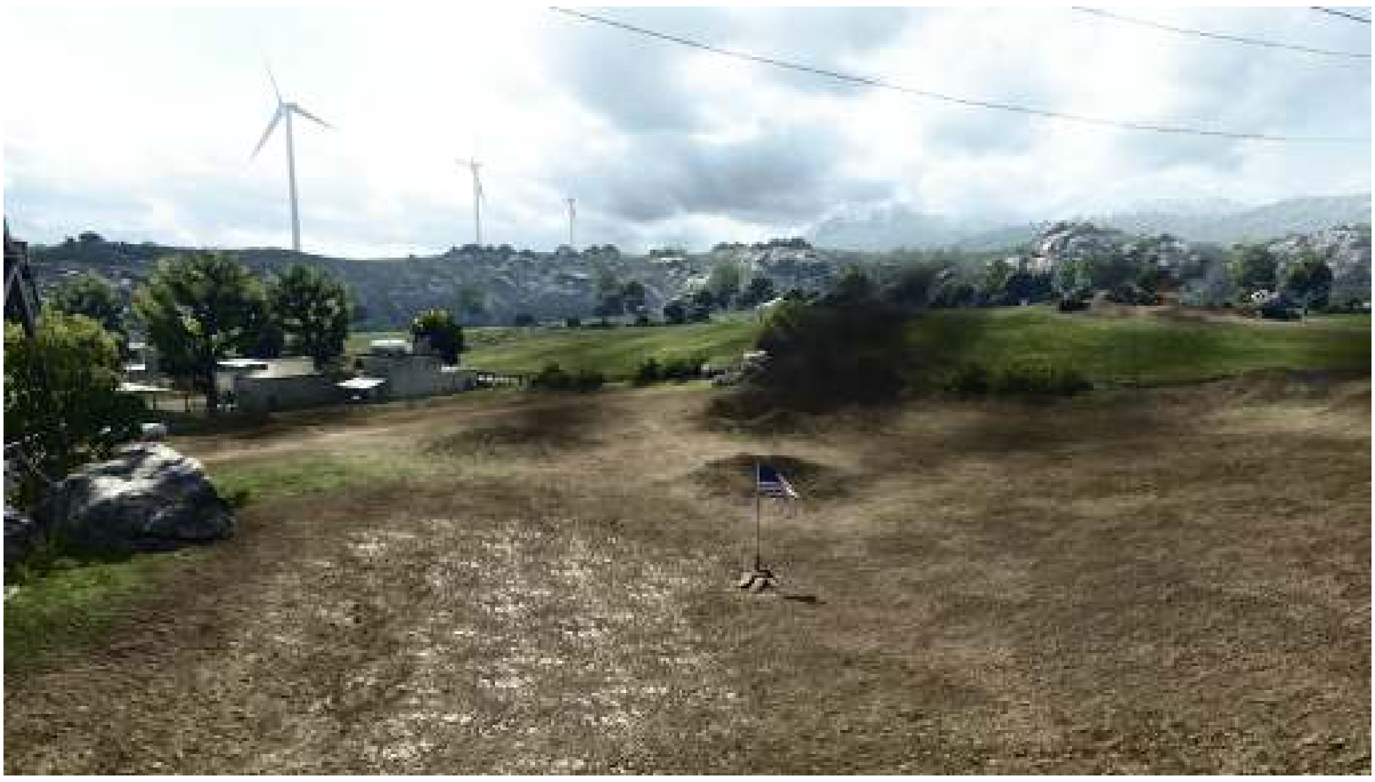
Tank Superiority

Armored Shield


US Base
RU Base
A

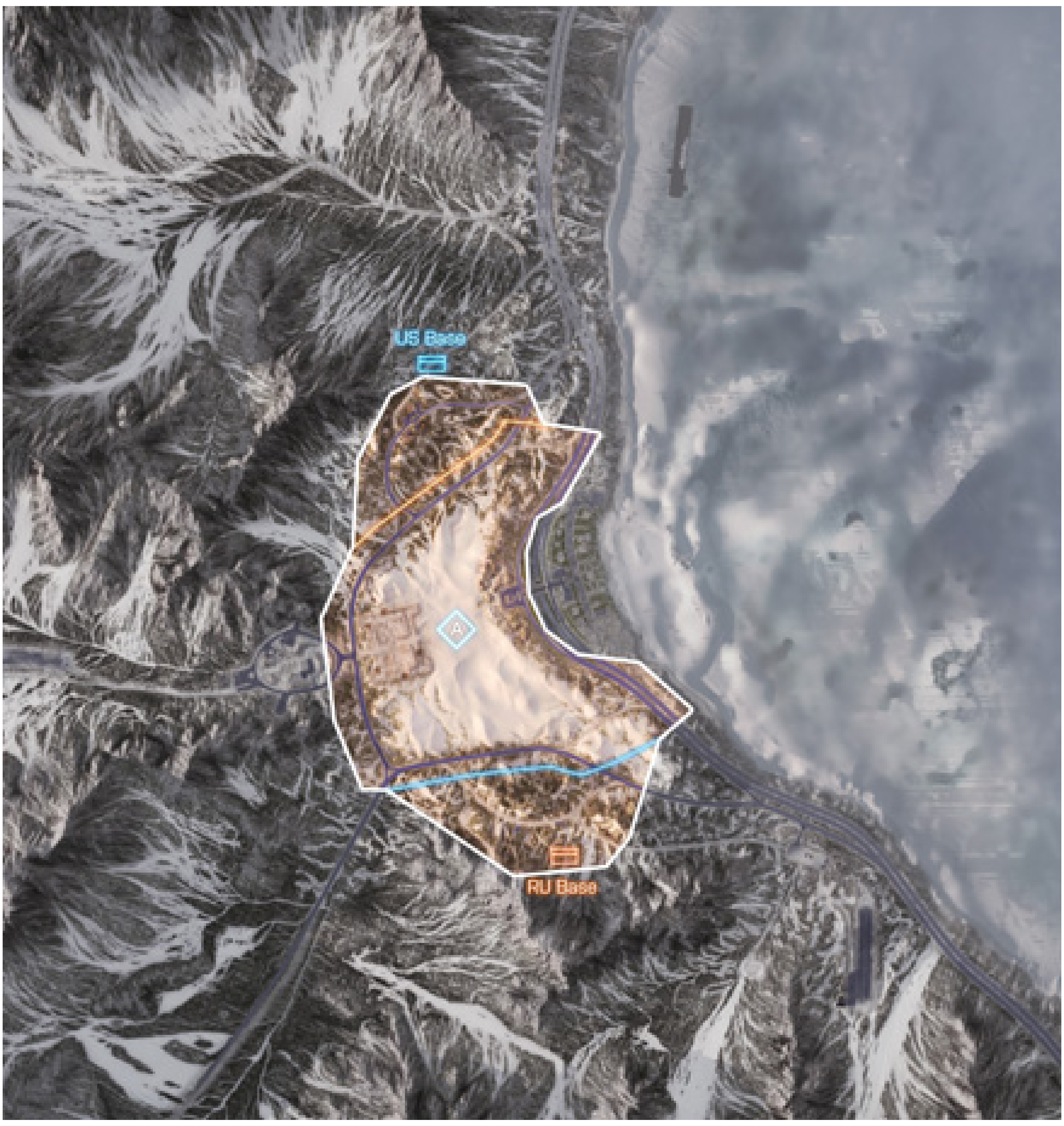
Open this map in a new window

Superiority Flag



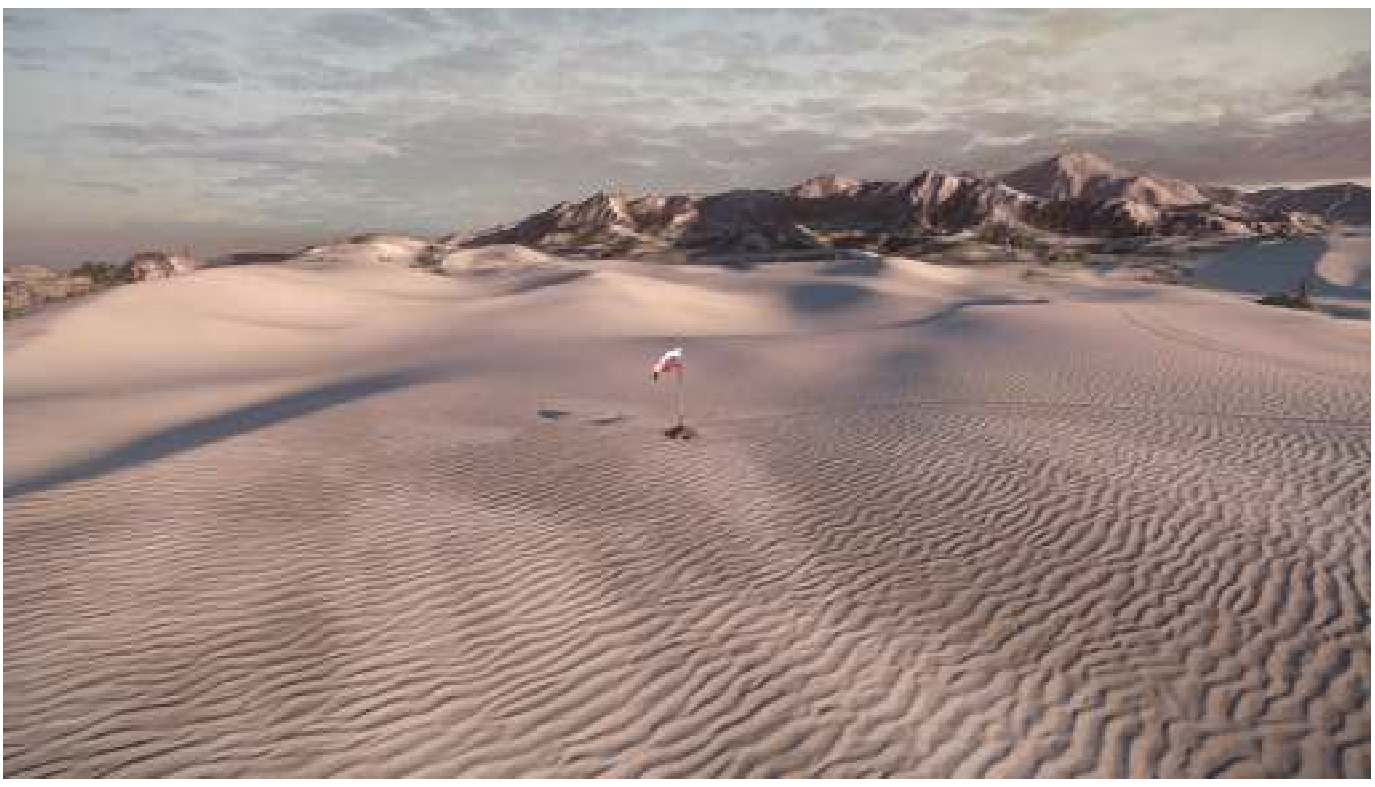
Tank Superiority

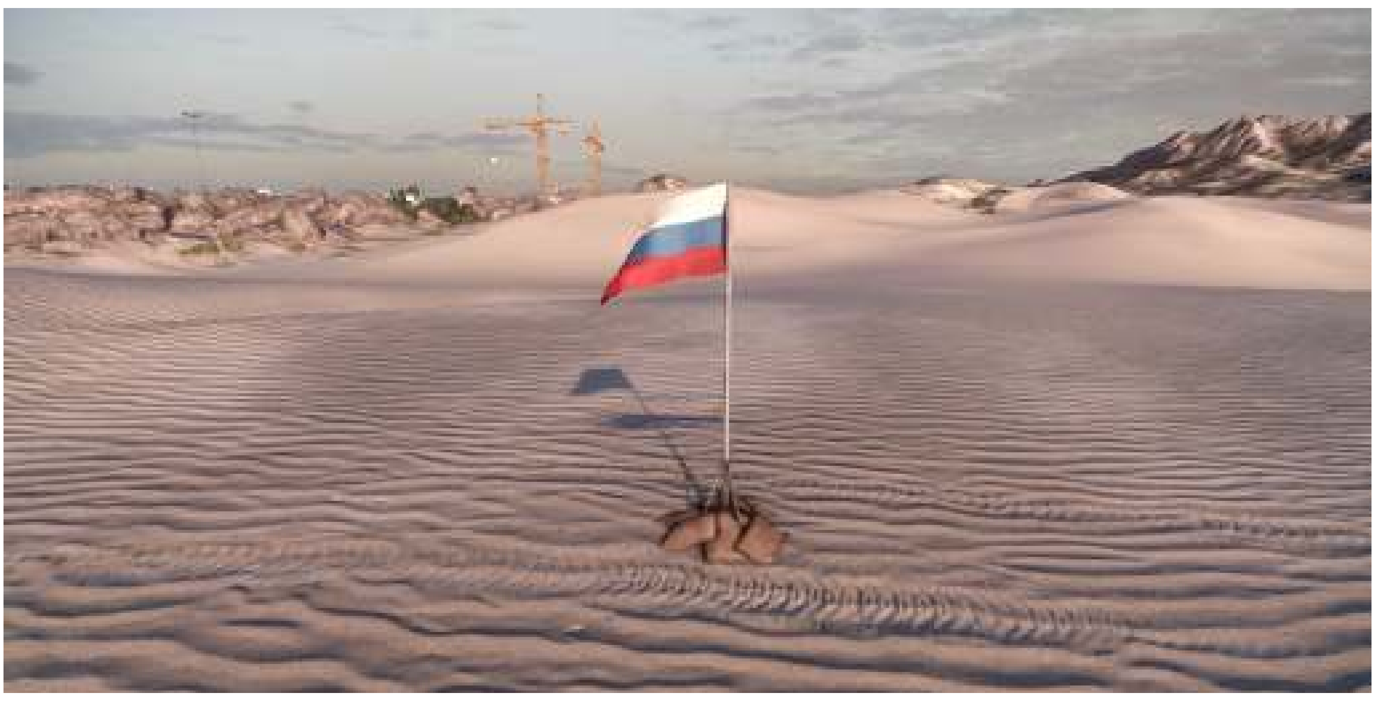
Bandar Desert


US Base
A
RU Base

Open this map in a new window

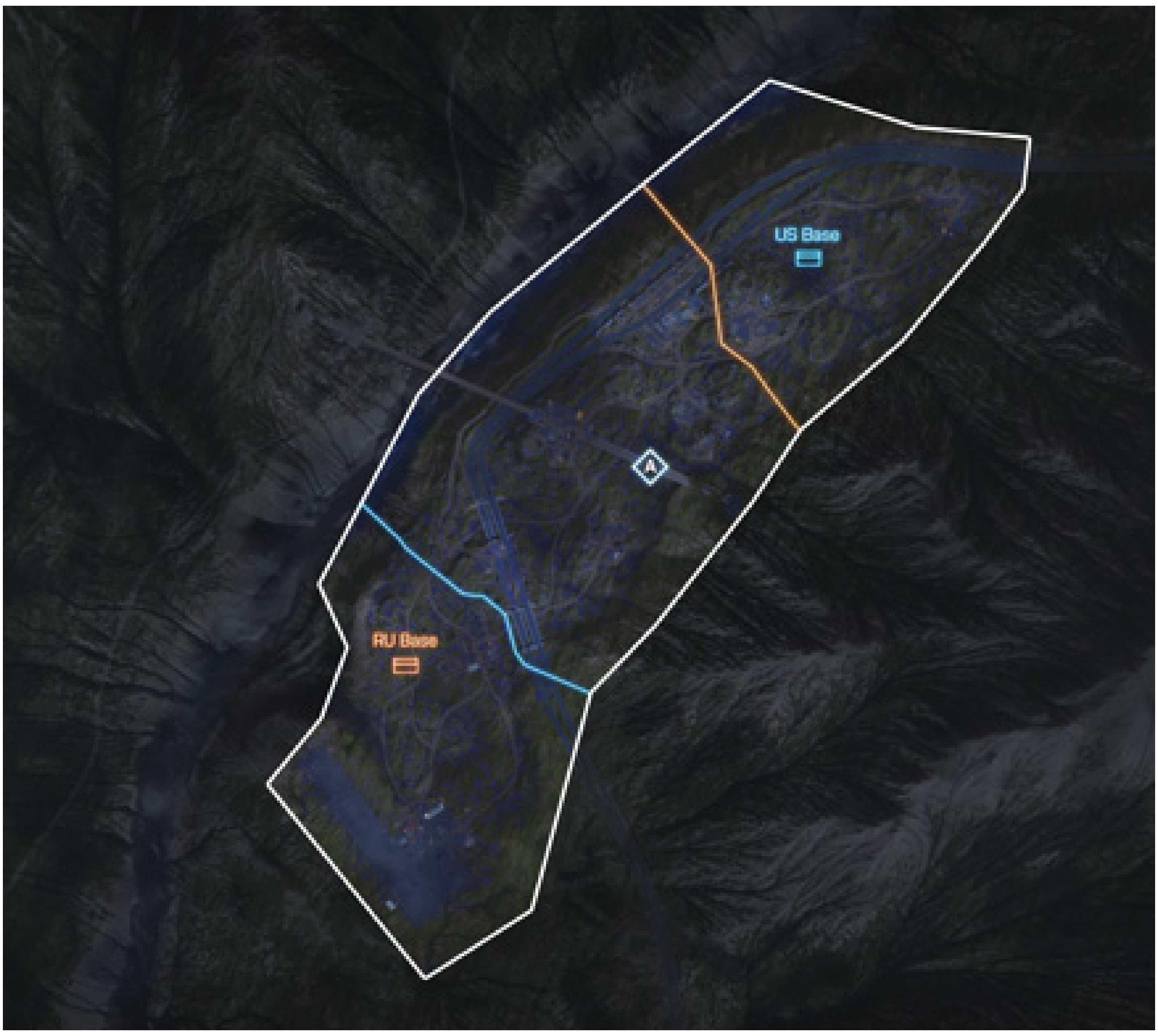
Superiority Flag





Tank Superiority

Death Valley


US Base
A
RU Base

Open this map in a new window

Superiority Flag

Air Superiority

Operation Riverside

In this game mode, the action takes place in the skies over Operation Riverside. With both teams only able to deploy into aircraft already in flight, as well as being unable to eject from the aircraft, combat will never take place on the ground. Thus, making use of the fire extinguisher can prevent undue deaths by repairing the craft while in the air. If you opt to not equip a fire extinguisher, expect to have difficulty staying airborne. These battles center around the capture of control points that are in the form of white airships aloft within the skies at differing elevations. Successful combat will involve the team working as a unit, providing air cover for one another. To assist in covering the backs of your fellow airmen, your loadout should include air radar, which aids in the monitoring of enemy positions, including those that may be approaching from the rear. Instead of trying to hold all three of the control points, an efficient strategy is to focus on two of the control points as a team. This is all that is needed to ensure victory and, at the same time, will prevent units from being spread too thin, where they can be picked off with ease.

Jet Unlock Progression

Image	Name	Loadout Slot	Points	Description
	IR Flares	Gadget	300	Infrared flare launchers that when launched will distract incoming missiles and cause them to miss their locked target.
	Heat Seekers	Weapon	700	Heat-seeking missiles launched by the pilot that lock on to and track enemy aircraft.
	Stealth	Upgrade	1500	Engine tuning and fuselage coating materials disguise your vehicle's infrared signature, thereby increasing enemy locking and tracking difficulty and decreasing the time you are revealed to the enemy when spotted.
	Belt Speed	Upgrade	2700	An enhanced mechanism that decreases the minimum time between firing bursts with your main weapon.
	Proximity Scan	Upgrade	4200	External sensors detect and reveal enemy units on your minimap.
	Rocket Pods	Weapon	6200	A set of unguided FFAR Rocket Pods mounted under the wings.
	Air Radar	Upgrade	8600	The range of your minimap increases greatly and reveals all friendly and enemy aircraft.
	Extinguisher	Gadget	11600	A controlled air pressure release in the engine compartment will extinguish engine fires when activated, helping a disabled aircraft return to normal operation and recover from damage.
	Below Radar	Upgrade	15000	When flying at low altitudes, your heat signature is decreased, hiding you from enemy radar and preventing enemy air-to-air missile systems from locking on to you.
	Maintenance	Upgrade	19000	Preventative maintenance procedures improve your vehicles recovery from damage.
	Guided Missile	Weapon	24000	Laser-guided missiles launched by the pilot which lock on to and track enemy land vehicles and can acquire laser-designated targets even if they are out of line of sight.
	Beam Scanning	Upgrade	29000	A computer upgrade for advanced weapon systems that helps you lock on to enemy targets faster when using heat-seeking or laser-guided missiles.
	ECM Jammer	Gadget	35000	Electronic countermeasures including chaff launchers and deceptive transmitters prevent your aircraft from being locked on to by enemy weapon systems for a short time when activated.

Air Superiority

Nebandan Flats

Taking place in the skies over the windmill farm of Nebandan Flats, Air Superiority combat pits two teams of fighter pilots against each other for control of three objectives in the form of white airships. Pilots should modify their loadout to make use of air radar and the fire extinguisher. The latter is essential to repair their aircraft, given the inability to land and make repairs during this game mode. The battle to control the skies of Nebandan Flats is as fierce as any, but one advantage to pilots here is the landscape. Many times during the battle, pilots may find themselves with a bogey on their six that they are unable to shake. Skilled pilots can fly low between the windmills here and either shake the tailing aircraft or even cause it to crash into the windmills. Aside from maintaining possession of control points, teams will also want to prevent deaths, as each redeployment strips their team of one ticket.

Jet Unlock Progression

Image	Name	Loadout Slot	Points	Description
	IR Flares	Gadget	300	Infrared flare launchers that when launched will distract incoming missiles and cause them to miss their locked target.
	Heat Seekers	Weapon	700	Heat-seeking missiles launched by the pilot that lock on to and track enemy aircraft.
	Stealth	Upgrade	1500	Engine tuning and fuselage coating materials disguise your vehicle's infrared signature, thereby increasing enemy locking and tracking difficulty and decreasing the time you are revealed to the enemy when spotted.
	Belt Speed	Upgrade	2700	An enhanced mechanism that decreases the minimum time between firing bursts with your main weapon.
	Proximity Scan	Upgrade	4200	External sensors detect and reveal enemy units on your minimap.
	Rocket Pods	Weapon	6200	A set of unguided FFAR Rocket Pods mounted under the wings.
	Air Radar	Upgrade	8600	The range of your minimap increases greatly and reveals all friendly and enemy aircraft.
	Extinguisher	Gadget	11600	A controlled air pressure release in the engine compartment will extinguish engine fires when activated, helping a disabled aircraft return to normal operation and recover from damage.
	Below Radar	Upgrade	15000	When flying at low altitudes, your heat signature is decreased, hiding you from enemy radar and preventing enemy air-to-air missile systems from locking on to you.
	Maintenance	Upgrade	19000	Preventative maintenance procedures improve your vehicles recovery from damage.
	Guided Missile	Weapon	24000	Laser-guided missiles launched by the pilot which lock on to and track enemy land vehicles and can acquire laser-designated targets even if they are out of line of sight.
	Beam Scanning	Upgrade	29000	A computer upgrade for advanced weapon systems that helps you lock on to enemy targets faster when using heat-seeking or laser-guided missiles.
	ECM Jammer	Gadget	35000	Electronic countermeasures including chaff launchers and deceptive transmitters prevent your aircraft from being locked on to by enemy weapon systems for a short time when activated.

Air Superiority

Kiasar Railroad

Unlike other maps, Air Superiority over Kiasar Railroad offers few advantages for pilots. Teams should prioritize their loadouts to include fire extinguishers and air radar. The objectives are suspended above the lake, except for Objective A, which is above the foot of the mountain range. Combat will see enemies attempting to stay on a plane's six. If the enemy begins to tail, planes can be brought in low and skim across the lake. Less experienced pilots may follow and crash into the water or the lakeshore, as they are unable to pull up in time. Teams should maintain contact with one another and fly in formation. This tactic offers even unexperienced pilots a fighting chance here, as their wingmen can attract the fire of enemy fighters while one of the squadron moves in to claim the objectives. When attempting to shake enemy fighters, use hard banks and air brakes to break their weapon locks. Outflying and outwitting the enemy is the name of the game.

Jet Unlock Progression

Image	Name	Loadout Slot	Points	Description
	IR Flares	Gadget	300	Infrared flare launchers that when launched will distract incoming missiles and cause them to miss their locked target.
	Heat Seekers	Weapon	700	Heat-seeking missiles launched by the pilot that lock on to and track enemy aircraft.
	Stealth	Upgrade	1500	Engine tuning and fuselage coating materials disguise your vehicle's infrared signature, thereby increasing enemy locking and tracking difficulty and decreasing the time you are revealed to the enemy when spotted.
	Belt Speed	Upgrade	2700	An enhanced mechanism that decreases the minimum time between firing bursts with your main weapon.
	Proximity Scan	Upgrade	4200	External sensors detect and reveal enemy units on your minimap.
	Rocket Pods	Weapon	6200	A set of unguided FFAR Rocket Pods mounted under the wings.
	Air Radar	Upgrade	8600	The range of your minimap increases greatly and reveals all friendly and enemy aircraft.
	Extinguisher	Gadget	11600	A controlled air pressure release in the engine compartment will extinguish engine fires when activated, helping a disabled aircraft return to normal operation and recover from damage.
	Below Radar	Upgrade	15000	When flying at low altitudes, your heat signature is decreased, hiding you from enemy radar and preventing enemy air-to-air missile systems from locking on to you.
	Maintenance	Upgrade	19000	Preventative maintenance procedures improve your vehicles recovery from damage.
	Guided Missile	Weapon	24000	Laser-guided missiles launched by the pilot which lock on to and track enemy land vehicles and can acquire laser-designated targets even if they are out of line of sight.
	Beam Scanning	Upgrade	29000	A computer upgrade for advanced weapon systems that helps you lock on to enemy targets faster when using heat-seeking or laser-guided missiles.
	ECM Jammer	Gadget	35000	Electronic countermeasures including chaff launchers and deceptive transmitters prevent your aircraft from being locked on to by enemy weapon systems for a short time when activated.

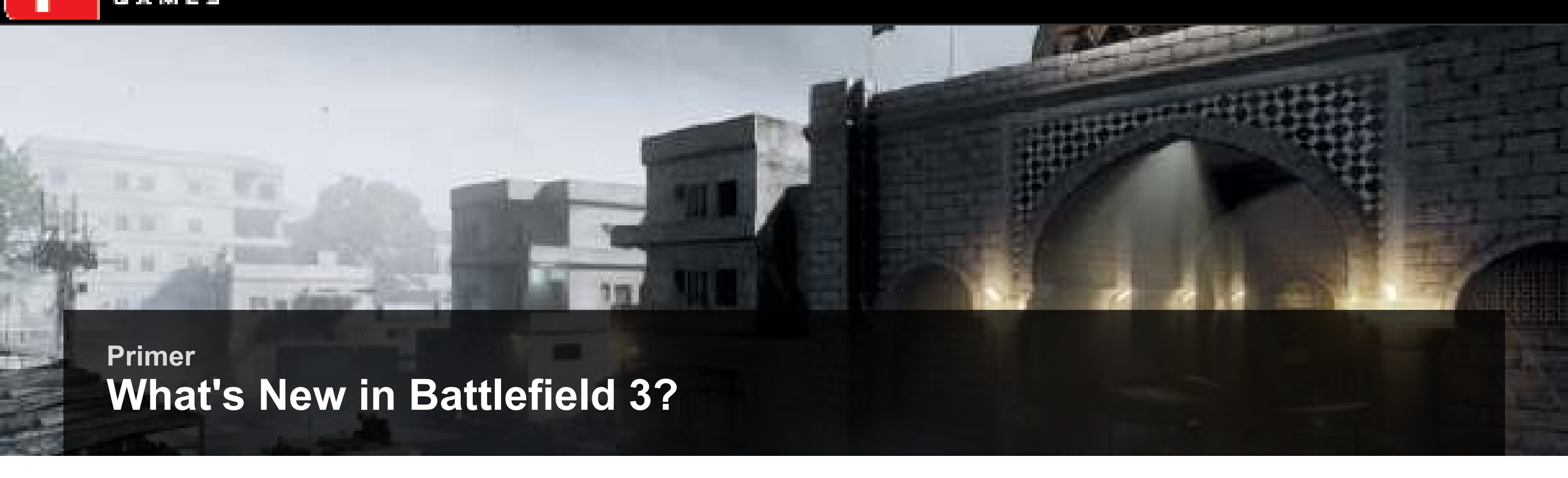
Air Superiority

Sabalan Pipeline

The battle for Air Superiority over Sabalan Pipeline provides very little advantages for pilots. The only advantage afforded pilots is the snow white landscape that can make being seen by enemy fighters difficult, as planes tend to blend in with the environment when flying low. A loadout should include the stealth upgrade; although it does not make an aircraft invisible to hostiles, it can help in reducing the range necessary for a bogey to get a lock on the plane. Also, a fire extinguisher can help to repair the craft in the event that it sustains damage, since the planes cannot land and be repaired during this game mode. Teams should maintain contact with one another and not fly in tight formation to avoid being spotted. This tactic offers even unexperienced pilots a fighting chance here, as their wingmen can attract the fire of enemy fighters while one of the squadron moves in to claim the objectives. When attempting to shake enemy fighters, use hard banks and air brakes to break weapon locks. Pilots should be cautious when flying low to avoid being locked onto, as the mountainous terrain here can be dangerous for the inexperienced and experienced alike.

Jet Unlock Progression

Image	Name	Loadout Slot	Points	Description
	IR Flares	Gadget	300	Infrared flare launchers that when launched will distract incoming missiles and cause them to miss their locked target.
	Heat Seekers	Weapon	700	Heat-seeking missiles launched by the pilot that lock on to and track enemy aircraft.
	Stealth	Upgrade	1500	Engine tuning and fuselage coating materials disguise your vehicle's infrared signature, thereby increasing enemy locking and tracking difficulty and decreasing the time you are revealed to the enemy when spotted.
	Belt Speed	Upgrade	2700	An enhanced mechanism that decreases the minimum time between firing bursts with your main weapon.
	Proximity Scan	Upgrade	4200	External sensors detect and reveal enemy units on your minimap.
	Rocket Pods	Weapon	6200	A set of unguided FFAR Rocket Pods mounted under the wings.
	Air Radar	Upgrade	8600	The range of your minimap increases greatly and reveals all friendly and enemy aircraft.
	Extinguisher	Gadget	11600	A controlled air pressure release in the engine compartment will extinguish engine fires when activated, helping a disabled aircraft return to normal operation and recover from damage.
	Below Radar	Upgrade	15000	When flying at low altitudes, your heat signature is decreased, hiding you from enemy radar and preventing enemy air-to-air missile systems from locking on to you.
	Maintenance	Upgrade	19000	Preventative maintenance procedures improve your vehicles recovery from damage.
	Guided Missile	Weapon	24000	Laser-guided missiles launched by the pilot which lock on to and track enemy land vehicles and can acquire laser-designated targets even if they are out of line of sight.
	Beam Scanning	Upgrade	29000	A computer upgrade for advanced weapon systems that helps you lock on to enemy targets faster when using heat-seeking or laser-guided missiles.
	ECM Jammer	Gadget	35000	Electronic countermeasures including chaff launchers and deceptive transmitters prevent your aircraft from being locked on to by enemy weapon systems for a short time when activated.



Primer

What's New in Battlefield 3?

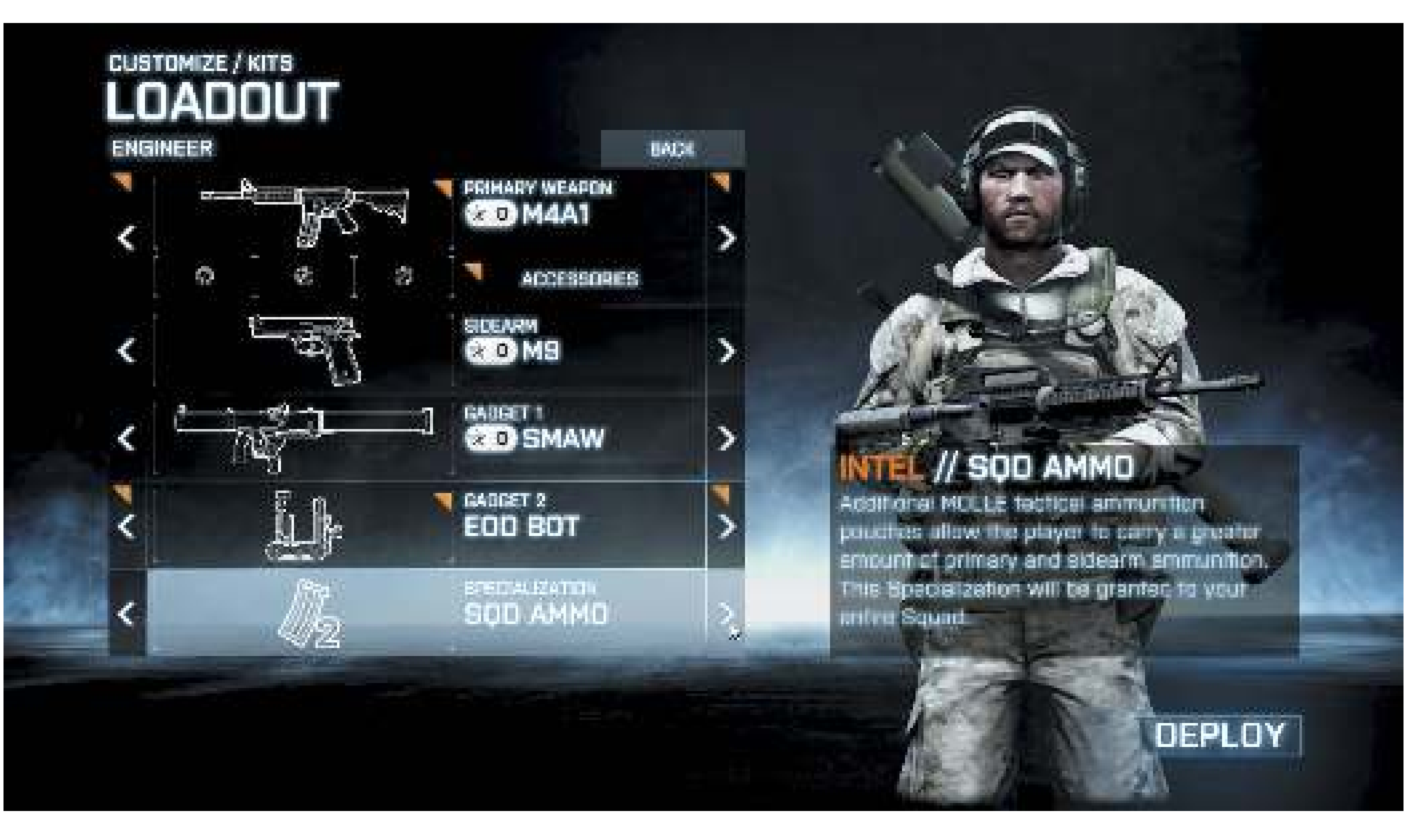
Welcome to the official game guide for Battlefield 3. If you're a veteran of Wake Island, Karkand, Verdun, or Arica Harbor, you know why we're starting with multiplayer. While the new single-player campaign offers a great story and plenty of memorable moments, it's only a small part of Battlefield 3. The multiplayer experience is the other part.

Playing against others and working together as a team with members of your squad adds an entirely new dimension of intensity and fun. Plus, earning new ranks and unlocks is incredibly addictive, making hours melt away. So before jumping into a multiplayer match, make sure you've set aside plenty of free time. After all, who needs sleep?

What's New?

If you're a grizzled Battlefield veteran, then you can jump online now and feel right at home among the whizzing bullets and exploding shells. But before rushing into action, here's a quick summary of the some of the new features and gameplay mechanics.

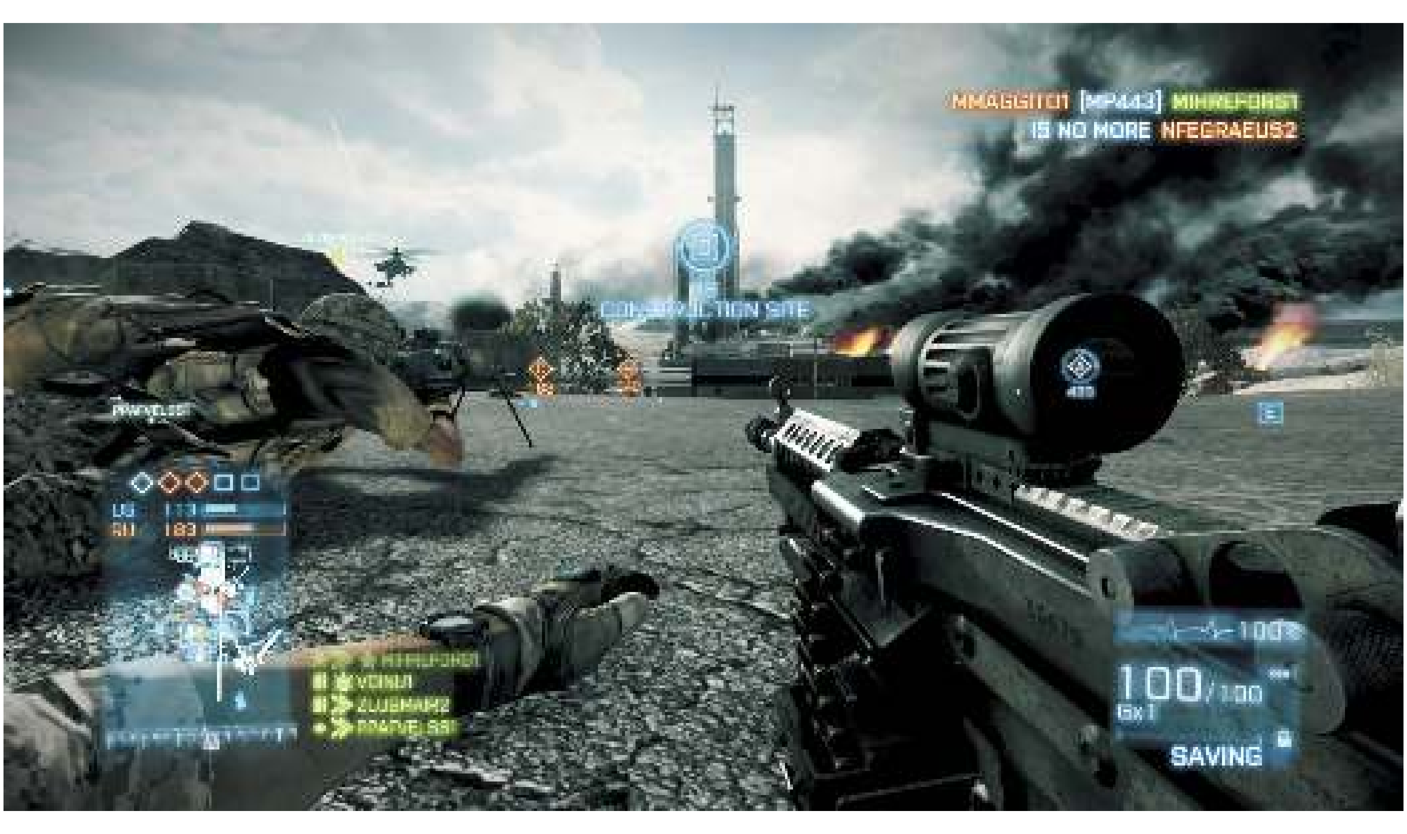
Loadout Customization


CUSTOMIZE / KITS
LOADOUT
ENGINEER
BACK
PRIMARY WEAPON
M4A1
ACCESSORIES
SIDEARM
M9
GADGET 1
SMAW
GADGET 2
EOD BOT
SPECIALIZATION
SQD AMMO
INTEL // SQD AMMO
Additional MOLLE tactical ammunition pouches allow the player to carry a greater amount of primary and sidearm ammunition. This Specialization will be granted to your entire Squad.
DEPLOY

While veteran Battlefield players are accustomed to being rewarded with new weapons and gear as they progress through their multiplayer career, there has never before been so many customization options available. Each class, weapon, and vehicle has its own unlock progression, allowing you to unlock a variety of upgrades, accessories, gadgets, and specializations. When choosing your soldier's loadout, you can choose a primary weapon, a sidearm, up to two gadgets, and a specialization.

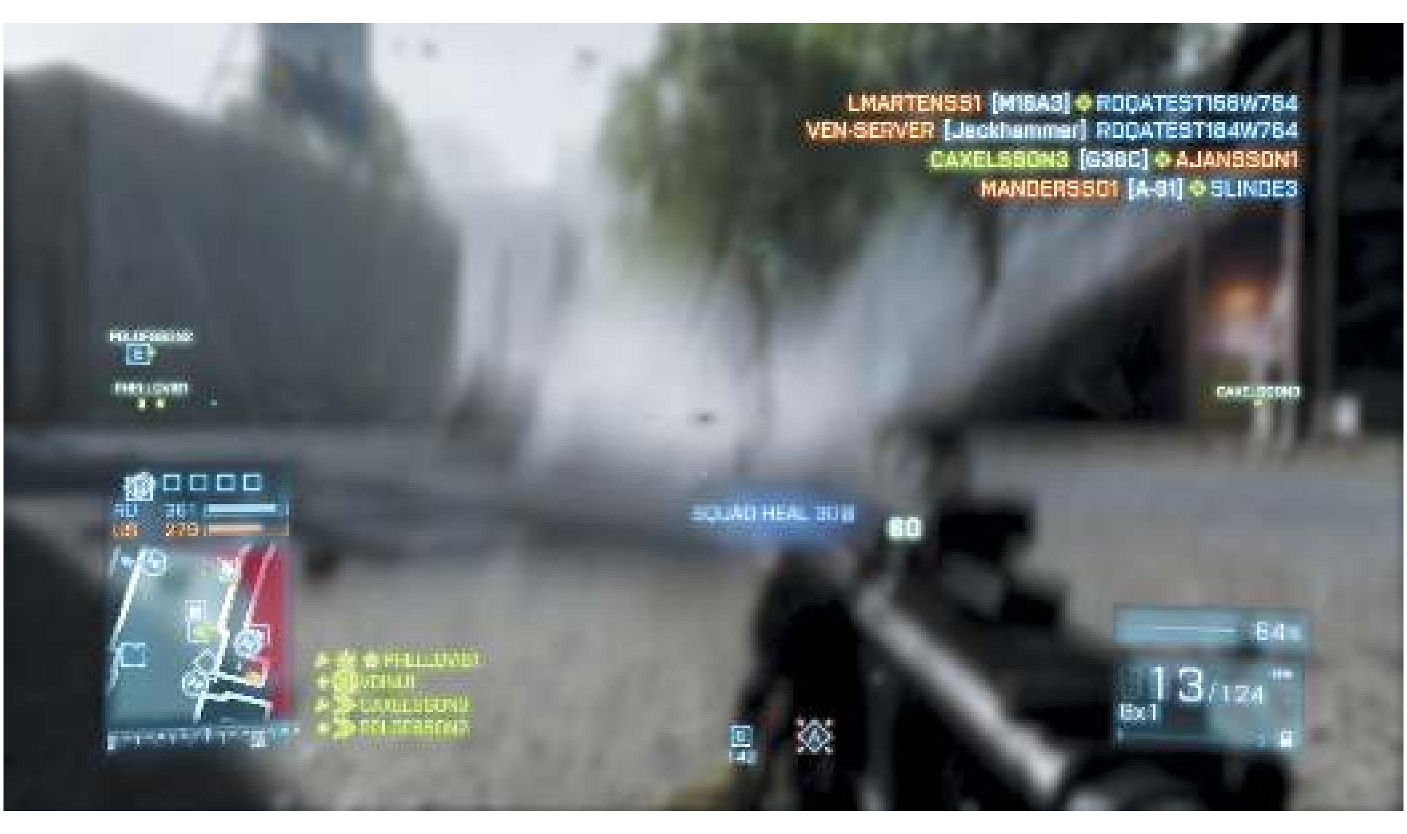
Taking customization even deeper, each primary weapon can be outfitted with a scope, as well as primary and secondary attachments. You can even choose loadouts for vehicles, selecting from a mix of unlocked upgrades, gadgets, and weapons. The more you play, the more unlocks you acquire. So don't forget to visit the loadout screen to make adjustments that best fit your style of play and the current needs of your team.

Prone


IS NO MORE NFEGRAEUS2
CONSTRUCTION SITE
100/100
SAVING

Okay, this really isn't a new feature. But it's back by popular demand and it really changes the pace of the game, especially if you're used to the Bad Company series. By lying prone you not only make yourself a smaller target, but you also greatly increase the accuracy and stability of your weapon, particularly when using a Bipod. Bipods are deployed automatically when you zoom in, either if you are prone or if you kneel/stand by a suitable surface, such as a pile of rubble, sand bags, or a windowsill. The ability to go prone also makes it much easier to conceal yourself within high grass and shrubs, making it extremely difficult for opponents to spot you. To better conceal your position, consider equipping a Suppressor or Flash Suppressor to minimize muzzle flash.

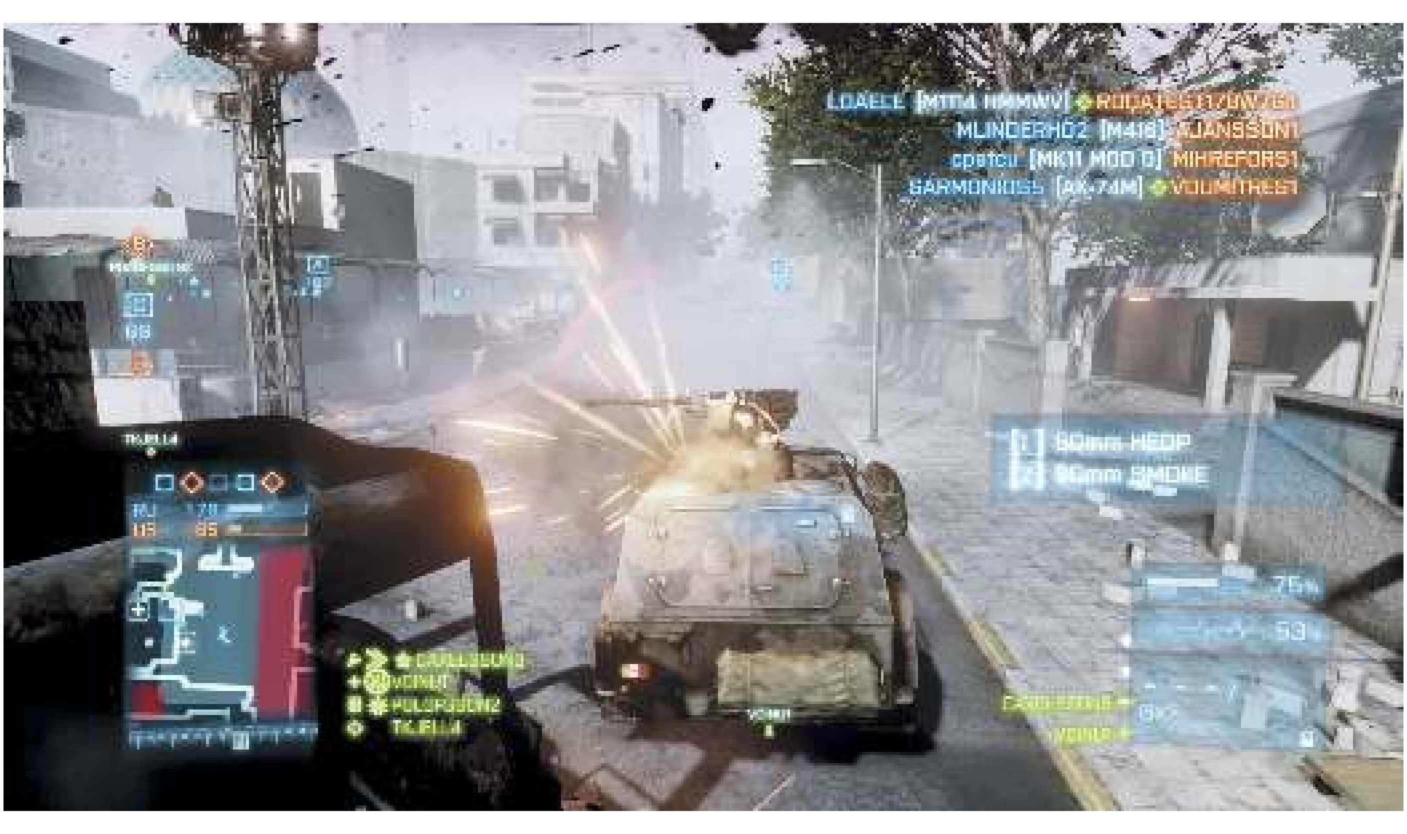
Suppression


LMARTENS51 [M16A3] RODATEST168W764
VEN-SERVER [Jackhammer] RODATEST184W764
CAXELSSON3 [G36C] AJANSSON1
MANDERSSO1 [A-91] SLINDE3
SQUAD HEAL 30
13/124

The new suppression system will definitely make you think twice before exposing yourself to incoming fire. If incoming rounds hit you or strike anywhere close by, you become suppressed. When you're suppressed, your vision is blurred and your weapon accuracy is greatly diminished. However, the effects of suppression pass quickly if you get out of the line of fire and seek cover. The new suppression mechanic can work in your favor, too. Even if you don't have a clear shot at an opponent, open fire in an attempt to suppress them.

Any class or weapon is capable of suppressing, but the support kit's light machine guns are the most effective. The large magazine capacities of these weapons allow you to lay down sustained heavy fire, which is ideal for keeping an opponent's head down. Each player has an invisible suppression radius around them. Simply landing rounds within this small radius suppresses the target. A suppressed player has decreased accuracy, so you can actually make your enemies less efficient soldiers by suppressing them. The new Suppression Assist score (50 points) is awarded if a teammate kills an opponent you've suppressed.

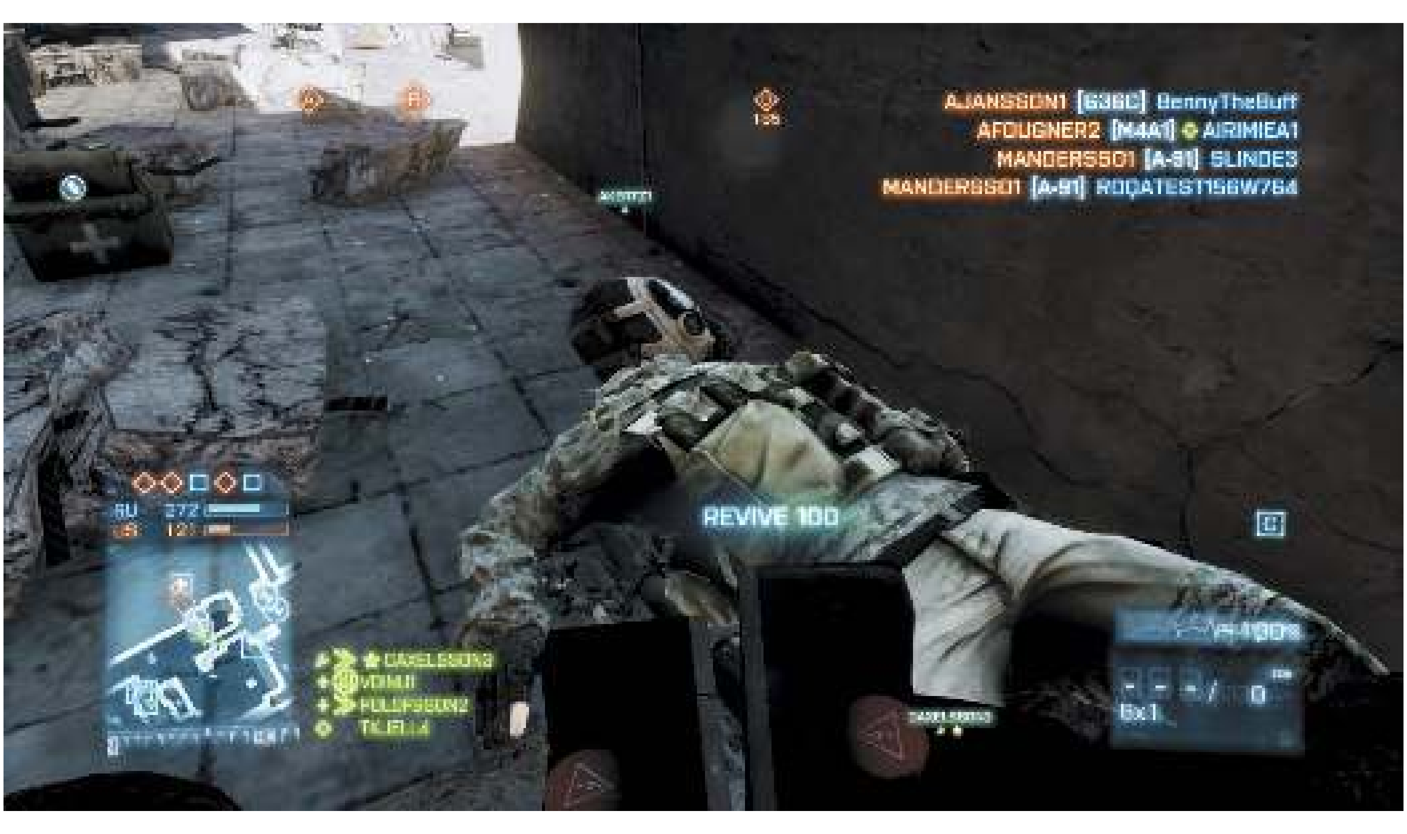
Vehicle Damage


MLINDERHO2 [M416] AJANSSON1
[MK11 MOD 0] MIHREFORS1
SARMONIOSS [AK-74M] VOUMITHES1
60mm HEDP
60mm SMOKE

In Battlefield 3, vehicle damage has been completely overhauled. Now, if a vehicle takes light damage, it will slowly repair its armor assuming the vehicle stays out of danger and avoids taking damage for several seconds. However, if a vehicle takes heavy damage, it catches fire and becomes disabled. At this point, vehicle speed and mobility are greatly reduced, but the weapons still function—the loss of speed and control is extremely dangerous when piloting a jet or chopper. While disabled, a vehicle's armor slowly declines until it eventually explodes.

A disabled ground vehicle can be repaired only by engineers. Jets and helicopters in flight have the benefit of deploying the Fire Extinguisher upgrade to put out the flames and restore control. As a result of these changes, destroying vehicles outright is much more difficult; you must disable a vehicle before it can be destroyed. Meanwhile, the crew of a disabled vehicle have a critical choice to make: Do they stay with the burning vehicle and try to score more kills? Or do they bail out and attempt to find cover before their ride explodes?

Revival Decline


AJANSSON1 [G36C] BennyTheBuff
AFOUGNER2 [M4A1] AIRIMIEA1
MANDERSSO1 [A-91] SLINDE3
MANDERSSO1 [A-91] RODATEST156W764
REVIVE 100

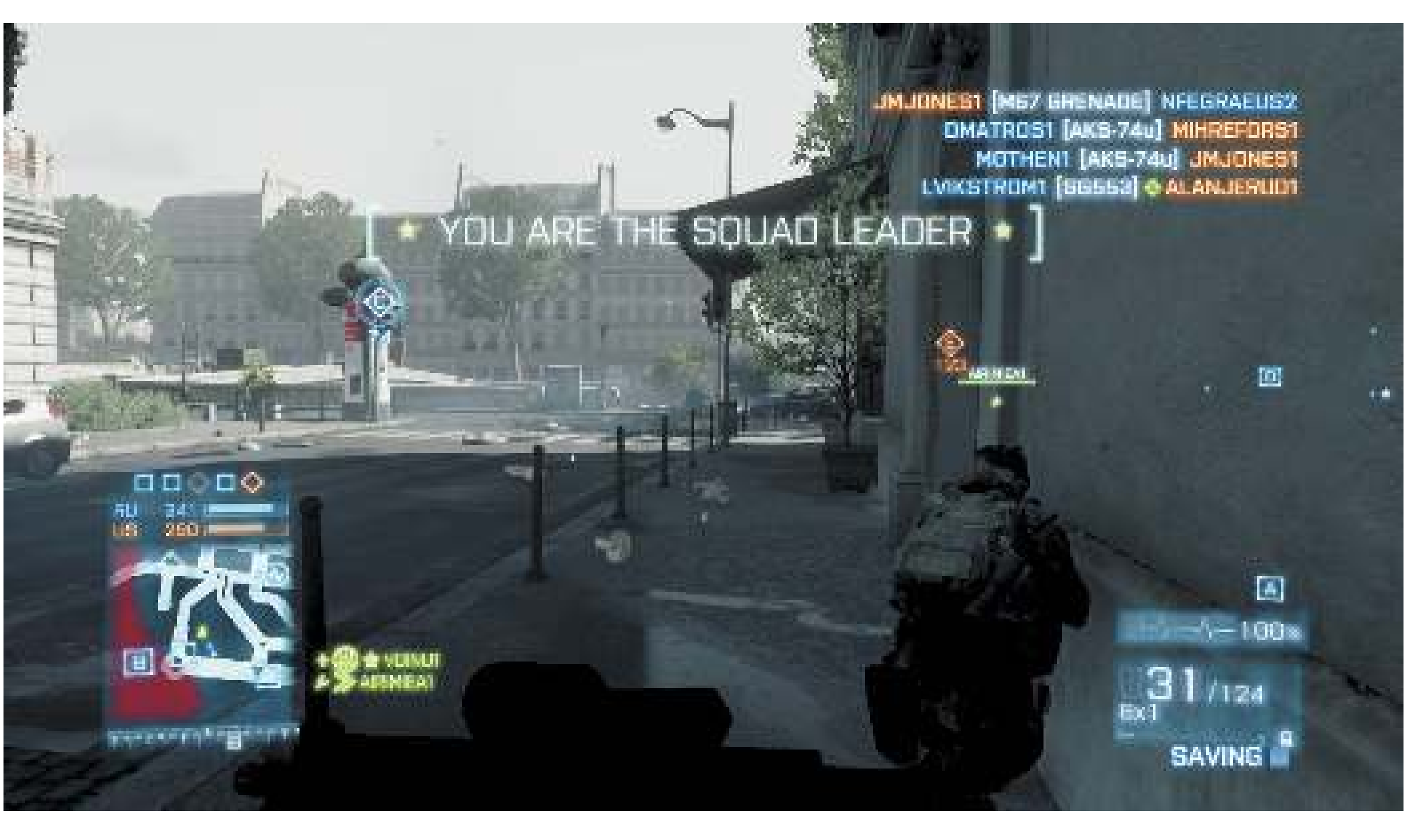
The ever-popular defibrillator returns, this time as part of the assault kit. Reviving fallen teammates with the defibrillator remains a great way to keep your squad and teammates alive while scoring some big points for yourself. But this time, the soldier you revive has a choice. They can either rejoin the action or return to the spawn screen and deploy from a new location. This allows fallen troops to avoid being revived in a hot spot only to get killed as soon as they come back to life. Regardless of the decision made, the soldier who performed the revive still gets the standard Revive (100 points) or Squad Revive (110 points) score. But if a revive is declined, the team loses a ticket instead of being refunded one.

Jets

Like the ability to drop prone, jets aren't new to the Battlefield series. But they're back, adding a new layer of intensity to the conflict. Initially, jets are equipped with only a cannon that's useful for performing strafing runs and shooting down enemy aircraft. Like all the vehicles, jets have their own reward progression; you unlock more powerful air-to-air and air-to-ground weapons including heat-seeking missiles, Rocket Pods, and Guided Missiles. So choose your weapons carefully based on your team's needs.

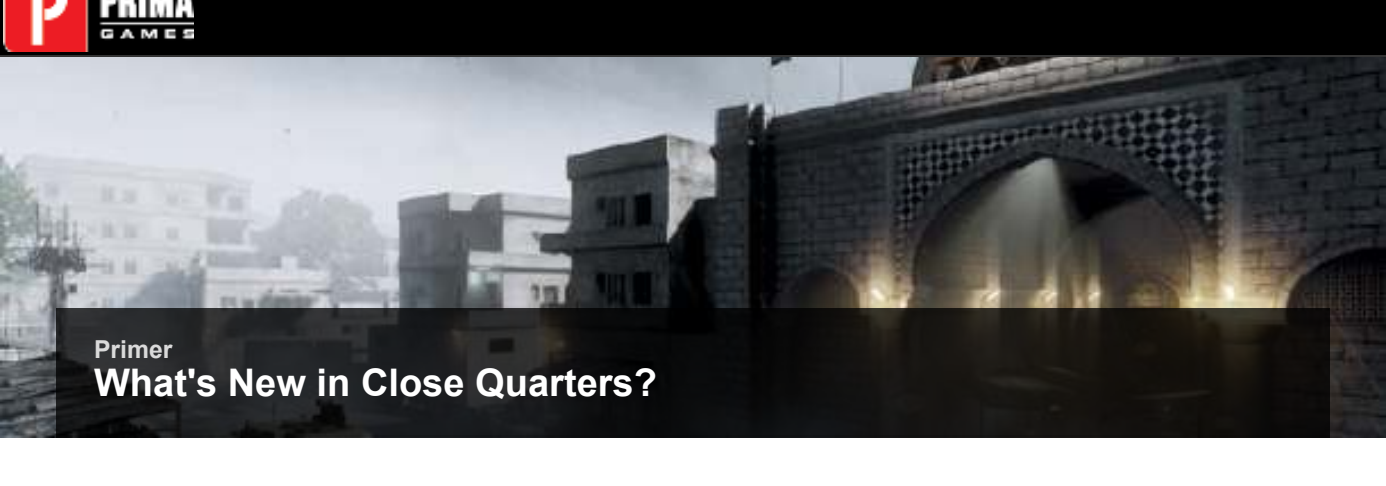
If they need help knocking out tanks, choose Rocket Pods or Guided Missiles. If your team is constantly being harassed by enemy helicopters or jets, choose Heat Seekers to shoot down these threats. Veterans will be happy to know that all aircraft (jets and helicopters) have their own spawn points. So instead of lingering on a runway waiting for a jet to spawn, simply hold in the spawn screen and spawn directly into the pilot's seat when a jet or helicopter is available.

Squad Leader


JMJONES1 [M67 GRENADE] NFEGRAEUS2
DMATROS1 [AKS-74u] MIHREFORS1
MOTHEN1 [AKS-74u] JMJONES1
LVIKSTROM1 [SG553] ALANJERUD1
YOU ARE THE SQUAD LEADER
31/124
SAVING

Each squad now has one squad leader who is tasked with issuing attack and defend orders. Squad leaders are either the creators of a squad, or are assigned at random and are the only squad members who can issue orders. When you've been selected as the squad leader, a message appears on the screen informing you of your new job.

Your name also appears at the top of the squad list on the left side of the HUD and is marked with a star icon. As squad leader, you can better direct your squad by placing attack or defend orders on control points and M-COM stations. Once an order has been placed at a location, any kills that occur within a wide radius of the given order results in points for both you and your squad. It's a simple mechanic, but it's a great way to keep your squad focused on one location.



Primer

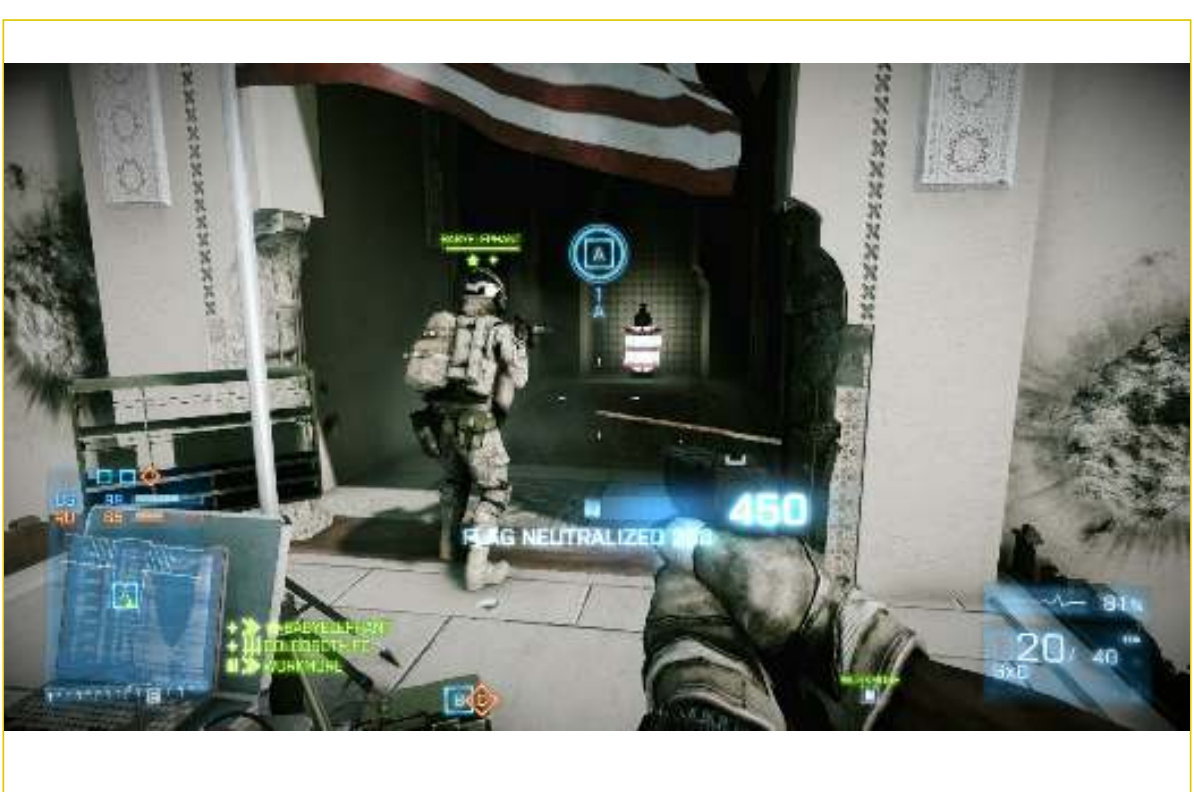
What's New in Close Quarters?

Battlefield 3: Close Quarters is a themed expansion pack bringing the team play of *Battlefield 3* to tight indoor environments. The frantic close-quarters infantry combat is amplified by unprecedented high-definition destruction, new ways to play, more weapons, and added persistence. Here's a quick summary of the new features:

- **Four new maps:** The tight level design and many opportunities for vertical gameplay mean your team will need to bring their A game if they want to stay alive in this highly competitive theater of war.
- **New game modes:** The new Conquest Domination and Gun Master game modes are tailored specifically for the new maps in Close Quarters, guaranteeing you a host of new and memorable Battlefield moments.
- **HD destruction:** The new high-definition destruction in Close Quarters allows you to riddle the environment with bullets, reducing entire locales to ruin. Everything from furniture to plaster can be shot to pieces, and players can see the result of the mayhem as rubble and broken pieces pile up on the floor.
- **New weapons:** By completing ten new assignments, you can unlock new weapons such as assault rifles, carbines, light machine guns, and sniper rifles. The rapid-firing M5K PDW and the devastating SPAS-12 shotgun are also available, perfect for those point-blank encounters.
- **Expanded persistence:** In addition to the new assignments, Close Quarters adds five new achievements and trophies and a variety of unique dog tags you can equip to display your accomplishments.

There are four game modes available on each of the new *Close Quarter* maps, offering plenty of variety for all. Most of the game modes are familiar classics, but the addition of Gun Master and the new Conquest Domination variant ramps up the intensity for those who prefer nonstop action. Due to the compact size of the new environments, Rush and Squad Rush are not available on the *Close Quarters* maps.

Conquest Domination

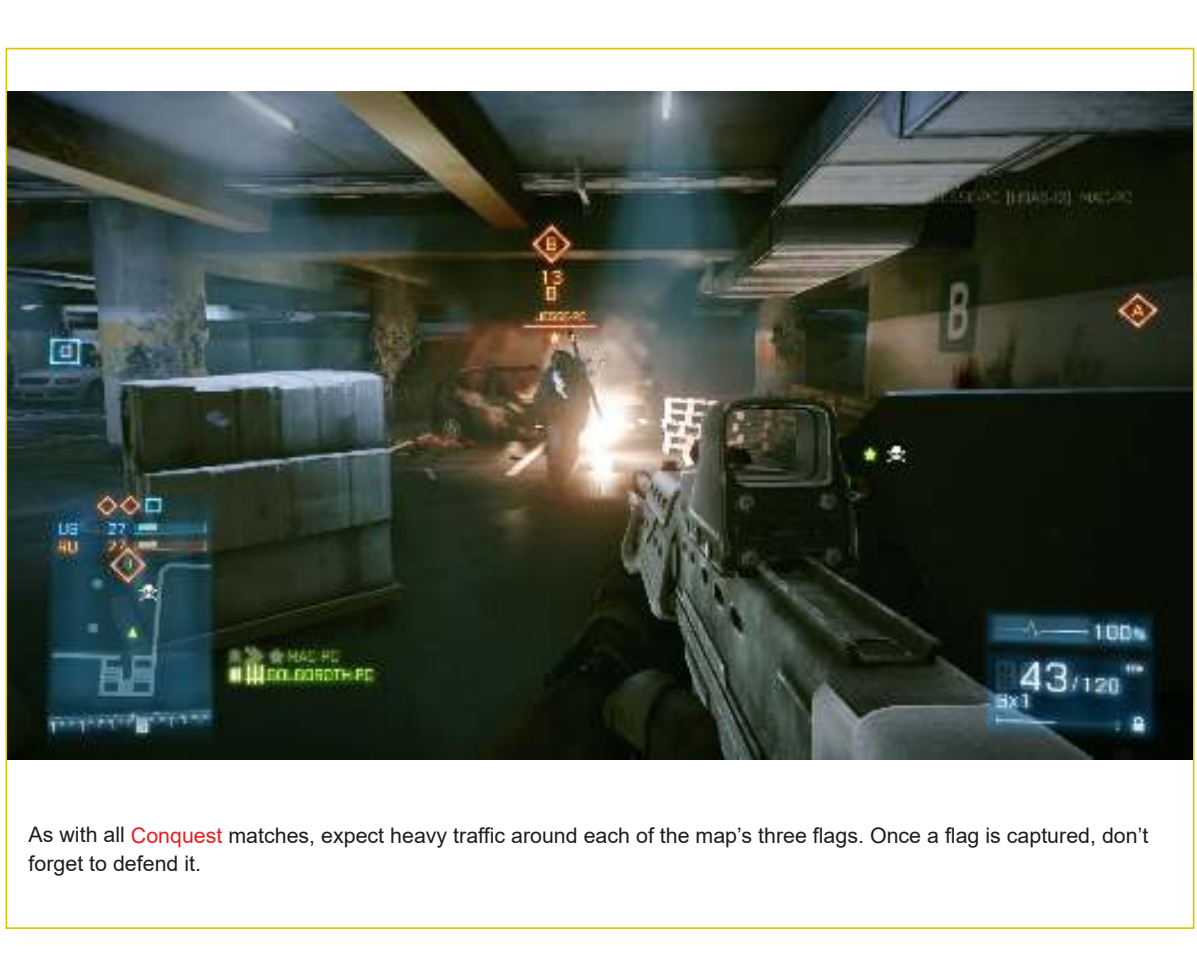


Flags are converted at a faster rate in Conquest Domination. But it still helps to have a teammate within the capture radius to speed up the process. Just watch out for claymores and C4.

Max players: 16

Conquest Domination is a variant of the classic Battlefield game mode and is fine-tuned for the smaller-scale maps featured in Close Quarters. The core fundamentals work the same as classic Conquest as your team tries to dominate the area of operations by capturing control points and holding them. Simply stand next to a flagpole at a control point to raise your team's flag—the more teammates there are in the flag's capture radius, the faster the flag is raised.

The time it takes to convert a flag in Conquest Domination has been reduced, meaning you won't have to wait long to raise your team's flag. However, the capture radius of each flag is very small, requiring you (and your teammates) to stand very close to the flagpole during the capture phase, leaving you vulnerable to ambushes and booby traps. Once captured, flags cannot be used as spawn points. When spawning into the game, a random spawn point is chosen near a friend. It's far more preferable to join a squad and spawn on one of your squadmates.

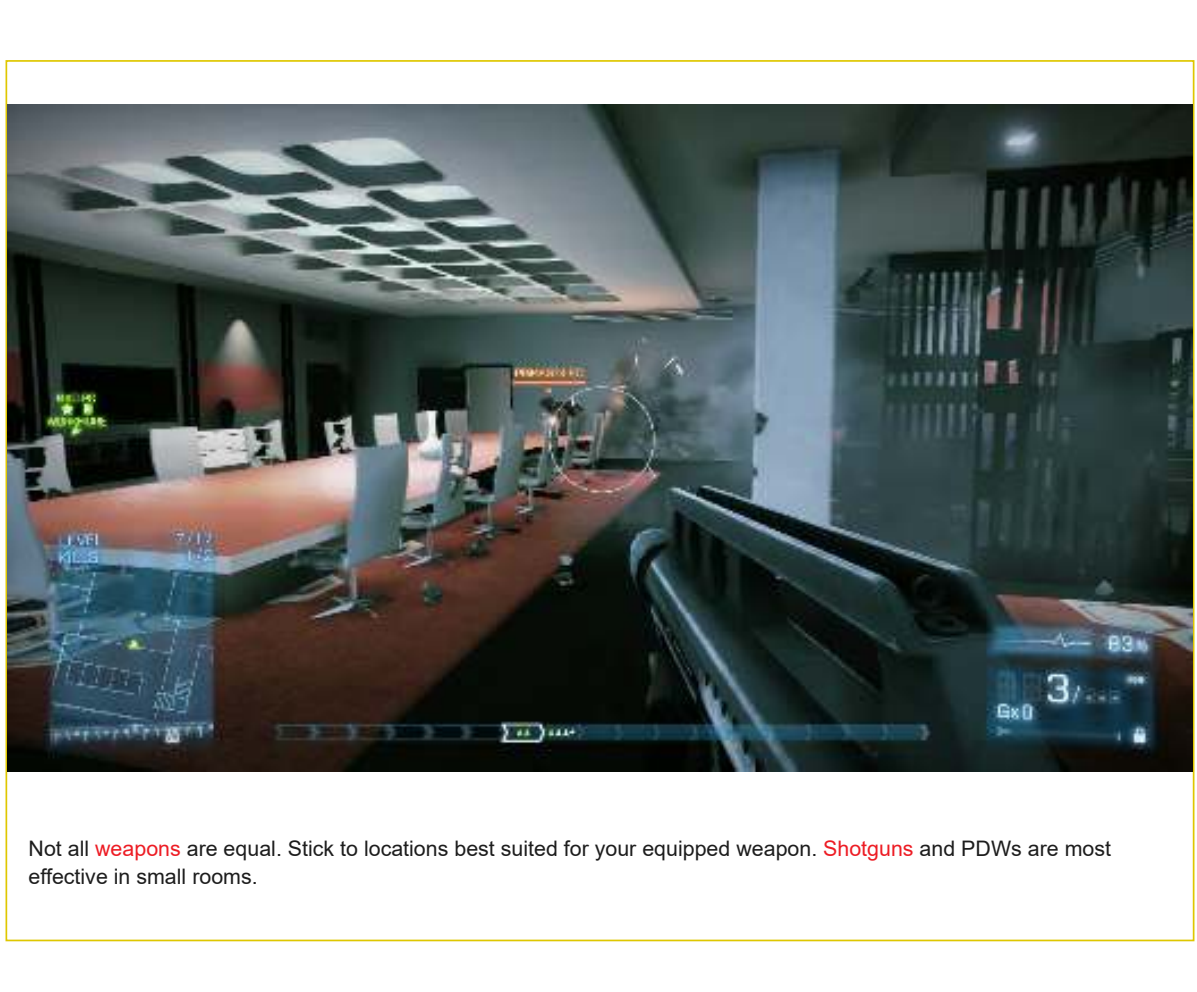


As with all Conquest matches, expect heavy traffic around each of the map's three flags. Once a flag is captured, don't forget to defend it.

As in classic Conquest matches, both teams have a limited number of reinforcements known as tickets. The ticket count for both teams appears just above the minimap—the team who runs out of tickets first loses the match. You can drain the enemy ticket count by holding more than half of the control points on the map. Since there are just three control points on each map, you need only hold two flags to initiate a ticket drain. So capture two flags early on and stay put, forcing the enemy to attack your defended positions. Leaving a flag undefended guarantees a prompt capture by the opposing team.

Assigning each squad on your team a flag is a good way to ensure all control points are covered. Throughout the duration of the match, each squad focuses on attacking and defending their assigned flag. Without a solid gameplan or any defensive efforts, these matches become a whack-a-mole-like footrace as each player runs from one enemy-held flag to the next.

Gun Master



Not all weapons are equal. Stick to locations best suited for your equipped weapon. Shotguns and PDWs are most effective in small rooms.

Max players: 16

Gun Master is completely new to Battlefield 3, requiring you, your teammates, and opponents to progress through 17 levels of weapons. At each level you're assigned a single firearm and a knife. You must score two kills with the assigned firearm before progressing to the next level, where you're assigned a new weapon. Knife kills do not count toward the two-kill total, but they result in demoting your victim. So if an opponent is progressing too quickly, kill them with a knife to knock them back one kill.

Every player begins at Level 1, equipped with an MP443 pistol and a knife. But as the match progresses and some players score more kills than others, the dynamic of each engagement differs, often giving players with one particular weapon a significant advantage over their opponents. For example, the first player to reach Level 4 gains a PP-19 fully automatic PDW. This gives them a leg up on the competition still running around with pistols. But higher-level weapons aren't always better. The PNG-90 sniper rifle, equipped at Level 15, is one of the most difficult weapons to master given the cramped spaces of each map. At Level 17 you're equipped with only a knife and must score a single kill to win the match.

Playing Gun Master is a great way to become familiar with the new weapons you haven't unlocked yet, like the ACW-R carbine.

During Gun Master matches, players are divided into two teams. While you can utilize teamwork to hunt down opponents, all spawning is random, often placing you in a remote area of the map. You cannot spawn on teammates. So take some time moving in the direction of your teammates, appearing as green ID tags on the HUD. While it's possible to succeed on your own, if you come across a group of players working together, you'll have a tough time surviving the engagement. You're better off moving around the map with one or two buddies. Before rushing into a Gun Master match, review the weapons equipped at each level. Adjust your tactics at each acquired level to take advantage of the assigned weapon's strengths.

Level 1: MP443

- Ammo: 9 x 19 mm Parabellum
- Magazine Capacity: 18
- Fire Mode: Single shot
- Rate of Fire: Semi-auto
- Range: Short
- Optic Attachment: None
- Primary Attachment: None
- Secondary Attachment: None

Chambered in 9 mm, the MP443 lacks stopping power. So be prepared to rapidly fire multiple rounds at your opponents to produce lethal results. Fortunately, the pistol sports a generous 18-round magazine, allowing you to fire continuously with minimal reloads. The MP443 is also surprisingly accurate when firing from the hip at close range. But for any targets beyond 15 meters, always aim through the weapon's iron sights. Get your two kills with this weapon as quickly as possible, because you'll be outclassed once your opponents progress to the 93R and PDWs.

Level 2: 93R

- Ammo: 9 x 19 mm Parabellum
- Magazine Capacity: 20
- Fire Mode: Three-round burst
- Rate of Fire: 900 rpm
- Range: Short
- Optic Attachment: None
- Primary Attachment: None
- Secondary Attachment: None

This is a variant of the M9 pistol modified to fire a three-round burst. The high rate of fire gives the 93R a significant advantage over the MP443, particularly when engaging opponents at close range. However, at intermediate to long range, the pistol is difficult to keep on target due to muzzle climb. Consider aiming low, allowing the recoil to rake bullets across your target vertically as you fire. But the 93R is best deployed at close range, where its rate of fire greatly outperforms the MP443 and .44 Magnum. Just be sure to reload often. The 93R's 20-round magazine empties fast.

Level 3: .44 Magnum

- Ammo: .44 Magnum
- Magazine Capacity: 6
- Fire Mode: Single-shot
- Rate of Fire: Semi-auto
- Range: Short
- Optic Attachment: None
- Primary Attachment: None
- Secondary Attachment: None

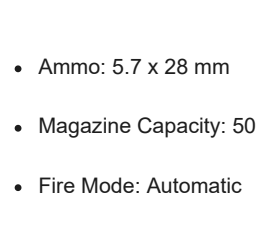
Compared to the MP443 and 93R, the .44 Magnum is a high-powered precision weapon capable of taking down opponents with one or two hits. Think of it as a handheld sniper rifle. But to novice shooters, scoring hits with the .44 Magnum can be a frustrating experience. First off, never fire this gun from the hip. Always aim through the iron sights, even when engaging opponents at close range. Due to the revolver's low rate of fire and limited six-round cylinder, take careful aim and make each shot count. For best results, aim for center mass, hitting your target in the torso with two quick shots. If you're feeling lucky, aim for the opponent's head for an instant kill. Target enemies at intermediate to long range and avoid firefights at close range where the .44 Magnum's low rate of fire and reload speed becomes a serious liability.

Level 4: PP-19

- Ammo: 9 x 18 mm Makarov
- Magazine Capacity: 55
- Fire Mode: Automatic
- Rate of Fire: 900 rpm
- Range: Short
- Optic Attachment: None
- Primary Attachment: None
- Secondary Attachment: Suppressor

Sporting a massive 55-round magazine and a blistering rate of fire, the PP-19 gives any shooter a serious advantage over opponents stuck with the first three pistols. This PP-19 is also equipped with a suppressor, significantly reducing muzzle climb. But the suppressor also reduces the weapon's range and accuracy when firing from the hip. So always use the weapon's iron sights when engaging opponents beyond 15 to 20 meters. At close range, feel free to fire from the hip while holding down the trigger. The PP-19's suppressor also eliminates muzzle flash, making it easy to stay hidden from opponents, particularly if camping near a choke point.

Level 5: P90



- Ammo: 5.7 x 28 mm
- Magazine Capacity: 50
- Fire Mode: Automatic
- Rate of Fire: 900 rpm
- Range: Short
- Optic Attachment: Reflex (RDS)
- Primary Attachment: None
- Secondary Attachment: None

The P90 functions similar to the PP-19, equipped with a large 50-round magazine. But this PDR is equipped with a Reflex (RDS) sight, making it easier to engage enemies at close and intermediate ranges. Even while firing prolonged automatic bursts, the P90 exhibits minimal recoil. So don't be afraid to lay down a generous burst of automatic fire to bring down each opponent. Chances are your opponent will drop long before you run out of ammo. Despite the addition of the Reflex (RDS) sight, this is still a close-quarter weapon, so avoid wide-open spaces where opponents with long-range rifles can gain the upper hand. Instead, try to ambush opponents in small rooms and cramped corridors.

Level 6: SPAS-12

- Ammo: 12 gauge
- Magazine Capacity: 5
- Fire Mode: Single-shot
- Rate of Fire: Pump-action
- Range: Short
- Optic Attachment: None
- Primary Attachment: None
- Secondary Attachment: None

The SPAS-12 has a lot in common with the 870MCS. Both are extremely lethal pump-action shotguns capable of dropping opponents with a single hit. However, the damage of the SPAS-12 drops off significantly over range, making it most effective during point-blank engagements. The SPAS-12 must be reloaded one shell at a time. To avoid lengthy reload times, make a habit of reloading the weapon after each shot. Also, stick to areas of the map where you can ensure close-range encounters. Stairways, corridors, and doorways are great places to ambush your opponents, practically guaranteeing you a one-shot kill.

Level 7: MK3A1

- Ammo: 12 gauge
- Magazine Capacity: 6
- Fire Mode: Automatic
- Rate of Fire: 255 rpm
- Range: Short
- Optic Attachment: None
- Primary Attachment: None
- Secondary Attachment: 12G Frag

Also known affectionately as the Jackhammer, this fully automatic shotgun's bark is often worse than its bite. Loaded with 12G frag rounds, the MK3A1 is great for suppression but lacks the stopping power to put down opponents quickly. Don't be surprised if you have to unload an entire magazine of frag rounds into an opponent before they fall. The weapon is extremely loud, too, leaving little mystery to the shooter's whereabouts. Like any shotgun, this bad boy is best deployed at close range while holding down the trigger. But the shotgun's box magazine holds only eight rounds, so make each shot count. You don't want to get caught reloading during a close-quarter duel.

Level 8: ACW-R

- Ammo: 5.56 x 45 mm NATO
- Magazine Capacity: 30
- Fire Mode: Automatic
- Rate of Fire: 850 rpm
- Range: Long
- Optic Attachment: Reflex (RDS)
- Primary Attachment: None
- Secondary Attachment: Laser sight

Graduating to the ACW-R assault rifle finally gives you some long-range capability. Consider stalking opponents in wide-open spaces or channeling fire down long corridors. The Reflex (RDS) optical sight allows for quick and easy target acquisition at any range. But in close quarters, you're sometimes better off firing from the hip, taking advantage of the improved accuracy offered by the laser sight attachment. However, when engaging enemies at intermediate to long range, consider switching the laser sight off. It merely gives away your position and provides no accuracy bonus while aiming through the Reflex (RDS) optical sight.

Level 9: MTAR-21

- Ammo: 5.56 x 45 mm NATO
- Magazine Capacity: 30
- Fire Mode: Automatic
- Rate of Fire: 900 rpm
- Range: Long
- Optic Attachment: Holographic (HOLO)
- Primary Attachment: Foregrip
- Secondary Attachment: Laser sight

The bullpup configuration of the MTAR-21 carbine makes it ideal for close-quarter engagements. Combining the maneuverability of a PDW with the stopping power of an assault rifle, the MTAR-21 is one of the most balanced weapons in this game mode. The Holographic (HOLO) optical sight is great for engaging targets at any range. The combination of the foregrip and laser sight attachments also makes this a particularly accurate weapon when fired from the hip.

Level 10: AUG A3

- Ammo: 5.56 x 45 mm NATO
- Magazine Capacity: 30
- Fire Mode: Automatic
- Rate of Fire: 700 rpm
- Range: Long
- Optic Attachment: Reflex (RDS)
- Primary Attachment: Foregrip
- Secondary Attachment: Laser sight

Like the MTAR-21, the AUG A3 benefits from a bullpup design, making it ideal for maneuvering in tight spaces. The weapon comes equipped with a laser sight, ideal for shooting from the hip at nearby enemies. But when engaging opponents beyond 15 meters, always aim and engage your target while peering through the Reflex (RDS) optical sight. Like most weapons, the AUG A3 is much more accurate and stable while aiming through the attached sight. This helps offset recoil, allowing you to keep the weapon on target, even during automatic bursts.

Level 11: SCAR-L

- Ammo: 5.56 x 45 mm NATO
- Magazine Capacity: 30
- Fire Mode: Automatic
- Rate of Fire: 620 rpm
- Range: Long
- Optic Attachment: Holographic (HOLO)
- Primary Attachment: Foregrip
- Secondary Attachment: Laser sight

The SCAR-L performs similarly to the MTAR-21 and AUG A3, so don't expect a major change in tactics while issued this weapon. This is a hard-hitting carbine capable of accurately neutralizing opponents at short and intermediate ranges. While the carbine exhibits significant recoil when fired in long automatic bursts, the foregrip attachment helps improve stability, particularly when firing from the hip. But limit yourself to short bursts when engaging targets beyond 20 meters and aim through the Holographic (HOLO) optical sight for improved accuracy.

Level 12: LSAT

- Ammo: 5.56 x 45 mm NATO
- Magazine Capacity: 100
- Fire Mode: Automatic
- Rate of Fire: 650 rpm
- Range: Medium
- Optic Attachment: M145 (3.4x)
- Primary Attachment: Foregrip
- Secondary Attachment: Laser sight

This cumbersome belt-fed light machine gun can be difficult to maneuver in close quarters, so stay close to teammates and consider providing suppressive fire. The LSAT has a large 100-round box magazine, allowing for prolonged automatic bursts, ideal for pinning opponents while your teammates flank. It takes approximately six seconds to fully load a fresh magazine in this weapon, so make sure you find a safe location before reloading. The scope and laser sight attachments give the LSAT both intermediate and short-range capability. Keep the laser sight on while moving around corners and through other tight spaces. The accuracy bonus the laser sight affords helps offset the weapon's wild recoil when firing from the hip.

Level 13: L86A2

- Ammo: 5.56 x 45 mm NATO
- Magazine Capacity: 45
- Fire Mode: Automatic
- Rate of Fire: 750 rpm
- Range: Medium
- Optic Attachment: ACOG (4x)
- Primary Attachment: Foregrip
- Secondary Attachment: Heavy barrel

The L86A2 is a light machine gun that functions similar to an assault rifle. The bullpup configuration makes it relatively maneuverable, and the box magazine is much faster to reload than its bigger belt-fed cousins. This makes it much easier to operate in tight quarters than the LSAT. But the weapon still exhibits rather harsh recoil, so go easy on the trigger and aim through the scope to increase stability and accuracy. The foregrip attachment helps decrease muzzle drift, making it relatively accurate when shooting from the hip at nearby opponents. But the heavy barrel attachment makes the weapon most accurate when aimed through the scope.

Level 14: M417

Ammo: 7.62 x 51 mm NATO

- Magazine Capacity: 20
- Fire Mode: Single-shot
- Rate of Fire: Semi-auto
- Range: Very long
- Optic Attachment: ACOG (4x)
- Primary Attachment: Foregrip
- Secondary Attachment: Flash suppressor

Don't confuse this weapon with the M416 assault rifle. Although they have similar names and design characteristics, the M417 is a semiautomatic rifle, firing one round per trigger pull. The loss of automatic functionality calls for a change-up in tactics. Instead of engaging opponents at close range, leverage the rifle's accuracy and stopping power by sticking to open areas or long corridors. The M417 has impressive stopping power, usually dropping opponents with only two or three shots. The flash suppressor muzzle attachment is also a nice addition, helping you remain hidden.

Level 15: JNG-90

- Ammo: 7.62 x 51 mm NATO
- Magazine Capacity: 10
- Fire Mode: Single-shot
- Rate of Fire: Bolt-action
- Range: Very Long
- Optic Attachment: ACOG (4x)
- Primary Attachment: Straight pull bolt
- Secondary Attachment: Laser sight

The JNG-90 is a slow-firing bolt-action sniper rifle with amazing stopping power. But finding a place to accurately deploy this weapon can be tricky. Instead of racing around the map looking for victims, find a relatively safe place and wait for opponents to come to you. Scout out elevated sniper perches or simply take aim down a long, high-traffic corridor. Always aim through the scope before firing and try to score a headshot if possible. The straight pull bolt attachment allows you to chamber a new round while still peering through the scope. But if your target survives the first hit, be ready to move. If you stand still while trying to chamber a new round, you probably won't live long enough to fire a second bullet.

Level 16: M320 LVG

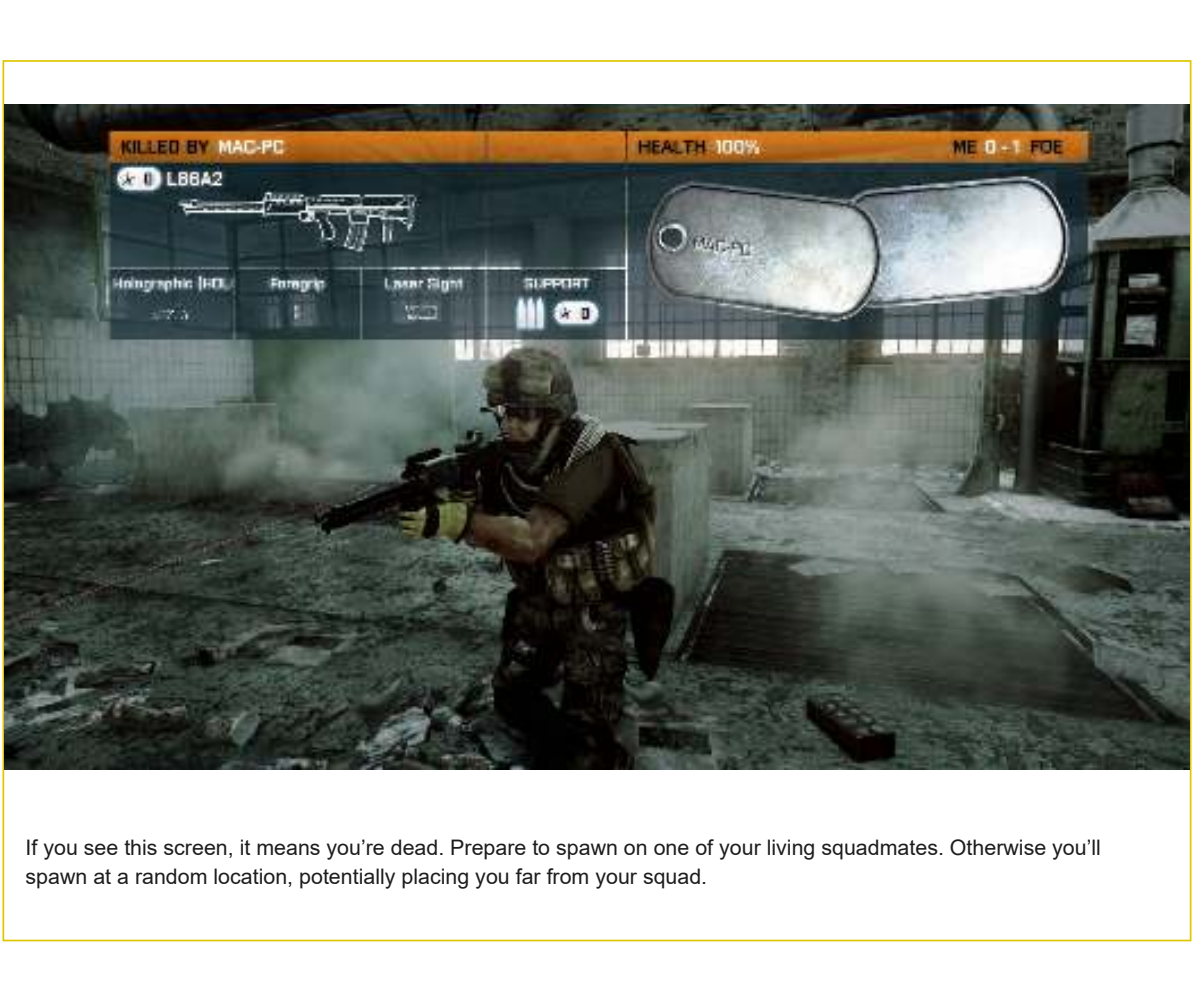
- Ammo: 40mm LVG
- Magazine Capacity: 1
- Fire Mode: Single-shot
- Rate of Fire: N/A
- Range: Short
- Optic Attachment: None
- Primary Attachment: None
- Secondary Attachment: None

Unlike traditional high-explosive rounds that explode upon impact, this M320 grenade launcher fires fuse-delayed LVG rounds that detonate approximately 3 to 4 seconds after being fired. This allows you to bounce grenades off of surfaces or around corners, ideal for engaging enemies without exposing yourself to incoming fire. On the downside, the fuse delay gives opponents plenty of time to run away before the grenade detonates. Focus your fire on small rooms and choke points where opponents have a tough time maneuvering. Fortunately, you need only one kill with this weapon to advance to the final level.

Level 17: Knife

Now comes the final challenge: hunting down armed opponents while armed with only a knife. Don't stay in one spot and wait for enemies to come to you. Instead, actively hunt down your opponents to win the match. Sprint through the map and search for prey, preferably while their back is turned to you. If possible, stalk enemies equipped with the slow-firing JNG-90 or M320 LVG. Even if they see you, they'll have a hard time engaging you at close range. And remember, it takes one knife strike to kill an opponent from behind. But it will take at least two swipes to kill an enemy from the front. So be prepared to follow up with a second strike if the second doesn't do the job. Most importantly, stay on the move and watch your back. If you get stabbed, you'll drop down a level. Or if you're stabbed by an enemy who is also at Level 17, the match will end with a loss for your team.

Squad Deathmatch

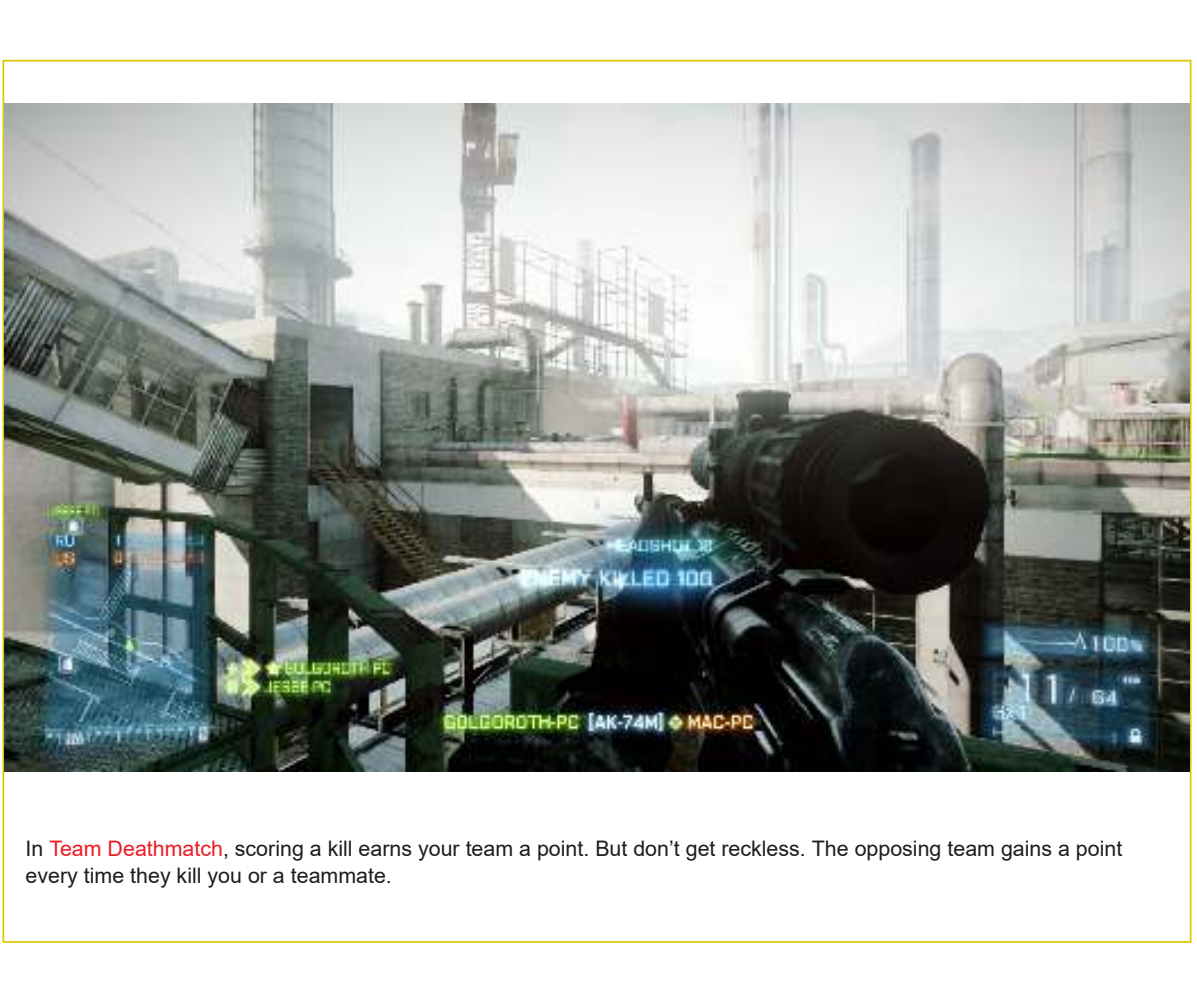


If you see this screen, it means you're dead. Prepare to spawn on one of your living squadmates. Otherwise you'll spawn at a random location, potentially placing you far from your squad.

Max Players: 16

In this mode, there are four four-player squads, each representing a different team: A, B, C, and D. The team that scores 50 kills first wins—the score is listed on the left side of the screen above the minimap. Unlike the Squad Deathmatch modes found in Battlefield 3 or Back to Karkand, there are no IFV vehicles available on these maps. But given the small layout of each map, there is never a dull moment. This is a very fast-paced game mode best played with good squadmates you can rely on to watch your back. Use squad spawning to stay together and stay alive!

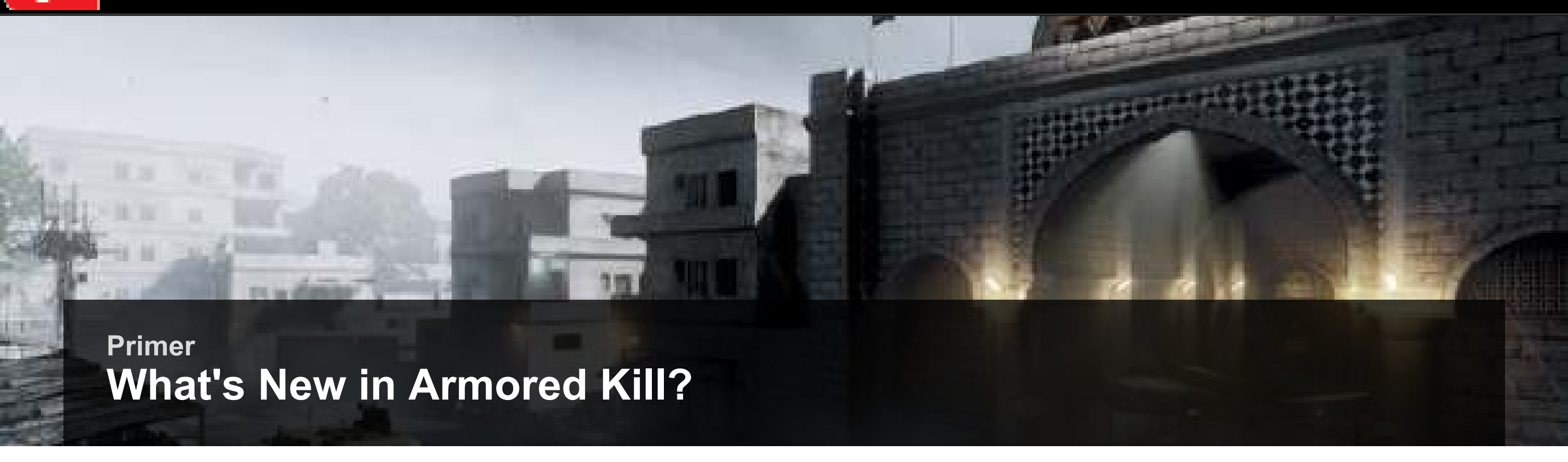
Team Deathmatch



In Team Deathmatch, scoring a kill earns your team a point. But don't get reckless. The opposing team gains a point every time they kill you or a teammate.

Max Players: 16

Team Deathmatch is a no-holds-barred infantry-only battle in a confined area. The two teams struggle to score the most kills to win the match. Each kill is counted, so take down your enemies to increase your team's score, represented by the numbers and status bars above the minimap. It's your choice whether to stick with your team or to go on a solo hunt. But be warned, the tempo is high and enemies can pop up from behind almost any corner. Monitor the scoring status bars to see how the fight is going, and make tactical adjustments as necessary. For example, if both teams are close to scoring the points necessary for a win, play it safe to avoid giving the enemy team the kills they need.



Primer

What's New in Armored Kill?

The Battlefield 3: Armored Kill expansion pack emphasizes vehicle combat across vast and varied landscapes. Specifically, the focus is on tank battles, requiring players to brush up on their armor tactics. With the addition of four new maps, six new vehicles, and several new assignments, there's plenty here to sink your teeth into. Here's a quick summary of what you can expect from some of the new features.

New Maps

01-001 The four new maps are one of the most exciting additions to Armored Kill, each supporting six unique game modes, including the new Tank Superiority mode. These new maps are huge, harkening back to the massive tank battles on classic maps like El Alamein, Kubra Dam, and Dragon Valley. With so much terrain to cover, vehicles play a vital role when it come to moving your troops around the battlefield and securing objectives. You don't want to be stuck on foot in the no-man's land of these sprawling landscapes, so always look for a vehicle or hitch a ride from a teammate.

Tank Superiority Mode

01-002 The Tank Superiority game mode is a variant of Conquest, but there's only one flag in the center of the map. In that sense, it plays much like the Air Superiority mode from Battlefield 1943. However, instead of racing around the map in airplanes, each team only has access to tanks and the new tank destroyers. Each team's base spawns two tanks and six tank destroyers, putting a maximum of 16 vehicles on the map, all fighting for control of one flag. Spawn times for vehicles have been reduced to two seconds each, making sure there are plenty of armored vehicles to go around. As in Conquest, the team that controls the flag initiates a drain on the opposing team's ticket count. But even when controlled, the flag does not act as a spawn point—you can only spawn at your team's base. When one team's ticket count reaches zero, the match is over and the team with the most tickets is declared the winner. While tank combat is the focus of Tank Superiority, players aren't limited to driving around in vehicles. Each soldier class has access to the full range of weapons and gadgets supplied by their customized troop kit. In these battles engineers are the most practical class, given their ability to destroy and repair vehicles. However, recon soldiers can also make their presence felt by deploying SOFLAMs and laser-designating enemy vehicles for Javelins and other laser-guided munitions. MAVs can also come in handy for spotting enemy vehicles. Without the support of infantry, winning a round of Tank Superiority can be tough. So even if there are no vehicles available at your base, you can still play an important role in securing a victory when deploying with the appropriate gear.

Tank Destroyers

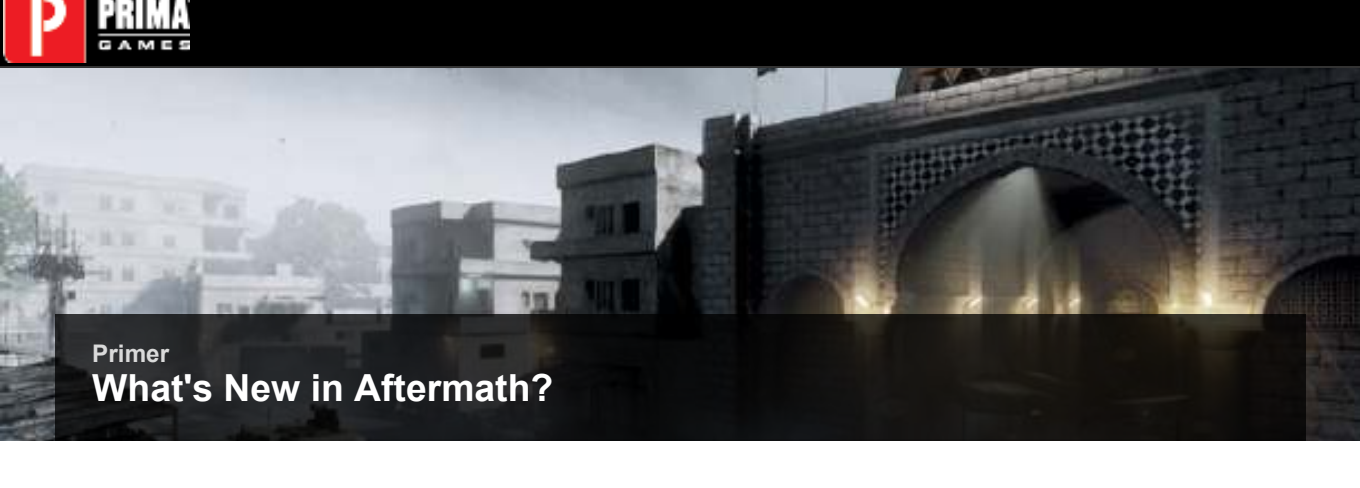
01-003 The new tank destroyers are essentially infantry fighting vehicles (IFVs) fitted with large tank cannons. Although faster and more maneuverable than tanks, the tank destroyers lack the thick armor of their bigger, badder counterparts. As a result, it's important to keep a defensive mind-set when driving one of these vehicles, particularly when facing off against enemy tanks—always keep the tank destroyer's thick front armor facing your target. In addition to dishing out some serious anti-tank firepower, tank destroyers can also serve as troop transports. Unlike the IFVs, in tank destroyers the passenger positions are not fitted with weapons. Still, hitching a ride in one of these armored vehicles is always preferable to hiking across a dangerous battlefield.

Mobile Artillery

01-004 The new M142 and BM-23 mobile artillery units launch volleys of high-explosive rockets over great distances, giving each team the ability to bombard targets from across the map. Each vehicle is capable of launching up to six rockets in quick succession. From the gunner position, use the ladder-like reticle to adjust your aim, moving the rocket tubes both vertically and horizontally. When making vertical adjustments, the higher the pitch of the rocket tubes, the farther the rockets will travel. The rockets are by no means precision weapons and greatly benefit from the assistance of a forward spotter, helping you adjust your aim. If your rockets are falling short of the target, increase the pitch of the rocket tubes. Likewise, if the rockets are overshooting the target, reduce the pitch of the rocket tubes. When fired at great distances, the rockets impact beyond your visual range. So if you don't have the feedback of a forward spotter, you're firing blind. After firing six rockets, the vehicle automatically begins the long reload process. During this time the vehicle is completely defenseless unless fitted with one of the unlockable weapon upgrades. At close range mobile artillery units are vulnerable to attacks by infantry, tanks, and aircraft. So keep these units back from the front lines where they're less likely to be harassed by enemies.

Gunship

The gunship is a new gameplay concept introduced by Armored Kill, rewarding one team with a powerful airborne weapons platform. In Conquest matches there is one control point on each of the new maps that spawns a gunship. Once captured, the control point grants the controlling team access to the gunship. During Rush matches, the attacking US team always has access to a gunship. Unlike in other aircraft, there is no pilot position in the gunship. Instead, the aircraft orbits around the map on its own with two crew positions accessible from the Spawn screen. Each gunner position is equipped with a port-mounted cannon as well as a top-mounted anti-aircraft turret. The 25mm cannon is capable of rapid fire, spitting out up to 30 rounds of high-explosive rounds in quick succession before entering a short reload phase. The 105mm cannon is essentially a tank gun mounted on the side of the aircraft. This heavy weapon fires one armor-piercing shell at a time, capable of disabling most ground vehicles with a single hit. In addition to serving as an awesome ground-attack aircraft, the gunship is also a mobile spawn point, dropping troops over the battlefield along its circular flight path.



Primer

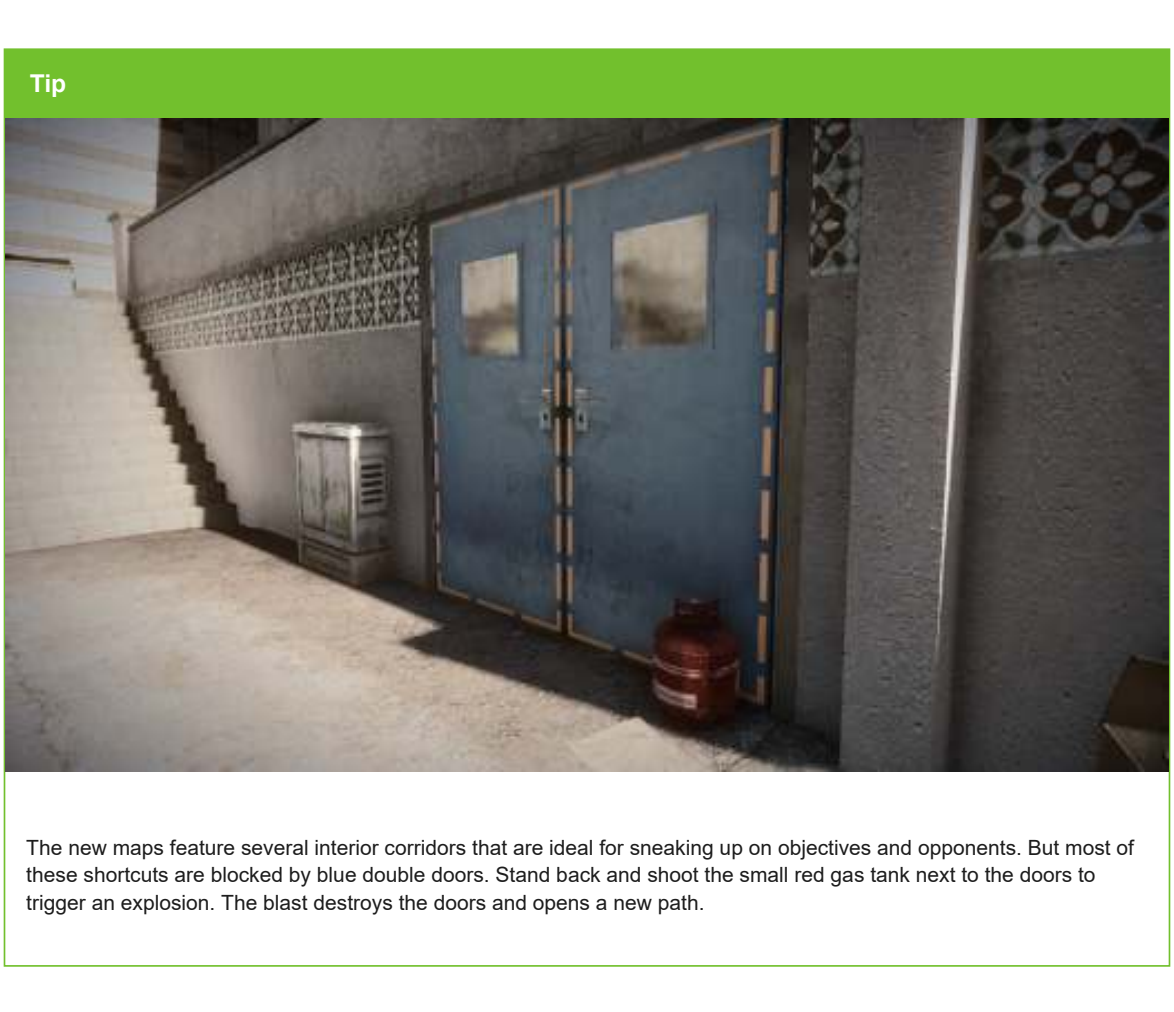
What's New in Aftermath?

The Battlefield 3: Aftermath expansion pack takes place immediately following the devastating earthquake featured at the end of Operation Swordbreaker in the single-player campaign. Fighting amongst the devastation in this urban combat setting tests players in new ways, and offers plenty of opportunity for vertical gameplay. Damaged buildings create slopes to climb and cracked streets become trenches to take cover in. The earthquake has also damaged vehicles and weapons for both fighting forces, which has inspired a number of unique features in the expansion pack and changes how the game looks, feels, and plays.

New Maps

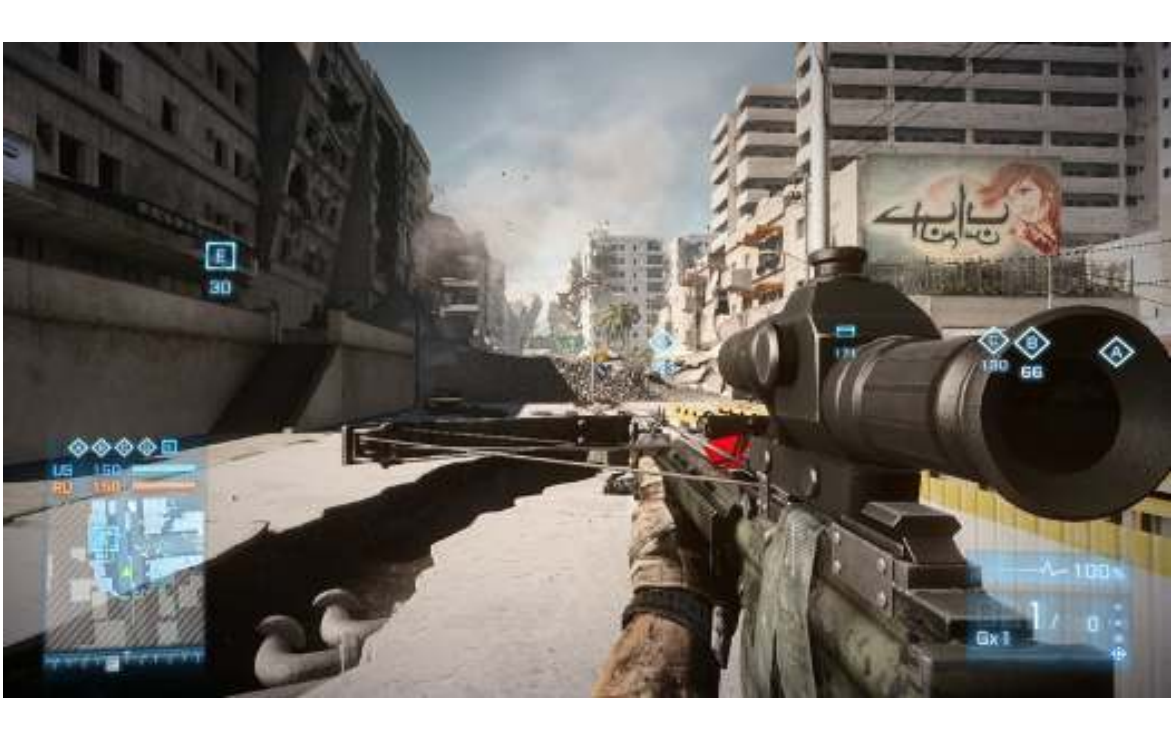
Like Back to Karkand, the four new maps in Aftermath emphasize combat in urban environments—but with a unique twist. The earthquake has completely devastated these once densely populated city centers, leaving crumbled buildings and rippled streets. So in addition to fighting pitched battles in a dangerous urban settings, soldiers must also adapt to the challenging, rubble-filled terrain before them. And in the case of the Epicenter map, the seismic activity hasn't subsided, resulting in unsettling aftershocks—engaging opponents while the ground is shaking adds an entirely new intensity to the Battlefield experience. Each new map and its supported game modes are covered in extreme detail within the Multiplayer Maps chapter.

Tip



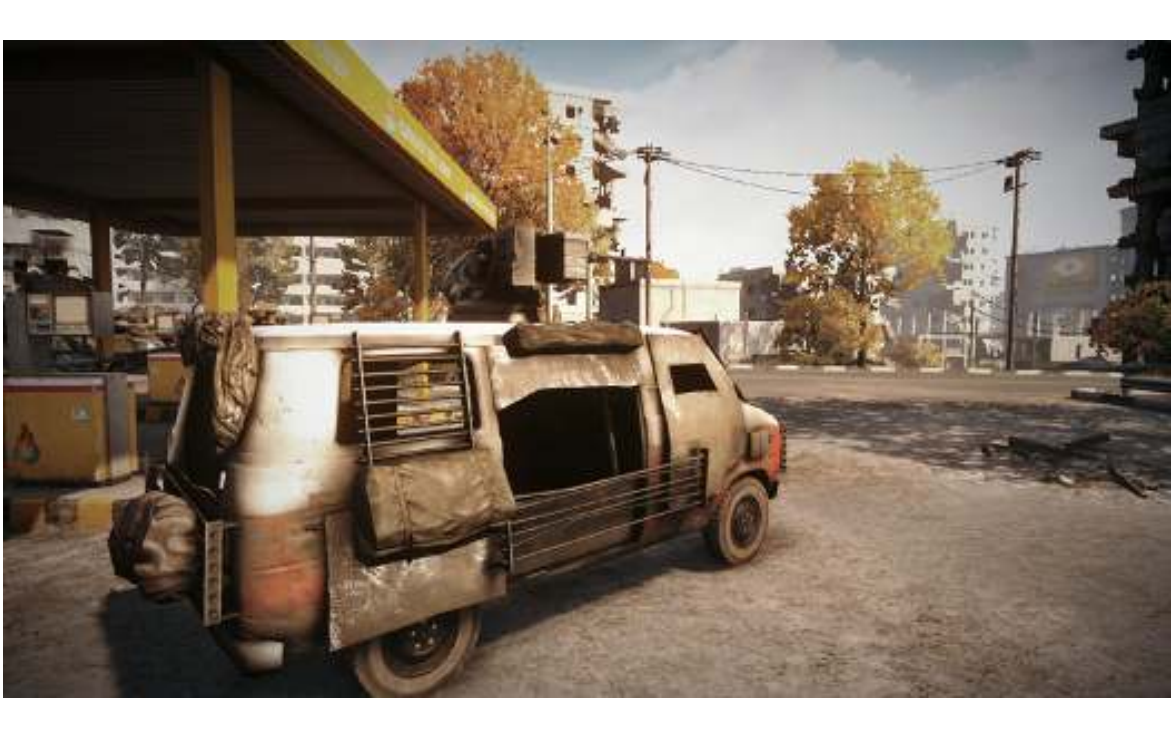
The new maps feature several interior corridors that are ideal for sneaking up on objectives and opponents. But most of these shortcuts are blocked by blue double doors. Stand back and shoot the small red gas tank next to the doors to trigger an explosion. The blast destroys the doors and opens a new path.

Crossbow (AKA Xbow)



This improvised weapon, cleverly fashioned from an M4 carbine and other scavenged parts, is by far one of the most exciting features in Aftermath. With it, you can silently eliminate opponents with a variety of unique bolts. Despite their lethal capabilities, the new Xbow and Xbow Scoped are classified as gadgets and do not occupy your soldier's primary or sidearm weapon slot. While this expands your offensive options, it also means leaving behind gadgets like the medic kit and ammo box. But the power and versatility offered by these silent, single-shot weapons is a worthwhile trade-off once you get the hang of slinging bolts at unsuspecting opponents. For more information on the Xbow, Xbow Scoped, and the bolts they use, flip ahead to the Weapons and Vehicles chapter.

Modified Light Vehicles



Due to interrupted supply lines that are a result of the earthquake, engineers on both sides of the conflict have been forced to improvise. They have utilized scrap metal and other materials to modify existing vehicles for combat. Such ingenuity has led to the creation of the Rhino, Phoenix, and Barsuk. The Rhino is a civilian van equipped with extra armor and a heavy machine gun turret mounted on the roof, which makes it a formidable battle wagon and troop transport. The existing HMMWV and Vodnik have also been modified to create the Phoenix and Barsuk. These two customized light vehicles are equipped with heavy machine guns as well as devastating fully-automatic grenade launchers. The earthquake-ravaged environments aren't easy to traverse in a vehicle, so be mindful of damaged streets, sinkholes, and debris while racing through each map. Also, don't let the makeshift barricades found in many neighborhoods stop you—vehicles can crash or blast their way through these flimsy obstacles.

Scavenger

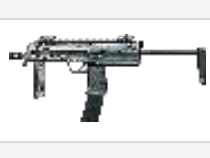
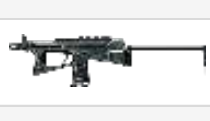
Aftermath also introduces a new game mode called Scavenger. Players experience the mad scramble for weaponry immediately following the earthquake. This infantry-only mode plays like a miniature version of Conquest, with five flags on each map serving as control points. As in Conquest, the goal in Scavenger mode is to capture and hold a majority of the flags (three or more) to initiate a drain on the opposing team's ticket count. The team whose ticket count is reduced to zero loses the match. But in addition to capturing and defending flags, all players face a unique challenge: At the start of each Scavenger match, all players are equipped with only a pistol and a grenade. The pistol is the only piece of equipment you can choose for your soldier during this mode—you can select any pistol you've already unlocked. All troop kit-based gadgets are unavailable, essentially making all classes equal. In addition to selecting your pistol you can also choose one soldier specialization, which functions normally. However, in this mode, the Ammo specialization does not give you more ammo when you spawn in. Instead, the Ammo specialization will grant you more ammo when interacting with the map's ammo crate. We'll reveal more on this later.

Weapons

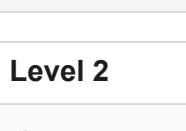
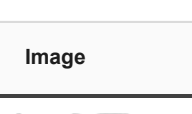
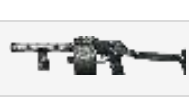
Fortunately, players don't have to fight these battles with just pistols and grenades. Primary weapons are scattered across each map in predetermined locations called weapon spawners. There are three different levels of weapon spawners and each one produces a different type of weapon. Level 1 weapon spawners are the most common; they produce fast-firing, close-range PDWs. PDWs are a step up from the pistol you begin the match with, but you'll probably want to find something with a bit more range and damage output. The level 2 weapon spawners produce sniper rifles and shotguns, adding more lethality to your arsenal. But for the greatest versatility, seek out level 3 weapon spawners to gain access to carbines, assault rifles, and light machine guns. Level 3 weapon spawners are the most rare and usually are located in high-traffic areas of the map, often near flags. So before rushing toward one of these weapon spawners, make sure the surrounding area is clear of threats—it's not uncommon for opponents to camp these spots. To pick up a weapon produced by a weapon spawner, stand next to it and press the button/key shown on-screen. (This is just like picking-up a kit dropped by fallen players in other modes.) If you're quick, you can grab these weapons while on the move.

Scavenger Mode Weapons

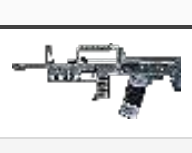
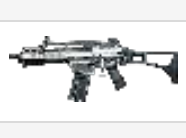
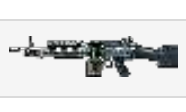
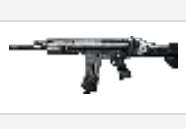
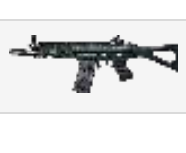
Level 1

Image	Weapon	Ammo	Optic Attachment	Primary Attachment	Secondary Attachment
	AS VAL	42	—	—	—
	M5K	42	—	—	—
	MP7	42	—	—	—
	P90	51	—	—	—
	PDW-R	42	—	—	—
	PP-19	55	—	—	—
	PP-2000	42	—	—	—
	UMP-45	52	—	—	—

Level 2

Image	Weapon	Ammo	Optic Attachment	Primary Attachment	Secondary Attachment
	870MCS	15	Reflex (RDS)	—	Laser Sight
	DAO-12	16	KOBRA (RDS)	—	Laser Sight
	M1014	15	Holographic (HOLO)	—	Laser Sight
	M98B	12	ACOG (4x)	Straight Pull Bolt	Laser Sight
	MK11 MOD 0	12	Reflex (RDS)	Foregrip	Suppressor
	MKA3A1	16	Reflex (RDS)	—	Laser Sight
	SPAS-12	15	Reflex (RDS)	—	Laser Sight
	SVD	22	ACOG (4x)	Foregrip	Laser Sight
	Xbow	10	KOBRA (RDS)	—	—
	Xbow Scoped	10	PKS-07 (7x)	—	—

Level 3

Image	Weapon	Ammo	Optic Attachment	Primary Attachment	Secondary Attachment
	A-91	62	KOBRA (RDS)	Foregrip	Laser Sight
	ACW-R	54	Reflex (RDS)	Foregrip	Laser Sight
	AK-74M	62	KOBRA (RDS)	Foregrip	Heavy Barrel
	AKS-74u	62	KOBRA (RDS)	Foregrip	Laser Sight
	G36C	62	Holographic (HOLO)	Foregrip	Heavy Barrel
	G3A3	42	ACOG (4x)	Foregrip	Heavy Barrel
	G53	62	Reflex (RDS)	Suppressor	Heavy Barrel
	M249	100	ACOG (4x)	Bipod	Laser Sight
	MTAR-21	62	Reflex (RDS)	Foregrip	Laser Sight
	PKP PECHENEG	100	KOBRA (RDS)	Bipod	Laser Sight
	QBZ-95B	62	Holographic (HOLO)	Foregrip	Laser Sight
	SCAR-H	42	Reflex (RDS)	Foregrip	Laser Sight
	SCAR-L	62	Holographic (HOLO)	Foregrip	Laser Sight
	SG553	62	Holographic (HOLO)	Foregrip	Heavy Barrel

Note

The weapon spawners generate weapons randomly, in no particular order. It's entirely possible for certain weapons to never make an appearance during a match. So instead of waiting for a specific weapon to appear, make the most of the weapons provided.

Ammo Crates

Even after you pick up a primary weapon, you usually have no more than two magazines. Given the scarcity of ammo, you'll need to pick up new weapons often. However, if you really like the weapon you currently have, there is one way to replenish your ammo. There is only one ammo crate on each map, and it's usually positioned in a dangerous high-traffic area. These crates are sometimes difficult to find because they do not appear on the minimap—but you can find them on our Scavenger mode maps in this guide. So once you learn the location of the ammo crate, memorize it and return often to keep your hungry weapon well fed. Like level 3 weapon spawners, ammo crates draw plenty of attention, so be aware of campers posted nearby. To interact with an ammo crate, simply stand in front of it to stock up on fresh magazines. Ammo crates also supply you with grenades—you can carry only one grenade unless you have chosen the Grenades specialization.

Tip

In Scavenger matches, coordinate with your squad to become an unstoppable hoard. Any stray enemies are not likely to have the firepower or foresight to stop your squad from encroaching upon them. There are no explosives to stop your squad, aside from the few grenades that opponents possess when they first spawn. Avoid picking up weapons when moving with your squad, unless it is needed. Doing so puts your squad at disadvantage, because your squad mates will not be able to pick up the weapon you just took.

Gun Master

Originally introduced in Close Quarters, Gun Master makes a return in Aftermath. This mode requires you, your teammates, and opponents to progress through several levels of weapons. At each level you're assigned a single firearm and a knife. You must score two kills with the assigned firearm before progressing to the next level, where you're assigned a new weapon. Knife kills do not count toward the two-kill total, but they result in demoting your victim. So if an opponent is progressing too quickly, kill them with a knife to knock them back a level. In the standard variant of this mode, every player begins at level one, equipped with a MP443 pistol and a knife. But as the match progresses and some players score more kills than others, the dynamic of each engagement differs, often giving players with a particular weapon a significant advantage over their opponents. For example, the first player to reach level four gains a PP-19 fully automatic PDW. This gives them a leg up on the competition still running around with pistols. But higher-level weapons aren't always better. The PNG-90 sniper rifle, equipped at level 15, is one of the most difficult weapons to master given the cramped spaces of each map. In the final level you're equipped only with a knife and must score a single kill to win the match.

During Gun Master matches, players are divided into two teams. While you can utilize teamwork to hunt down opponents, all spawning is random, which often places you in a remote area of the map. You cannot spawn on teammates. So take some time moving in the direction of your teammates, who appear as green ID tags on the HUD. While it's possible to succeed on your own, if you come across a group of players who are working together, you'll have a tough time surviving the engagement. You're better off moving around the map with one or two buddies. Before rushing into a Gun Master match, take a moment to review the weapons equipped at each level. Adjust your tactics at each acquired level to take advantage of the assigned weapon's strengths.

New Weapon Lists

In addition to the standard 17-level list of weapons, Aftermath adds eight new weapon lists to the mix for greater variety. These weapon lists can only be set by server administrators.

Gun Master Weapon Lists

Level	Standard Setup	Reverse Setup	Light Setup	Heavy Setup	Pistol Run!	Sniper's Delight	US Arms Race	RU Arms Race	EU Arms Race
1	MP443	Knife	M9	MP412 REX	M9	M9 Supp.	M9	MP443	G17C
2	93R	M320 LVG	G17C	.44 Magnum	MP443	G17C Supp.	M1911	MP412 REX	93R
3	.44 Magnum	JNG-90	93-R	SPAS-12	G17C	M1911 Supp.	870MCS	SAIGA 12K	SPAS-12
4	PP-19	M417	870MCS	MK3A3	M9 Supp.	SVD	PDW-R	PP-2000	MP7
5	P90	L86A2	SAIGA 12K	AK-74M	G17C Supp.	SKS	M4A1	PP-19	UMP-45
6	SPAS-12	LSAT	SPAS-12	F2000	M1911	MK11 MOD 0	M16A4	AS VAL	G36C
7	MK3A1	SCAR-L	DAO-12	G3A3	G18	QBU-88	M249	AKS-74u	M416
8	ACW-R	AUG A3	M1014	FAMAS	93R	M417	M240B	AK-74M	L85A2
9	MTAR-21	MTAR-21	PP-2000	SCAR-L	MP412 REX	M40A5	MK11 MOD 0	RPK-74	MG36
10	AUG A3	ACW-R	M5K	AUG A3	.44 Magnum	SV98	M40A5	SVD	M417
11	SCAR-L	MK3A1	P90	M249	Knife	L96	SMAW	RPG-7V2	M320
12	LSAT	SPAS-12	MP7	M60E4	—	JNG-90	Knife	Knife	Knife
13	L86A2	P90	AS VAL	QBB-95	—	M98B	—	—	—
14	M417	PP-19	PP-19	MG36	—	Xbow	—	—	—
15	JNG-90	.44 Magnum	UMP-45	LSAT	—	Knife	—	—	—
16	M320 LVG	93R	M320	C4	—	—	—	—	—
17	Knife	MP443	Knife	Knife	—	—	—	—	—

Classes: A New Look

Following the earthquake event depicted in the single-player campaign in Battlefield 3, operational capacity in the Iran region is severely compromised. From the ashes rise survivors who are beat-up but not beaten. The whole style and tone in the themed expansion pack is one of being down but not out, and you can even see it in the multiplayer character design: These soldiers have bandages, cuts, and bruises, and their clothes are torn.

Assault

US Assault

RU Assault

- Strengths: Well-rounded kit; heal/revive teammates
- Weakness: Weak anti-vehicle capability

The assault class is the most versatile of the four, proving effective in both offensive and defensive situations. When you're not sure what kit to choose, you can't go wrong with this one. The assault rifles associated with this kit are excellent at any range, and have great damage output and impressive rates of fire. Each assault rifle can also be equipped with the M320 40mm grenade launcher, which is great for blasting infantry, light-skinned vehicles, and even structures. The M26 MASS assault rifle attachment is a powerful shotgun capable of firing a variety of devastating ammo. Beyond their impressive offensive capabilities, the assault class is now responsible for healing injured teammates with the medic kit and reviving recently deceased teammates with the Defibrillator. The Defibrillator isn't immediately available, so keep playing as the assault class to unlock it; it's the first item unlocked.

Engineer

US Engineer

RU Engineer

- Strengths: Anti-vehicle specialist; vehicle repair
- Weakness: Limited anti-infantry capability

Engineers are great at taking out vehicles as well as fixing them. Out of the gate, the engineer is equipped with the SMAW or RPG-7V2 rocket launcher. Use this weapon (and the kit's unlockable FGM-148 Javelin) to take out enemy vehicles, including heavily armored tanks and IFVs. The first unlocks available to this class are the FIM-92 Stinger and SA-18 IGLA shoulder-fired anti-aircraft missiles, which are perfect for shooting down helicopters and jets. While the engineer is strong against vehicles, the kit's carbines are a bit underpowered, particularly at long range. So when you're not facing tons of vehicles, consider choosing a different kit with better performance against infantry. In addition to demolishing vehicles, the engineer can also repair them with the Repair Tool. Repairing manned friendly vehicles can earn you Repair points that serve as a great way to supplement your score. Try to use the vehicle you're repairing as cover, to avoid getting picked off by enemies.

Support

US Support

RU Support

- Strengths: Solid anti-infantry kit; ammo resupply
- Weakness: Limited anti-armor capability

The support kit is a crucial member of any squad, regardless of the tactical situation. These guys carry the massive light machine guns that are capable of laying down high volumes of sustained fire and are great for suppressing enemy infantry. The support class also has access to some of the most devastating weapons in the game, including C4, Claymores, and the new M224 Mortar. When they're not busy scoring kills, support troops should supply teammates using the ammo box. The ammo box dispenses ammunition to all within a small radius. There are no ammo crates in multiplayer, so it's up to the support players to replenish everyone's ammo. You earn a Resupply bonus (10 points) whenever a teammate retrieves ammo from an ammo box, so don't be stingy with these things. Scatter them around your teammates to boost your score. Since this is the only kit equipped with explosives, support players are also effective at taking out enemy vehicles with C4, either through direct application or through the creation of car bombs. So if you're not satisfied laying down suppressive fire from a distance, take the fight to close range and do some damage with your explosives. But such attacks are extremely dangerous, so you had better have an assault buddy nearby to revive you.

Recon

US Recon

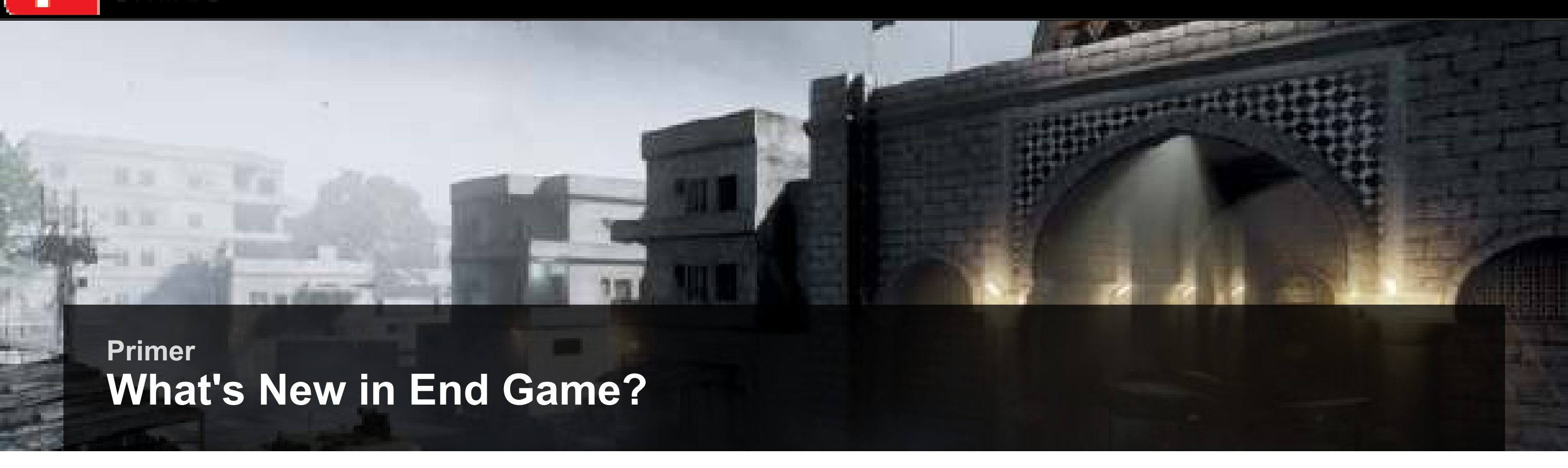
RU Recon

- Strength: Long-range/spotting specialist
- Weaknesses: Slow-firing; vulnerable in close quarters

The recon class is much more than just a sniper. Gadgets like the Radio Beacon, SOFLAM, MAV, and T-UGS motion sensor put a greater emphasis on team play, allowing the recon player to fill a more supportive role. It's up to the recon class to spot targets for infantry and vehicles, informing teammates of enemy movement and designating targets for laser-guided munitions. But this doesn't mean recon troops can't also crack skulls at long range. The sniper rifles offered by this kit require the greatest amount of skill and patience of any weapon type, so they are best reserved for players willing to put in the practice to master them. Unless you score headshots every time, it will take two or three hits to down an opponent. Accuracy and stability can be improved significantly by firing from a prone position with a Bipod.

Note

Although the classes look different, they still play exactly the same. You can still apply camo to these soldiers to customize them with any patterns you've already unlocked.



Primer

What's New in End Game?

The Battlefield 3: End Game expansion pack brings frenetic action back to the battlefield, bringing to the fray four new maps, three new vehicles, and two new game modes, as well as the addition of the dropship (a variant of the AC130 presented in Armored Kill) with the ability to deploy IFVs in the field. Let's take a moment to observe these new features and their significance in the battlefield.

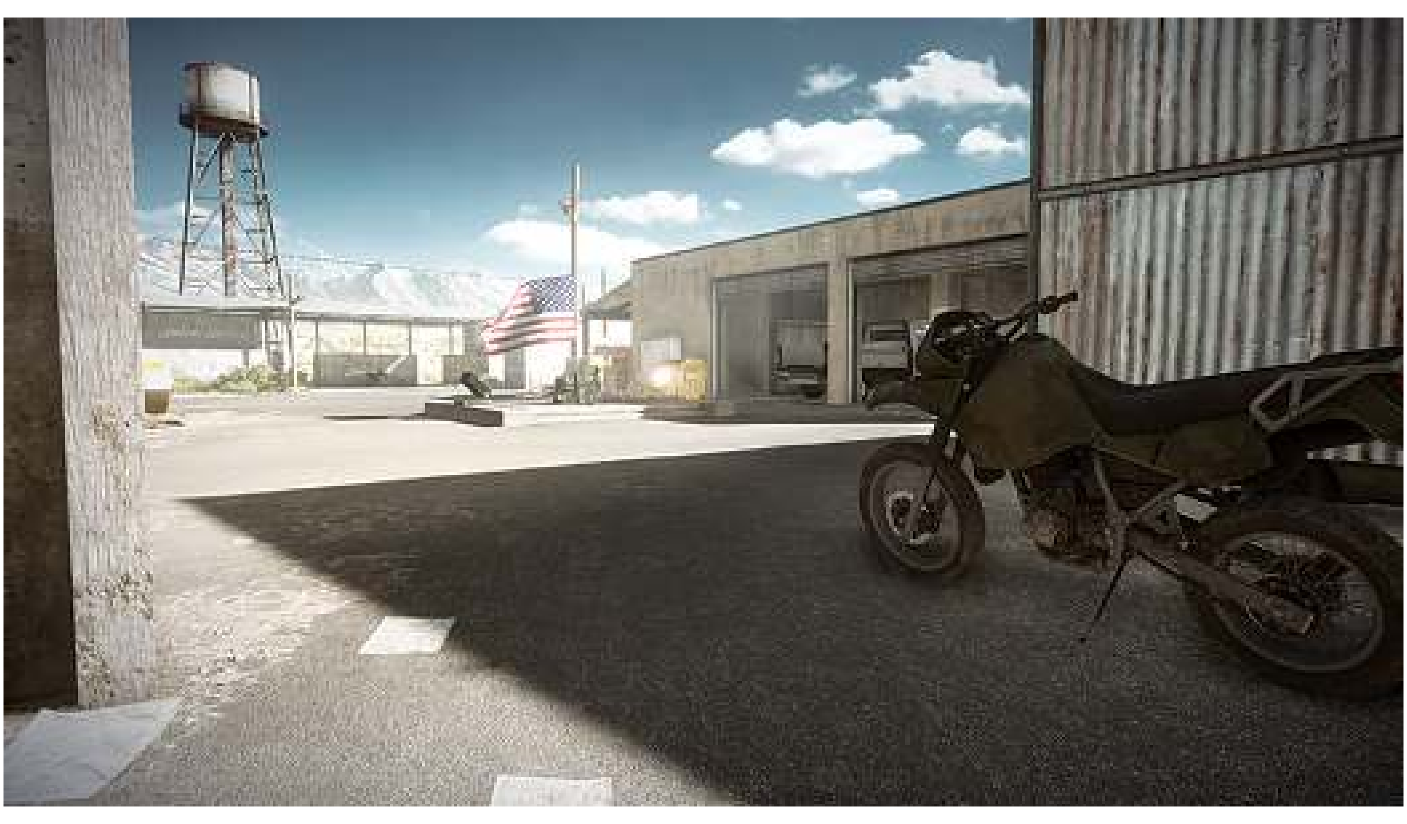
New Maps

Intense and frenzied combat has always been a staple of the Battlefield experience and the four new maps found in End Game certainly guarantee that. These new theaters of operation vary from dusty and sun-parched farmland—complete with a dilapidated warehouse and stables—to a snowy, mountainous landscape that a large oil refinery calls home. While these new environments are perfectly suited to armored combat, these maps really shine when you make use of the newest addition to the motor pool: dirtbikes. Strewn throughout the maps are plenty of opportunities to use these swift, maneuverable vehicles, including makeshift ramps that can be used to set up an ambush on unsuspecting hostiles or to make a quick escape, should you find yourself staring down the cannon of a tank. In the Multiplayer Maps chapter, recon regarding each of these maps, as well as their key strategic elements and objectives that can turn the tide of a battle are covered in detail.

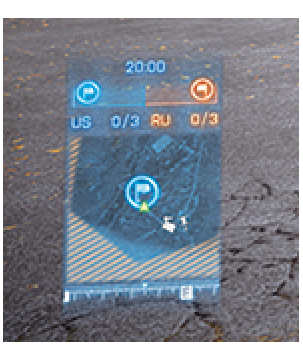
Air Superiority

Originally introduced as a game mode in Battlefield 1943, End Game presents the return of large-scale air combat. In Air Superiority, two teams of twelve with only jets at their disposal battle for control of three objectives. These objectives, in the form of indestructible white airships, remain stationary at varied elevations over the map. Once a team holds a majority of the objectives, the opposing team will begin to lose tickets until one of the teams has been depleted of them. Another way to deplete the number of tickets held by an opposing team is to earn kills by shooting down hostile aircraft, as each kill depletes the enemy tickets by one. Objectives are captured in the same manner as a flag while in conquest, except that their capture range is a 230 meter radius surrounding the airship. Establishing wingmen and maintaining contact with them is essential to the capture and control of objectives, as well as preventing deaths at the hands of the enemy. In contrast to the Air Superiority mode previously presented in Battlefield 1943, this time around players spawn into their vehicles while airborne, with no ability to escape from the cockpit due to an ejection seat malfunction. This malfunction ups the ante significantly, as the only hope of repairing a vehicle is through the use of an extinguisher. Preparation of an efficient loadout and teamwork is vital in surviving these fast-paced dogfights.

Capture the Flag



End Game sees the return of another classic game mode, Capture the Flag. Taking place on versions of the maps with tighter boundaries and bases that both teams can access, the objective of this game mode is to acquire the enemy's flag, which is located at their base, and deliver it to your own. The first team to successfully capture three enemy flags, or that has captured the highest number of flags, when the timer runs out wins the round. In the event that both teams have captured an equal number of flags when the timer runs out, the highest cumulative score of each team will be compared, and the highest scoring team is the victor. In the rare occasion that both teams' score is equal when the timer runs out, the victory will be given to the US team by default.



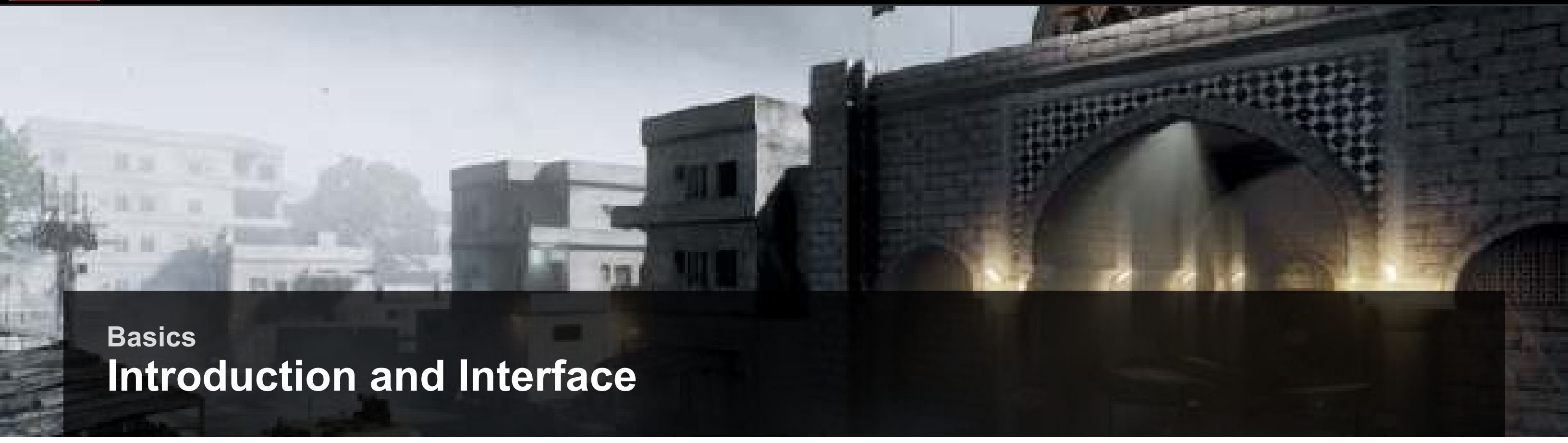
To keep track of the mayhem, displayed above the minimap is a timer, indicating the remaining time for the round, as well as a count of how many flags are held by each team. Another important element displayed above the minimap is a flag gauge; this gauge indicates the distance a flag is from its home or enemy base. Vehicles play an important role in capturing and defending flags. Both teams begin each round with a tank, an anti-aircraft vehicle, a helicopter, and dirtbikes, with additional vehicles located within a centralized location on the map. Despite having this assortment of vehicles, players must exit them to capture a flag, and the same is true when delivering an opposing team's flag to your base. Once captured, the flag can then be taken into a vehicle to quickly return it to your own base. Keeping this in mind, having a helicopter within the area to pick up a flag carrier greatly assists in the capture of an enemy flag. Should this be the method that the enemy is using against you, be sure to make use of the anti-aircraft vehicles to keep enemy helicopters at bay. If a flag carrier is killed, the flag will remain in the position on the map where the soldier fell for a brief period or until it is reclaimed by a friendly or opposing team's soldier. Should the former happen the flag will then return to its base.

Anti-Aircraft Vehicles

The ASRAD and Vodnik AA are armored jeeps that have been outfitted with anti-aircraft cannons. Both of these vehicles can carry up to four persons, including the driver. One of the vehicle seats places the passenger in command of the roof-mounted cannon that fires a lockable, short-range rocket that makes quick work of any aircraft—including the dropship. Should the vehicle be attacked by ground forces, the roof-mounted cannon can fire unguided shells to make quick work of foes. These vehicles are maneuverable, but not the fastest or most armored, so avoid engaging in a direct firefight with attack helicopters and tanks. Aside from their efficient firepower, these vehicles are useful for transporting troops around the battlefield.

Dirtbikes

An exciting addition to the battlefield this time around are dirtbikes. These nimble and easily underestimated vehicles are perfectly suited for navigating the terrain of the new End Game maps. While not armored or equipped with weapons, the ability to sit two people per dirtbike makes them excellent in the placement of mines or C4 while in motion. With none of the other vehicles able to match their speed, these are very useful for scouting or dropping off recon squad mates at their favorite sniper perches before the enemy has the chance to encamp at an objective.



Basics

Introduction and Interface

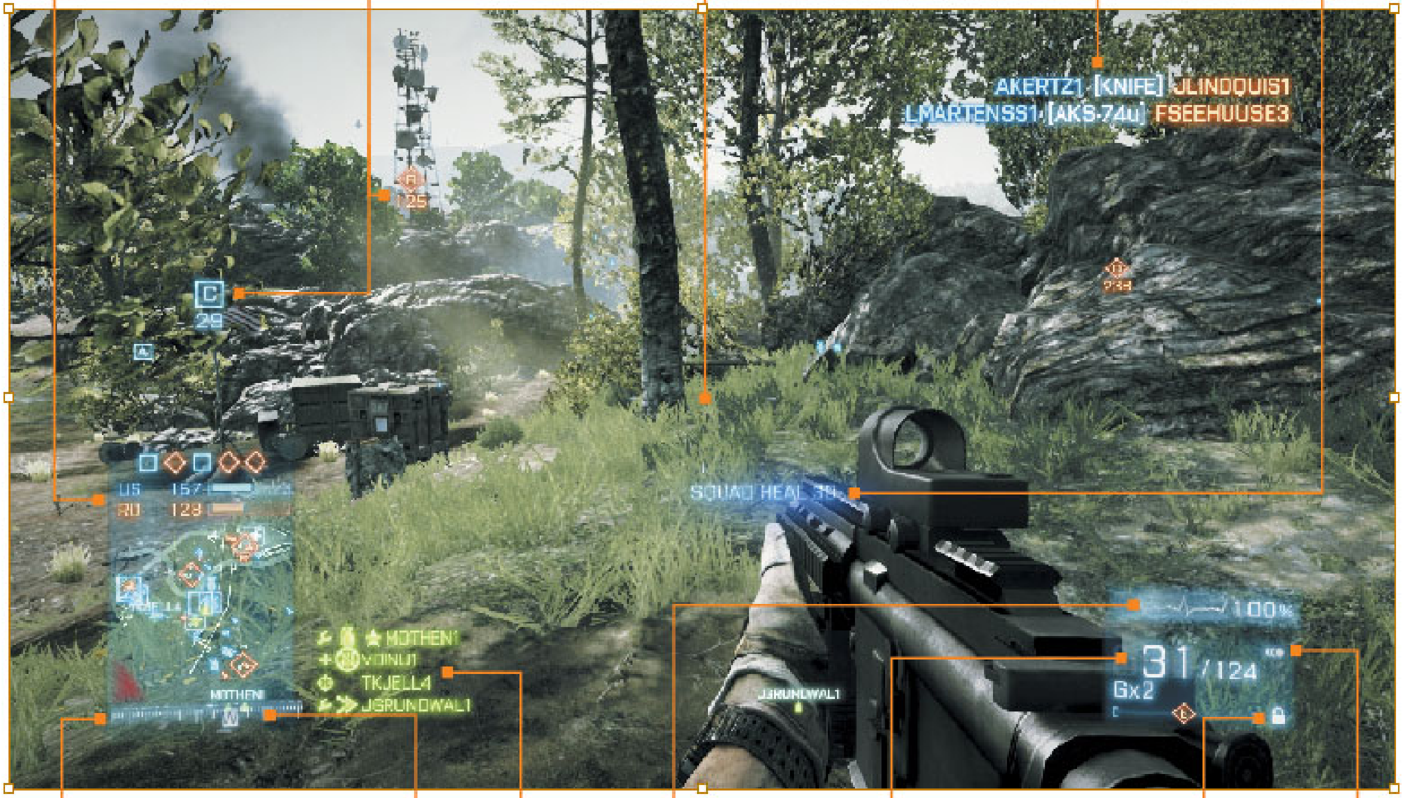
Are you new to Battlefield? If so, jumping into a well-established online community can be a bit intimidating.

But there’s really nothing to fear.

Regardless of your experience or skill level, there is a role for everyone in Battlefield.

In fact, this is one of the only online shooters where you can post a big score without even firing a single bullet. In this section we take a look at the basic gameplay mechanics as well as the different multiplayer game modes.

Interface



Game Mode Information: The icons and meters above the minimap relate to the current game mode. The diamond shaped icons represent control points in Conquest mode and M-COM stations in Rush mode. The two meters below these icons track how many tickets each team has.

Objectives: The square and diamond-shaped icons on the HUD represent objectives. Blue square icons are held by your team while red diamond icons are held by the opposing team. Beneath each of these icons is a number showing the distance to each objective in meters.

Reticle: The reticle is always located in the center of the screen. The reticle is the aiming point for your selected weapon. To hit a target, place the reticle over it and fire. The reticle may change based on the weapon you’re using. When firing at an enemy, watch for diagonal lines flashing around the perimeter of the reticle. This bloom animation means you are hitting the target. This is especially useful when making long-range shots.

Kill Notifications: The text in the top right corner of the screen reports recent deaths, showing who killed whom and with what weapon or vehicle.

Score Notification: Every time you earn points, text appears in the middle of the screen describing what action you’re being rewarded for and how many points you gain.

Minimap: The minimap provides a top-down, 360-degree view of the environment through which you are moving. The view rotates as you change direction so that the top of the minimap is always the direction you are currently facing. The minimap also shows the location of all detected enemies as red triangles or red vehicle icons. Teammates show up as blue icons while squad members are green. Empty vehicles are represented by white icons. It is a good idea to constantly refer to the minimap to keep track of all detected enemies. Even if you can’t see them visually, the minimap lets you know where they are, even if they are behind a hill or inside a building. Finally, red-and-blue diamond icons show you the location of objectives—these same objective icons also appear on the HUD. The terrain shaded red is out of bounds. If you move into this area, you have ten seconds to get back on the map or else you will die.

Squad List: Shown in green text on the right side of the minimap, the squad list shows every member of your squad as well as the kit and specialization they currently have equipped. The squad leader appears at the top of the list with a star icon next to their name.

Compass: The compass is located just beneath the minimap and shows the direction you’re currently facing.

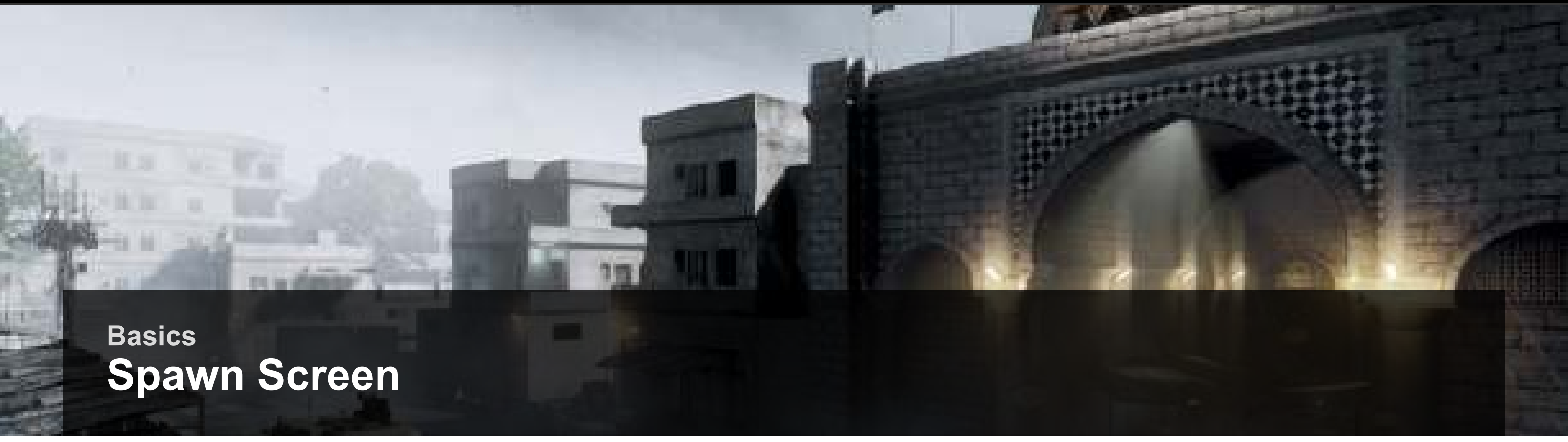
Ammo: The ammo count box in located in the bottom right corner of the screen. Your ammo is represented by three numbers. The large number to the left is the number of rounds you currently have loaded in the weapon’s magazine while the small number to the right is the amount of ammo available in unloaded magazines. As you reload your weapon, the number on the right decreases as the number on the left increases up to the maximum amount the weapon’s magazine can hold. The third number, below the ammo reserves, represents how many grenades you have.

Fire Mode: This icon represents the selected fire mode of you weapon. Some weapons allow you to switch fire modes, choosing from single shot, automatic, and burst modes.

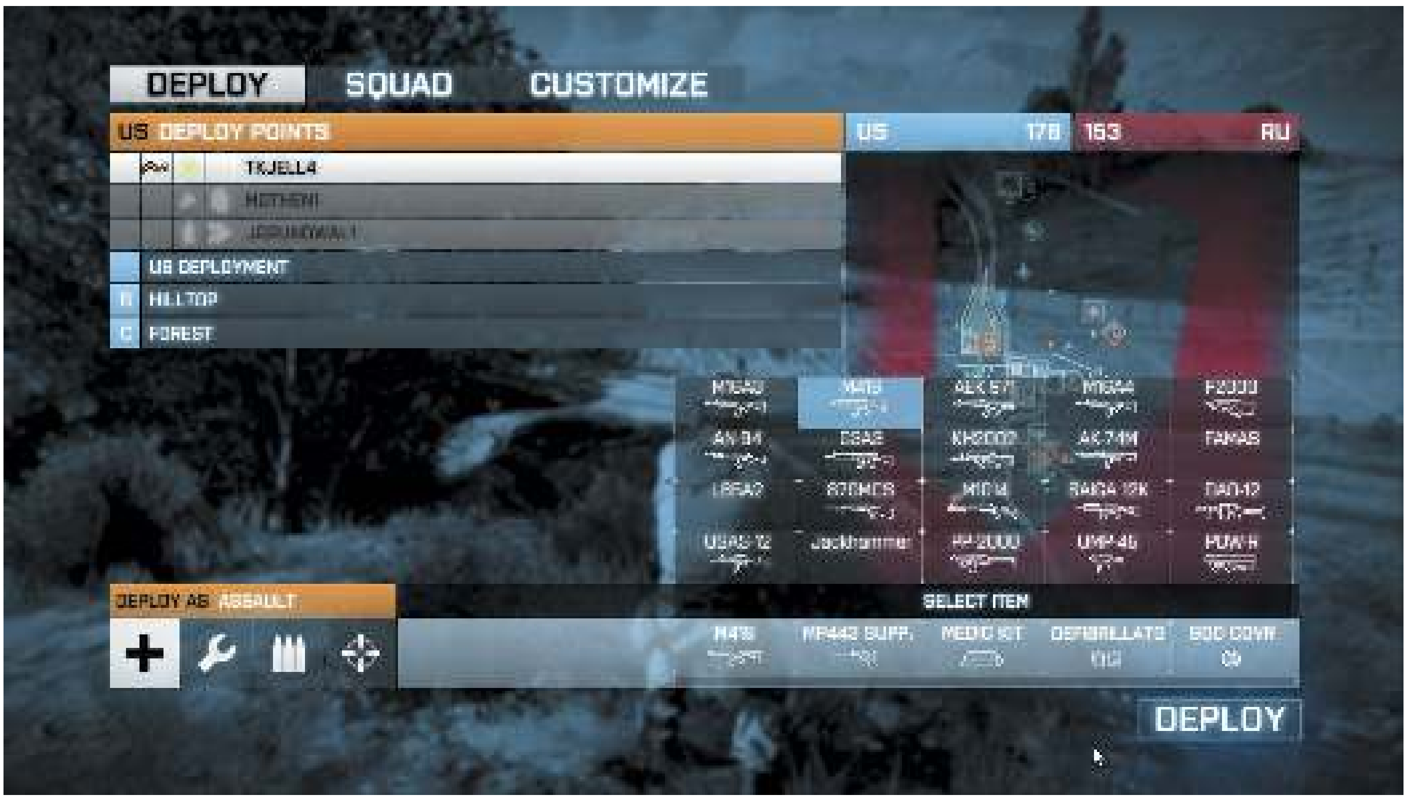
Health: By default your health is at 100 percent. But if you take damage, your health will drop—if it reaches 0 percent, you die. You can slowly regenerate health by staying behind cover and avoiding injury. But the fastest way to heal is with a Medic Kit dropped by an assault player. Stand (or lay) close to a Medic Kit to rapidly restore your health.

Weapon Unlock Status: This status bar represents how close you are to the next unlock for the selected weapon. The more enemies you kill with a specific weapon, the more accessories you unlock.

The heads up display, or HUD, is the way that vital information is displayed on your screen. None of the items on your HUD are there for aesthetics. Rather, they are there to help you accomplish your objectives and keep you alive. Here’s a brief explanation of every item on the HUD.



Spawn Screen



DEPLOY
SQUAD
CUSTOMIZE
US DEPLOY POINTS
US 178
153 RU
TKJELL4
US DEPLOYMENT
HILLTOP
FOREST
M16A3
M416
AEK-971
M16A4
F2000
AN-94
G3A3
KH2002
AK-74M
FAMAS
USAS-12
Jackhammer
PP-2000
UMP-45
P90
DEPLOY AS ASSAULT
SELECT ITEM
M416
MP443 SUPP.
MEDIC KIT
DEFIBRILLATOR
DEPLOY

When you first join a game, the spawn screen is where it all begins. Before immediately jumping into the game, take a few seconds to choose your class and gear.

It's possible to switch primary weapons from the spawn screen, but if you want to make more adjustments to your kit, choose the Customize option. This opens a new screen allowing you to select different sidearms, gadgets, and specializations.

You can also customize your primary weapon with accessories you've unlocked.

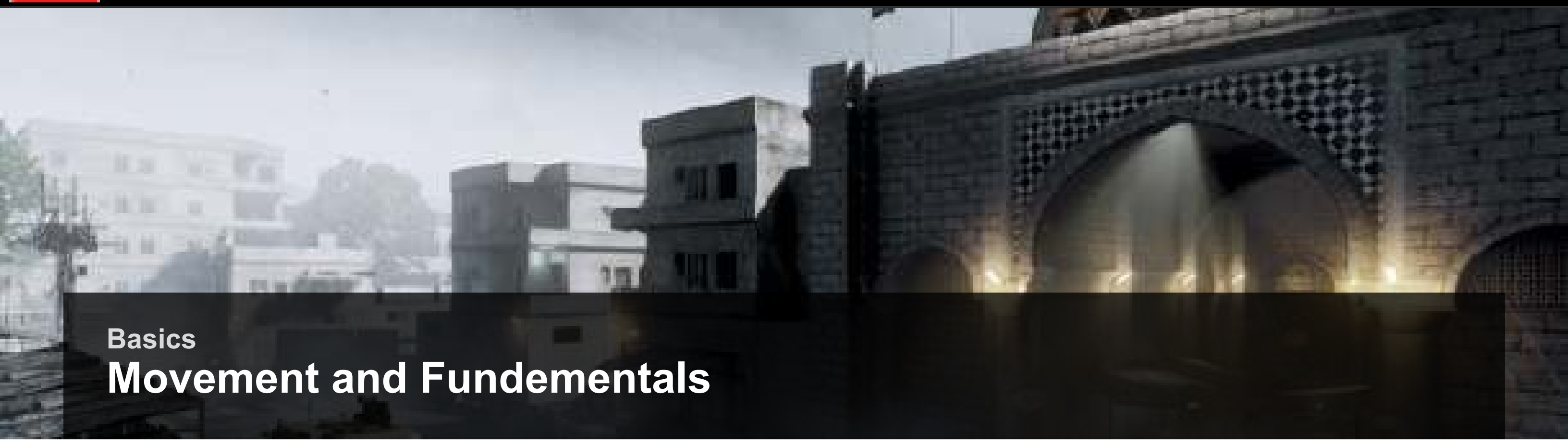
Once you're finished adjusting your loadout, return to the spawn screen and figure out where you want to join the fight. If you're in a squad, you can spawn on any living squad member.

Or if a recon squad member has deployed a Radio Beacon, you can spawn at its location. Depending on the game mode, there are also bases, deployment areas, and control points where you can spawn.

New to Battlefield 3, if there are jets or helicopters available, you can spawn directly into the pilot's seat of these idle aircraft.

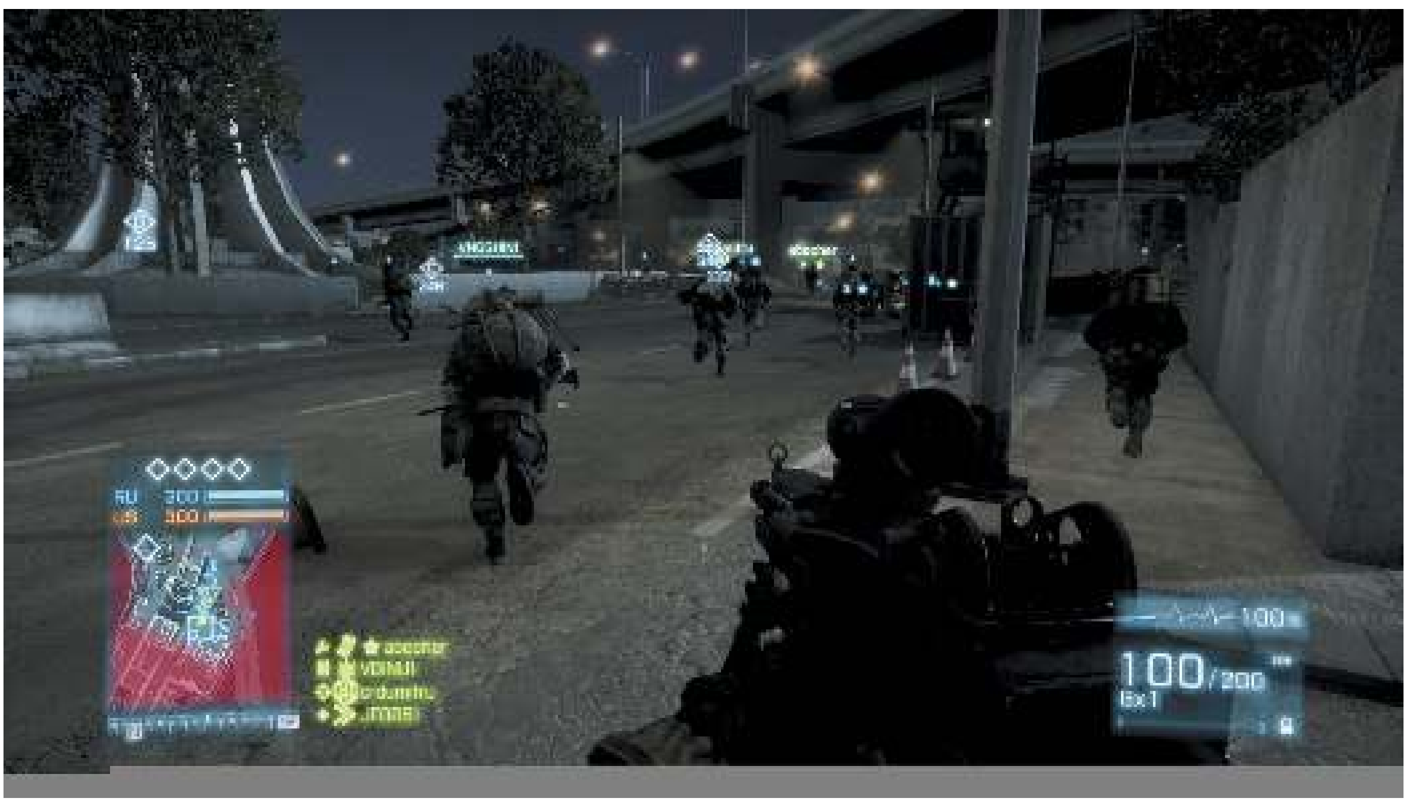
US troops can also spawn directly into the AAV-7A1 AMTRAC, an armored vehicle that serves as a mobile spawn point. As you can see, the spawning options are numerous. In most instances you should spawn on or close to your squad so you can provide support.

But if your squad is in a tense firefight, sometimes it's safest to spawn at a less dangerous location, otherwise you may get killed as soon as you spawn into the game.



Basics

Movement and Fundementals



Sprinting is essential at the beginning of match as players race to capture and defend key locations.

Moving your soldier around the battlefield is simple, especially if you've played the earlier installments or other first-person shooters. When standing, your soldier jogs at moderate pace, which is ideal for getting around areas where threats are minimal.

While crouched, you move slower, and while prone, your movement is literally reduced to a crawl. However, since you are lower, you make a smaller target for the enemy to hit and you can more easily duck behind cover. When advancing against an enemy position, it is best to move while crouched or prone, as it is harder for the enemy to detect you.

These lower stances also cause the reticle to tighten up, indicating an increase in your weapon accuracy. So make a habit of dropping to a knee or down on your belly before firing a shot.

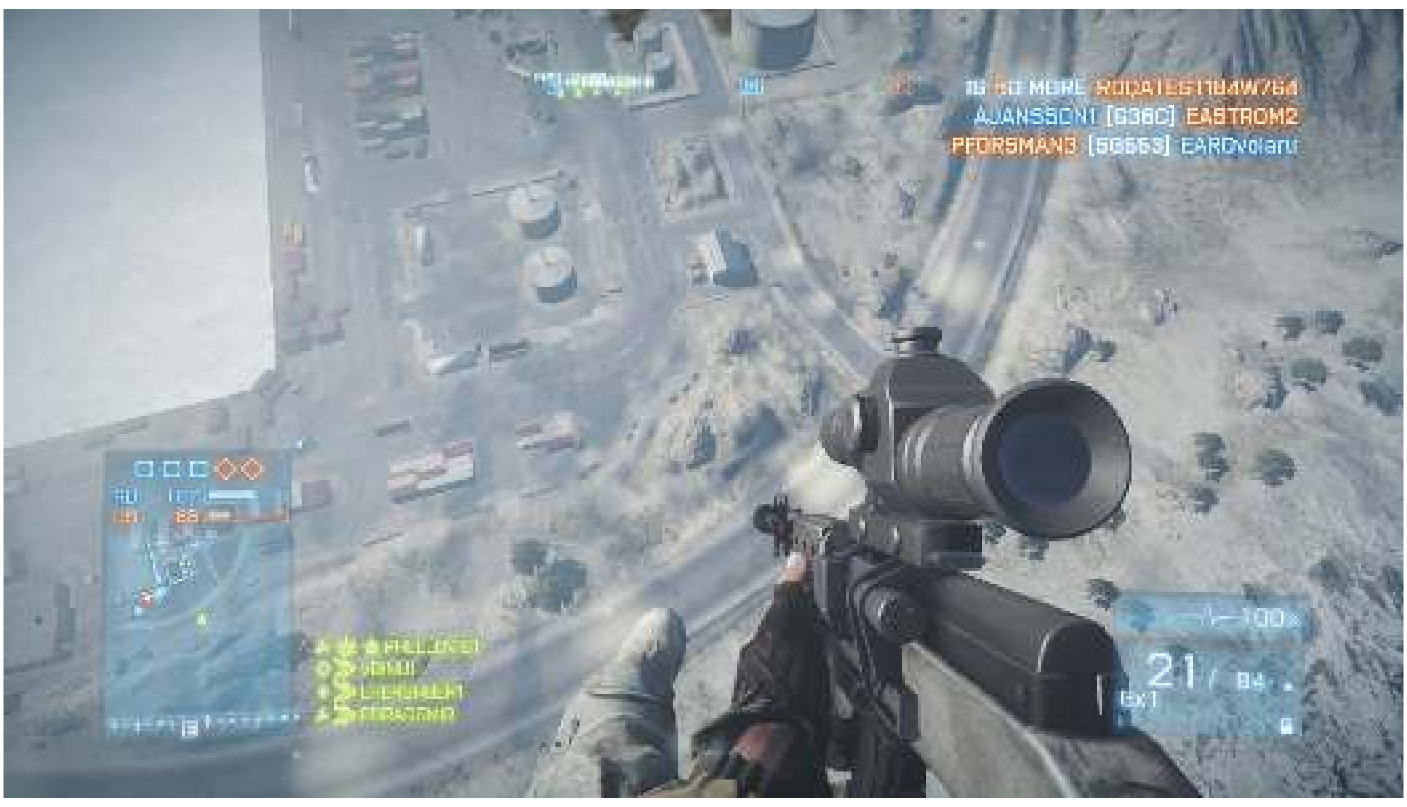
At times, it is better to move fast, by sprinting. You can't use weapons or equipment while sprinting, but you are much more difficult for the enemy to hit. Sprint when you have to cross a dangerously open piece of ground as you move from one position of cover to another. But never sprint in tight, confined spaces where you're likely to encounter enemy troops.

If you encounter an enemy at close range while sprinting, chances are you won't have time to stop and aim your weapon, giving the enemy a huge advantage.

Caution

Some maps feature deep bodies of water, allowing you to swim. Avoid swimming at all costs. While you're in the water you can't access your weapons; you are a sitting duck.

Parachutes

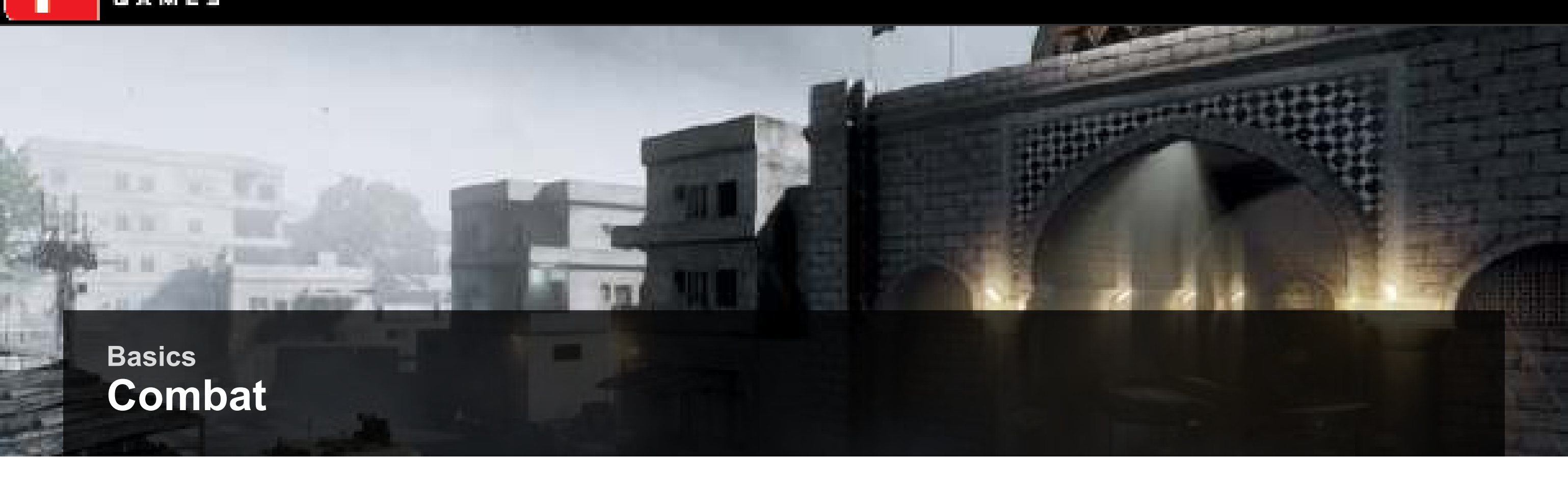


If you bail out of a plane or helicopter, make sure you do so within the map's boundary.

Whether jumping out of a damaged aircraft of hopping off a tall building, you can avoid cratering into the ground by deploying your parachute. While in free fall, press the jump button/key once to open your parachute.

You can slightly steer the parachute with standard movement inputs. But don't expect to travel great distances in your parachute, as the descent is rapid. It's possible to fire your weapons during the descent, but your accuracy is greatly diminished. If you're descending directly over an enemy position, consider dropping grenades—just make sure they explode before you reach the ground.

But the longer you're in the air, the more attention you're likely to attract. For this reason, free fall for as long as possible and open the parachute just before you reach the ground. This is a great way to sneak into enemy-held territory.

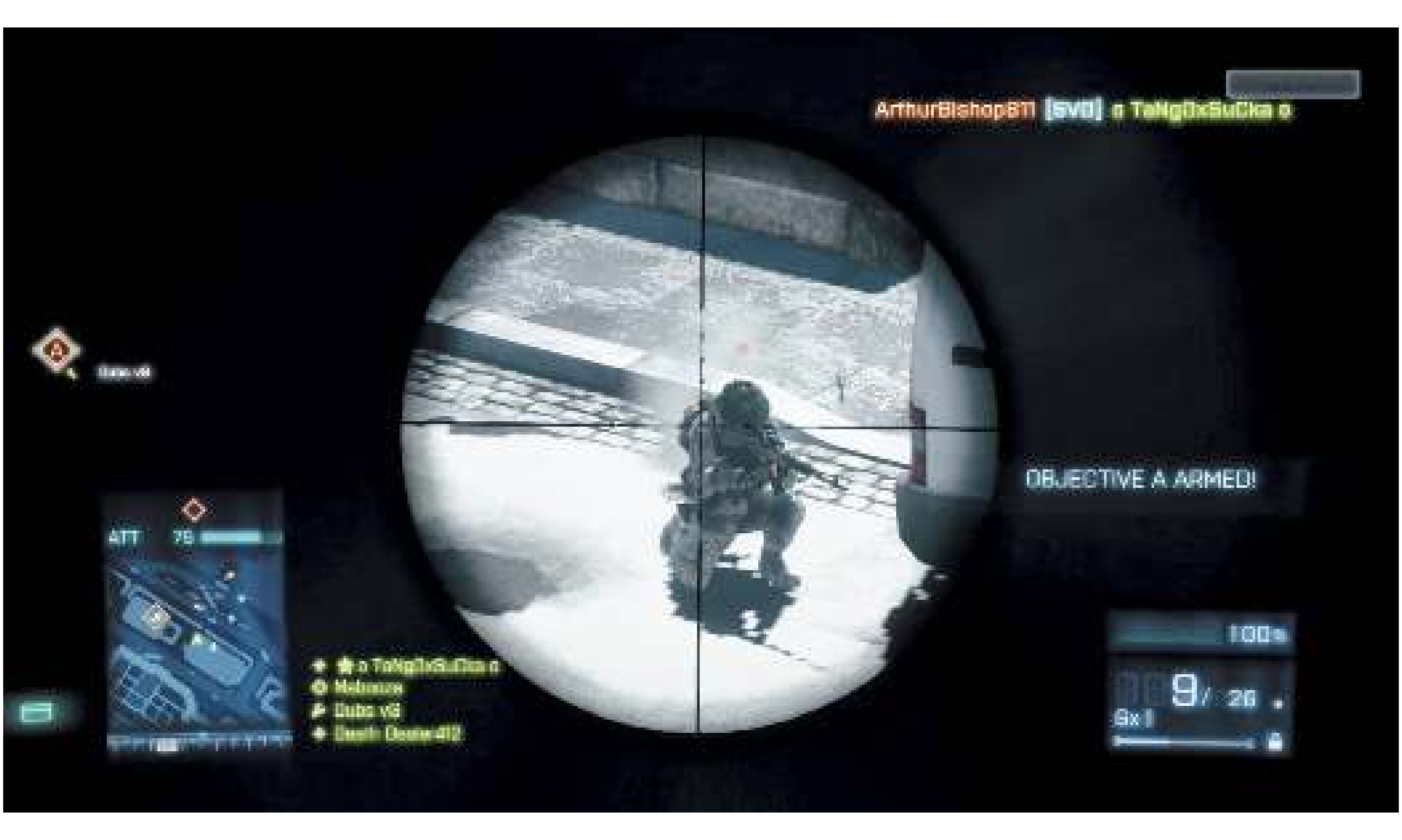


Basics

Combat

While moving about the battlefield is a major part of gameplay, the sole purpose of movement is to place yourself in a position where you can use your weapons to engage and eliminate the enemy. You have access to different types of weapons. However, the controls for using these weapons are fairly common.

Spotting Targets



Always spot a target before opening fire to alert your teammates of an enemy's presence.

Before you attack your first enemy, you must first learn how to spot them. When you have an enemy player or vehicle in your sight, press the spot button/key to highlight it for your team. This places a red icon on the HUD and minimap, showing your entire team where the enemy unit is.

Enemy infantry show up as red triangle icons while vehicles are represented by red vehicle icons. Targets only remain spotted for approximately five seconds, but that's usually more than enough time for your team to take notice of the threat. Also, once the icon disappears, you can spot the target again as long as you've maintained a line of sight.

If a teammate kills the target you tagged, you earn a Spot Bonus worth 10 points. So consider playing as recon with a high-powered scope and simply spot enemy units for your team. Even if you don't fire a shot, you can still rack up a decent score.

Knife

MANDERS501 [KNIFE] VDINU1

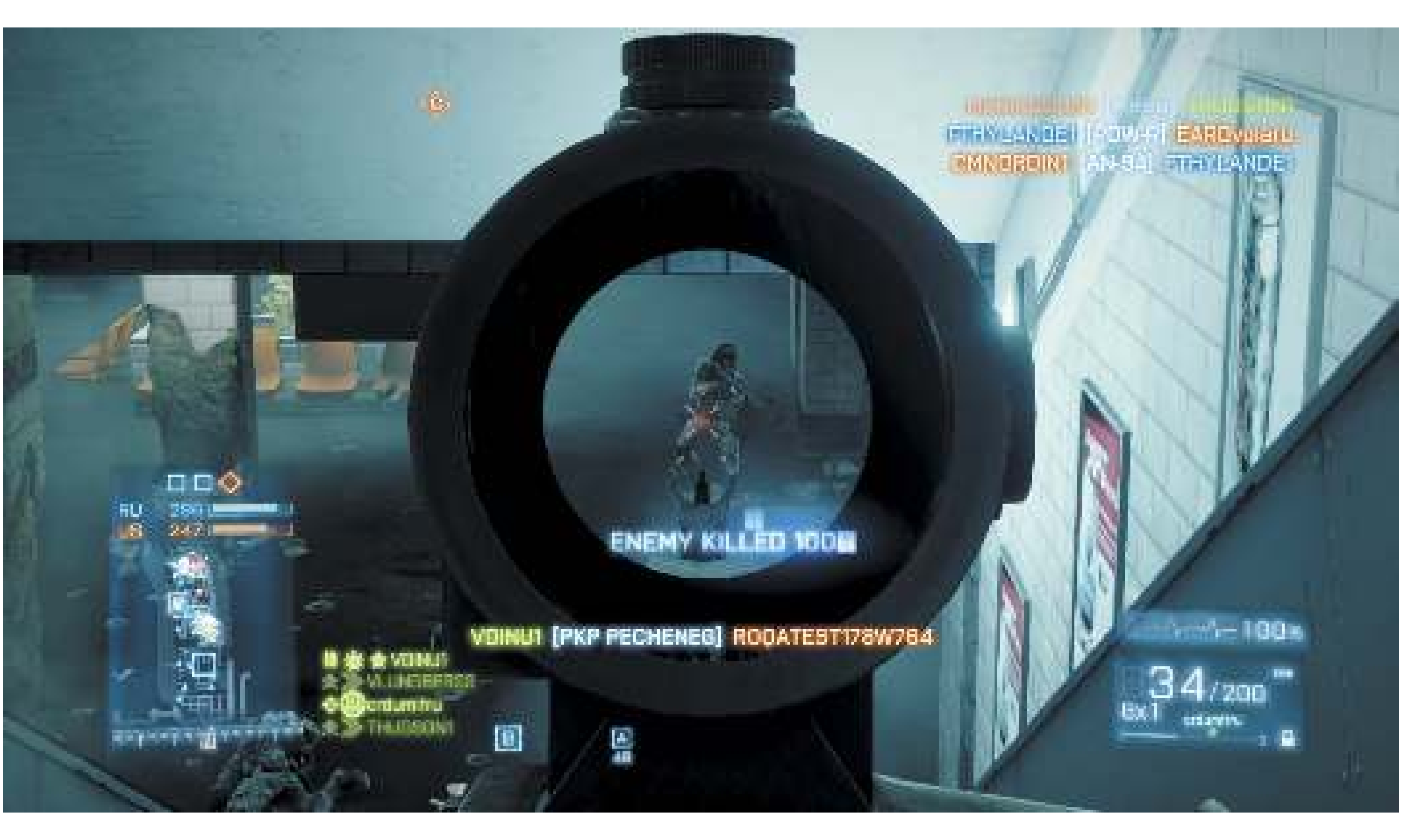
Ouch! Turn around periodically to avoid getting knifed in the back.

The knife is a standard-issue weapon available to all players, regardless of their class or rank. When approaching an enemy from behind you can kill them instantly by attacking with the knife. But if you attack an enemy head-on, it now takes at least two swipes with the knife to score a kill from the front—a new gameplay mechanic introduced in Battlefield 3.

So if an enemy is looking in your direction, think twice before attempting a knife kill. Chances are they'll shoot you in the face before you can get within striking range. Instead, always look for opportunities to flank and sneak up behind unsuspecting opponents and knife them from behind. In Battlefield 3, it specifically takes a stealth kill from behind to grab another player's dog tag, where in earlier games a front knife kill would suffice.

Dog tags are now more private (as they are somewhat customizable) and therefore even harder to grab. In addition to scoring stealthy kills, the knife is also great for slicing through chain link fences and other obstacles.

Firearms



A subtle bloom animation appears at the center of the reticle, scope, or ironsight when your bullets strike your target.

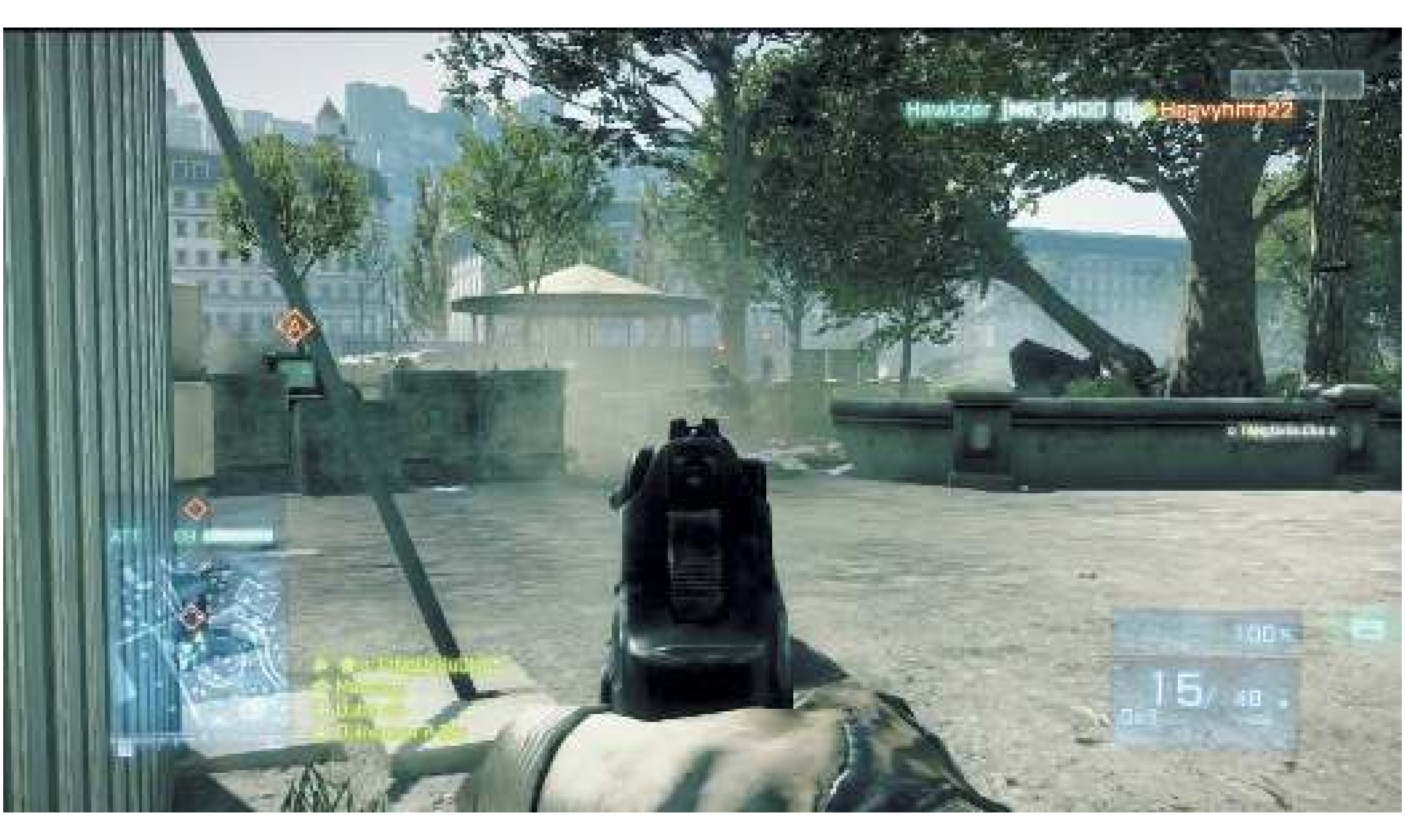
As mentioned earlier, the reticle in the center of the screen is your aiming point for using weapons. Most of the weapons you use are direct fire, meaning that the projectile you fire travels in a basically straight line from your weapon to the target. Using these weapons is simple. Place the reticle directly over the target and then press the fire button.

For semiautomatic or single-shot weapons such as pistols, shotguns, and sniper rifles, each time you press the fire button/key, you fire a single round. However, for automatic weapons such as submachine guns, assault rifles, and light machine guns, the weapons will continue to shoot as you hold down the fire button/key until they run out of ammo. Most weapons in Battlefield 3 have selectable fire modes, allowing you to choose from single-shot, burst, and automatic modes.

So experiment with each weapon's fire modes in an effort to increase accuracy and reduce recoil. When firing automatic weapons, the longer the burst, the less accurate your fire. Therefore, to maintain greater accuracy and still put a lot of lead on target, fire in short bursts.

You are more likely to kill your target, especially at medium to long range, with a few accurate rounds rather than by spraying an entire magazine over a wide area. If recoil is still a problem, consider switching to burst or single-shot mode.

Ironsights and Scopes



The reticle disappears when aiming through ironsights or a scope, but the bloom animation still appears when hitting a target.

When you fire a weapon using the reticle to aim, you are essentially firing from the hip, with the butt of your weapon in the crook of your arm. This is not very accurate and should be used only at close range. To increase your accuracy, press the zoom button/key.

This will bring up the ironsight view, where you are actually looking through the weapon's sight to aim. The butt of the weapon is brought up to your shoulder to give you greater accuracy. If your weapon is equipped with a scope, the zoom button/key will provide a view through the scope rather than ironsight. It is a good idea to get in the habit of pressing the zoom button to bring up your ironsight before firing.

This is not only more accurate, but it also provides a zoomed-in view of the target. To further increase accuracy, crouch or drop prone and remain stationary while firing. When peering through high-powered scopes, there is noticeable sway that makes it difficult to aim. You can temporarily reduce this sway by holding your breath—hold down the sprint button/key. But this lasts only for a few seconds. You can completely eliminate scope sway by using a Bipod.

Tip

Gravity affects all firearms, causing bullets to drop over distance. When engaging targets at long range, compensate for gravity by aiming high.

Grenades

Sortie
BOTTOSSON1 [.44 SCOPED] JFAGERLUND4
ID_H_RELOAD_HINT

If you suspect an opponent is hiding in a building or other confined space, toss a grenade inside before entering.

Grenades require a bit more skill to use effectively since they are either thrown or launched. Unlike a bullet or rocket that travels in a straight line, grenades travel in a parabolic arc due to their lower speed and the effect of gravity.

In the case of a grenade launcher, the farther away you are from the target, the higher you need to aim. That is why the reticle for a grenade launcher has several horizontal line aiming points. For a short-range shot, use the top line.

The farther away your target is, use the lower lines. By using a lower aiming point, you are essentially aiming the weapon up higher to lob the grenade toward the target.

Hand grenades work a bit differently. They are thrown rather than launched and you don't get a separate reticle for aiming. Instead, use your weapon's reticle to best judge where you want to throw a grenade.

One press of the grenade button/key causes the grenade to be thrown, which is shown as a orange flashing icon on the HUD. But hand grenades have limited range, so you may need to aim high to get them near your intended target—the farther your target, the higher you should aim your throw. When using grenades, it is important to understand how they work.

Rifle grenades fired from a launcher explode on impact. Hand grenades, in contrast, have a five-second fuse. As a result, you can bounce hand grenades around corners or roll them down inclines. Like your own grenades, enemy grenades show up as flashing orange icons on the HUD.

So if you see one of these flashing icons nearby, sprint in the opposite direction before it explodes.

Vehicles

FSEEHUUSE3 [T-90A] Fnotte
MLIDGREN1 CONNECTED
MMAGGITO1 CONNECTED
NEKSTRAND2 CONNECTED
DRIVER KILL ASSIST 10

When driving a vehicle, consider slowing or stopping while your passengers are targeting enemies—you get points if they score a kill.

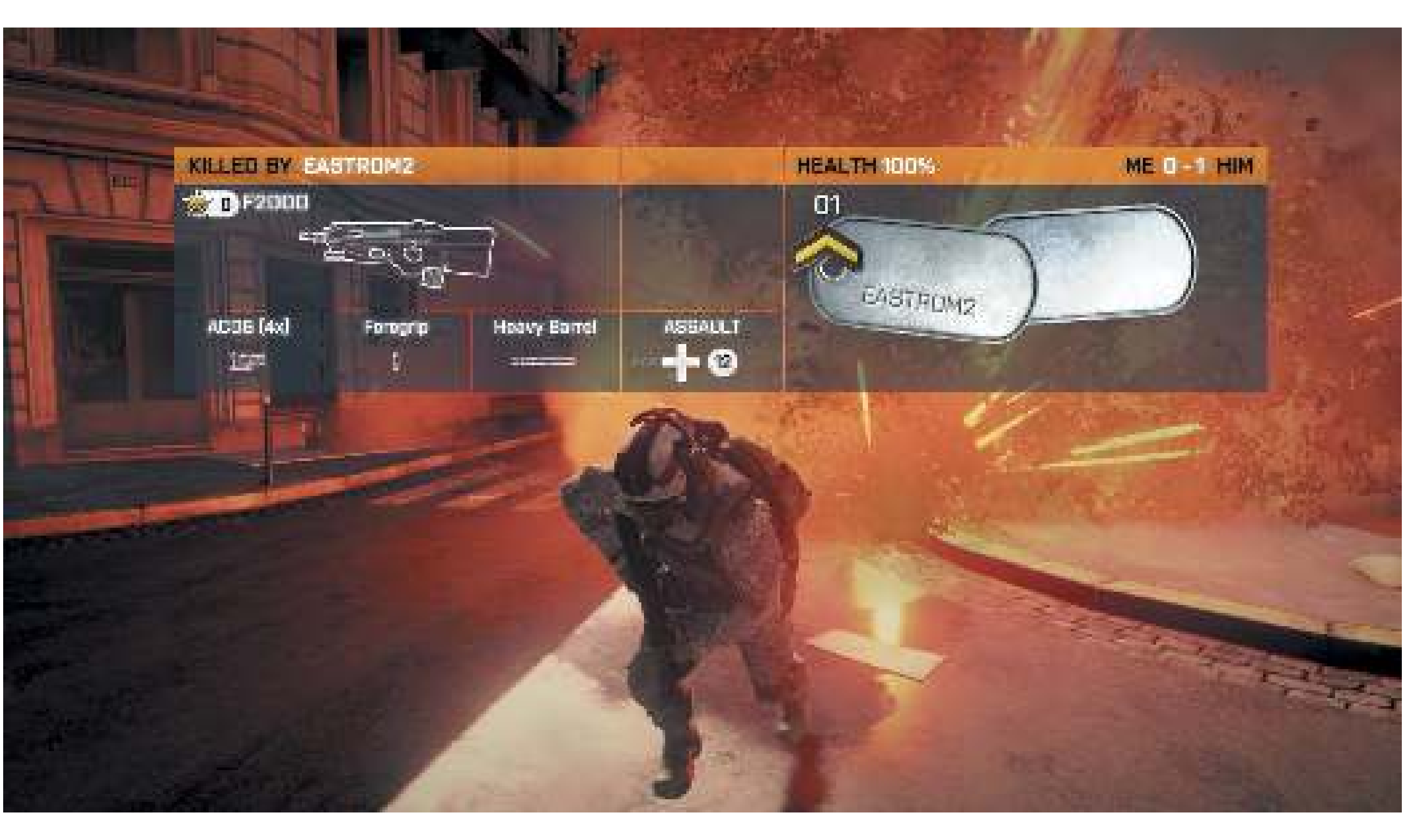
The maps in Battlefield 3 are massive. It can take a while to walk them on foot. Therefore, use vehicles to get around. There are several types of vehicles in the game, yet they all are driven with similar controls.

All vehicles have more than one seat. When you get into an empty vehicle, you are placed in the driver's seat by default. However, you can move to another position inside the vehicle with the press of a button/key, cycling through all seats until you find the seat you want.

The driver has control of a vehicle's movement and, in the tanks and IFVs, also controls the vehicle's turret-mounted main weapon. Most vehicles even have gunner and passenger positions, allowing teammates to man other vehicle-mounted weapons.

So make sure all crew positions are filled before leaving a base or deployment area. For more information on the various types of vehicles in the game, see the Vehicles chapter.

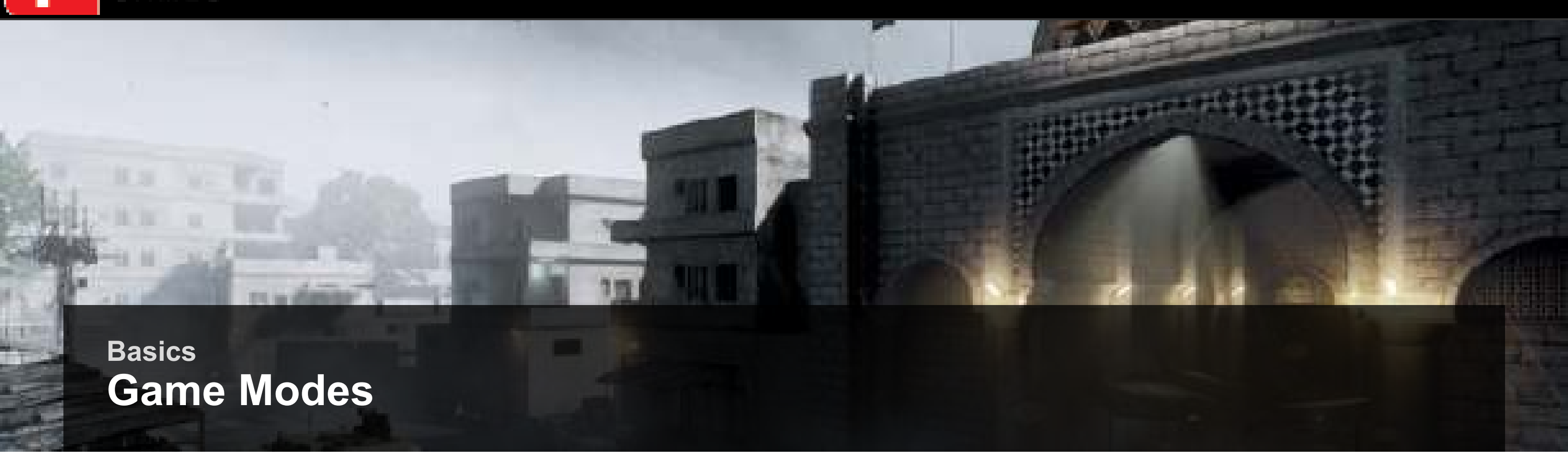
Kill Cam



Every time you die you get a brief glimpse of your killer through the kill cam. This screen appears briefly immediately after your death, providing a shot of the player who killed you as well as their name, rank, health, kit, weapon, specialization, and dog tags.

The kill cam also shows any kit, weapon, or vehicle service stars your killer has obtained. It may seem like a a frivolous feature, but the kill cam has larger implications for how the game is played. Snipers can no longer camp one spot and kill from an undisclosed location throughout the entire match.

Through the kill cam, victims can see approximately where an enemy player is camping and exact revenge once they respawn. So make a habit of moving frequently, or else you're likely to find one of your angry victims sneaking up behind you with a knife.

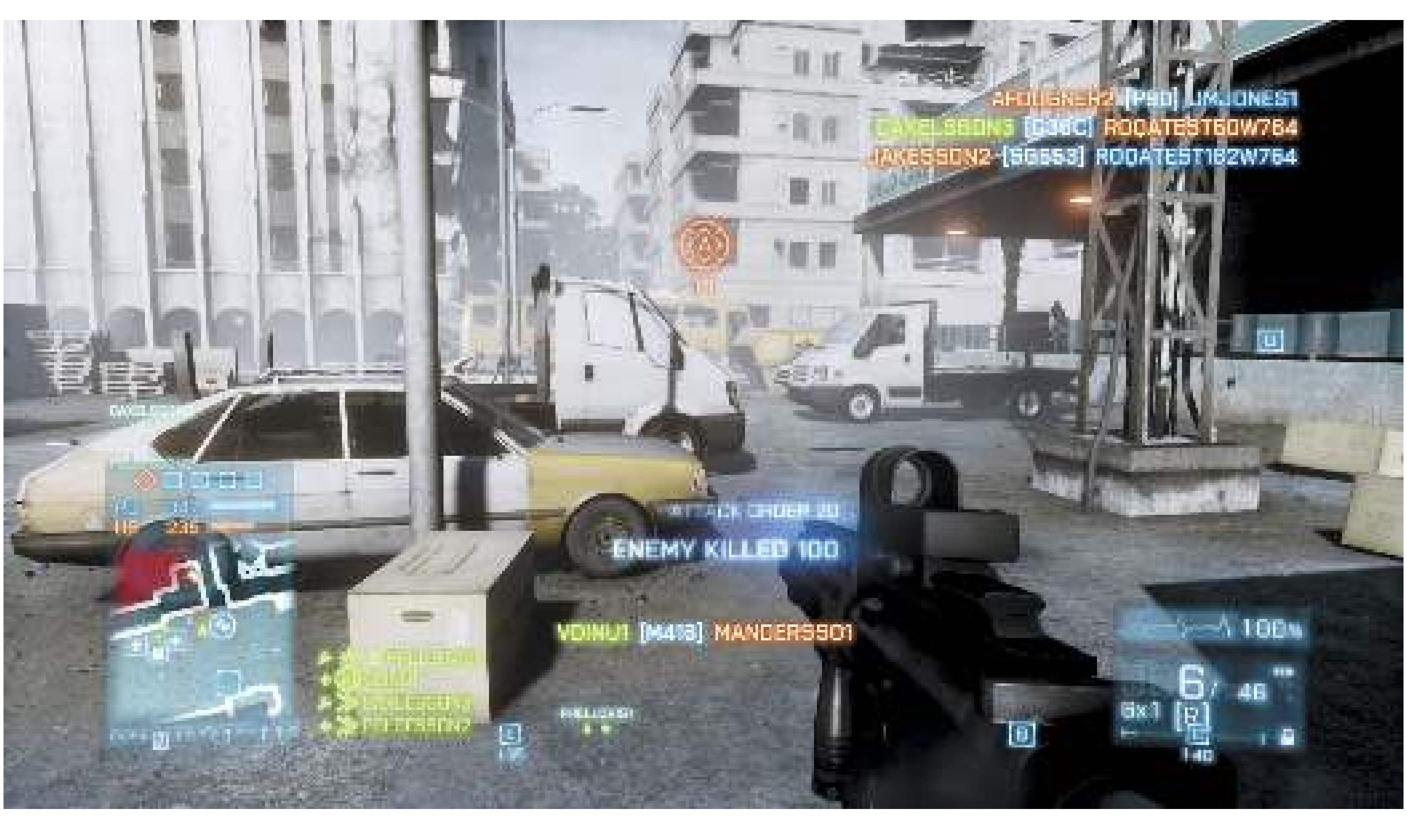


Basics

Game Modes

There are five game modes spread across nine different maps, offering plenty of variety for all. Most of the game modes are familiar classics, but the addition of Team Deathmatch ramps up the intensity for those who prefer nonstop action.

Conquest/Conquest 64



In Conquest, you must be within a flag's capture radius to raise or protect your team's flag.

Max Players: 24 Console/64 PC

This classic Battlefield game mode is back. Your team must dominate the area of operations by capturing control points and holding them. Simply stand next to a flag pole at a control point to raise your team's flag as long as you are in majority in the area – the more teammates there are in the flag's capture radius, the faster the flag is raised. You can drain the enemy ticket count by holding more than half of the control points on the map and killing enemies also reduce their available tickets.

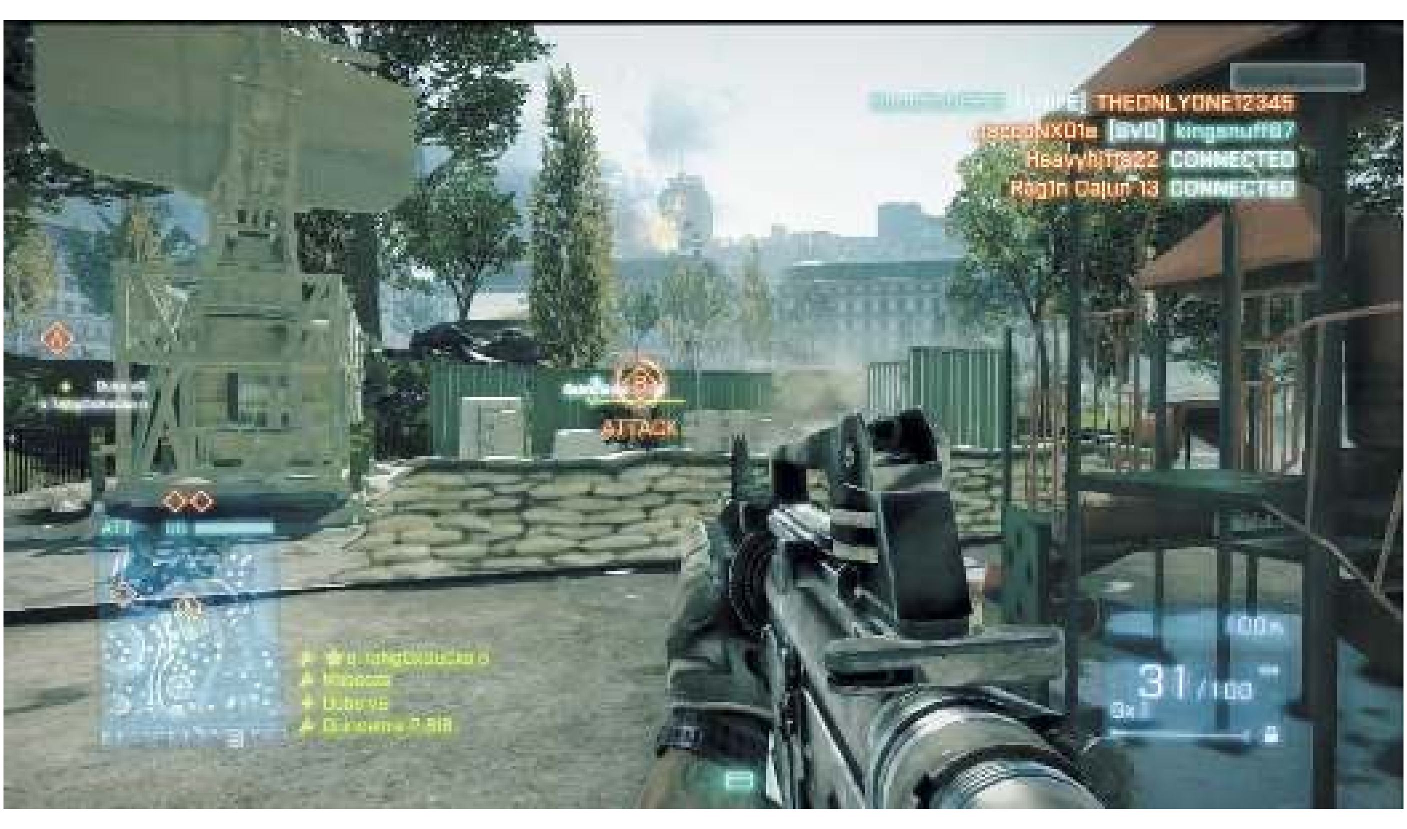
Once captured, some control points provide vehicles and stationary weapons, so leave some personnel back to defend these locations. Both teams have a limited number of reinforcements known as tickets. The ticket count for both teams appears just above the minimap—the team who runs out of tickets first, loses the match.

You can drain the enemy ticket count by holding more than half of the control points on the map. So if there are four control points, all you need to do is hold three to initiate a ticket drain. So capture a majority of the control points early on and stay put, thereby forcing the enemy to attack your defended positions.

Hardcore Mode

Hardcore mode is back, available on all game modes. This setting removes most of the HUD elements, including the reticle. Therefore, you must aim using the weapon's ironsight or scope view. Friendly fire is turned on, so watch your fire around teammates, especially when using explosive weapons. The weapons also inflict much more damage, making for a hyper-realistic Battlefield experience designed specifically for experts.

Rush



Destroying and defending objectives known as M-COM stations is the focus of Rush matches.

Max Players: 24 Console/32 PC

In this game mode, one team is the attacker while the other is the defender. On the map there are several bases controlled by the defender—the US team always attacks and the RU team always defends. The attacker's objective is to destroy the two M-COM stations at each base.

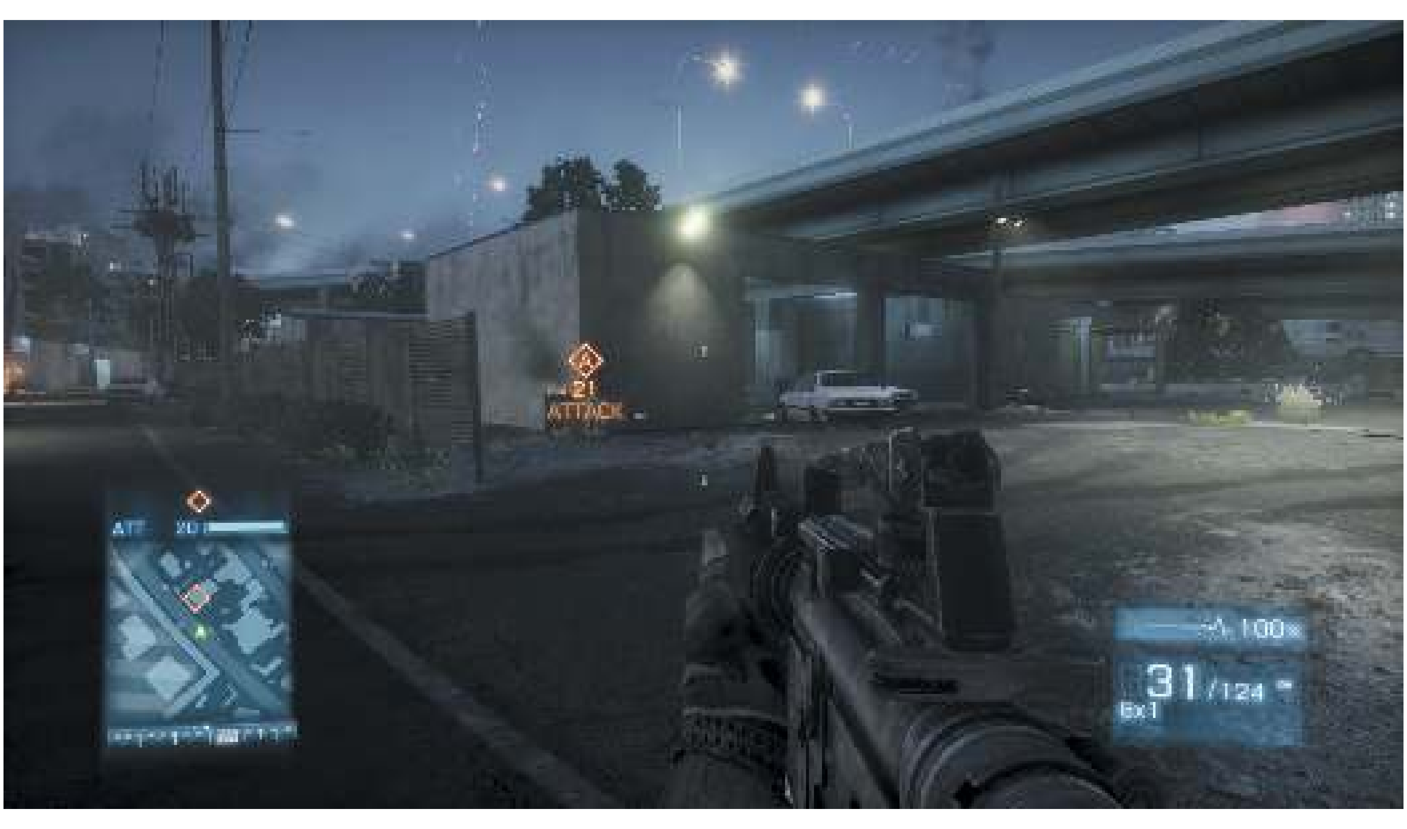
Once both stations have been destroyed, that base is considered destroyed and the defender receives a new base to defend with two more M-COM stations. The attacker has a limited number of tickets at the beginning of a match, which is shown just above the minimap. Whenever an attacking soldier dies, it costs a ticket for the soldier to respawn on the map.

Once the tickets run out, the attackers can't spawn new soldiers back onto the map and the defenders win. However, once the attacker destroys a base, the team gets more tickets as well as a new set of vehicles. The defenders do not have to worry about tickets—they have an unlimited number of respawns. The defender wins by eliminating all attackers and reducing their tickets before they can destroy all the M-COM stations on the map.

Note

M-COM stations can no longer be destroyed by explosive weapons or falling debris from collapsed buildings. Therefore soldiers must approach each objective and physically plant a charge on it; stand next to an M-COM station and hold down the interact button/key to arm or disarm a charge.

Squad Rush



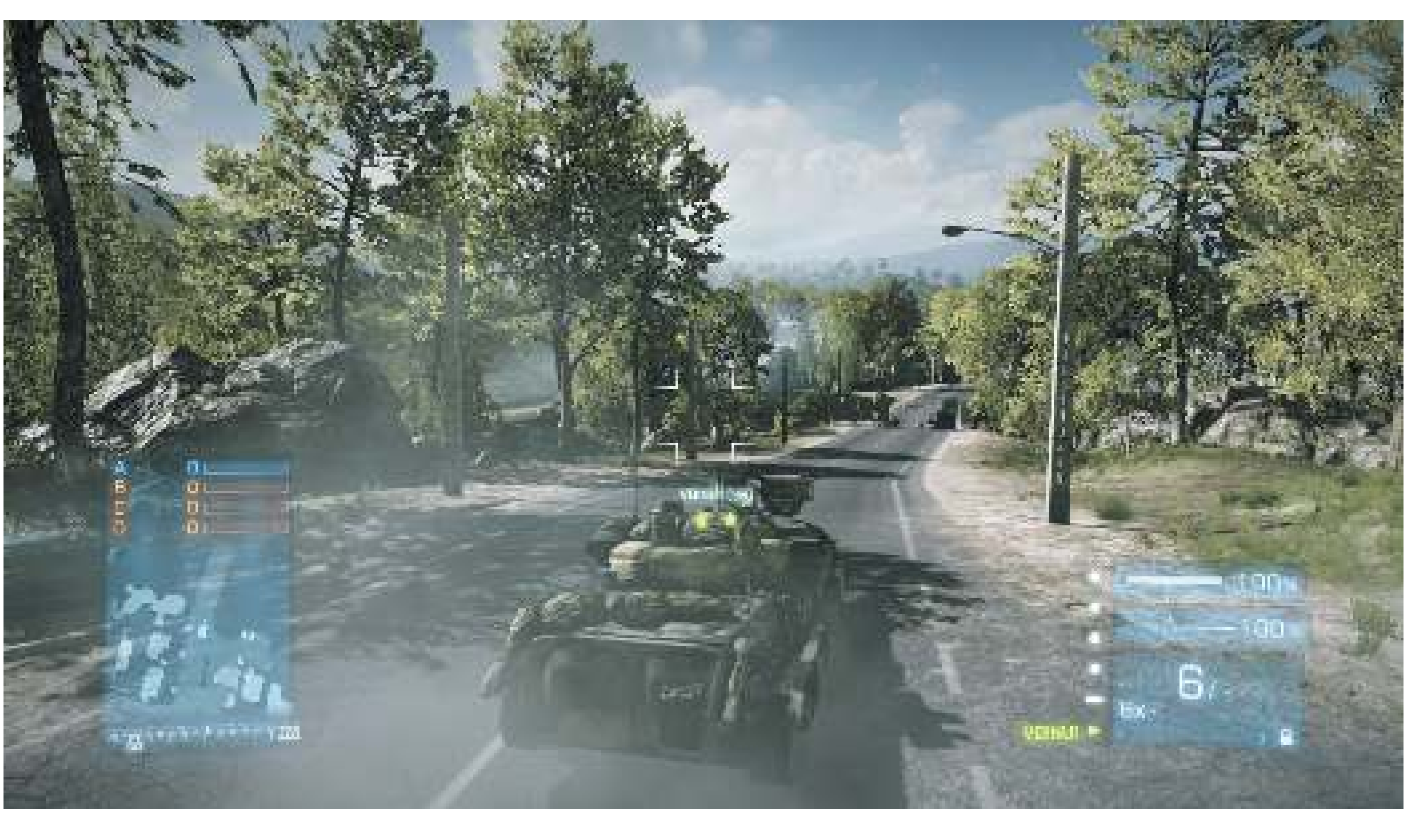
Despite the low player count, always approach an M-COM station cautiously in Squad Rush.

Max Players: 8

Squad Rush is a modified version of Rush that pits two squads against each other in a compact attack/defend style game. In this mode there are only two zones, with only one M-COM station positioned at each.

It's the job of the defending team's four-player squad to defend each base's M-COM station against the four-player attacking squad. The gameplay is identical to Rush, but on a much smaller scale that emphasizes infantry combat. Teamwork is essential if you wish to come out on top, so stay together and keep the lines of communication open at all times.

Squad Deathmatch



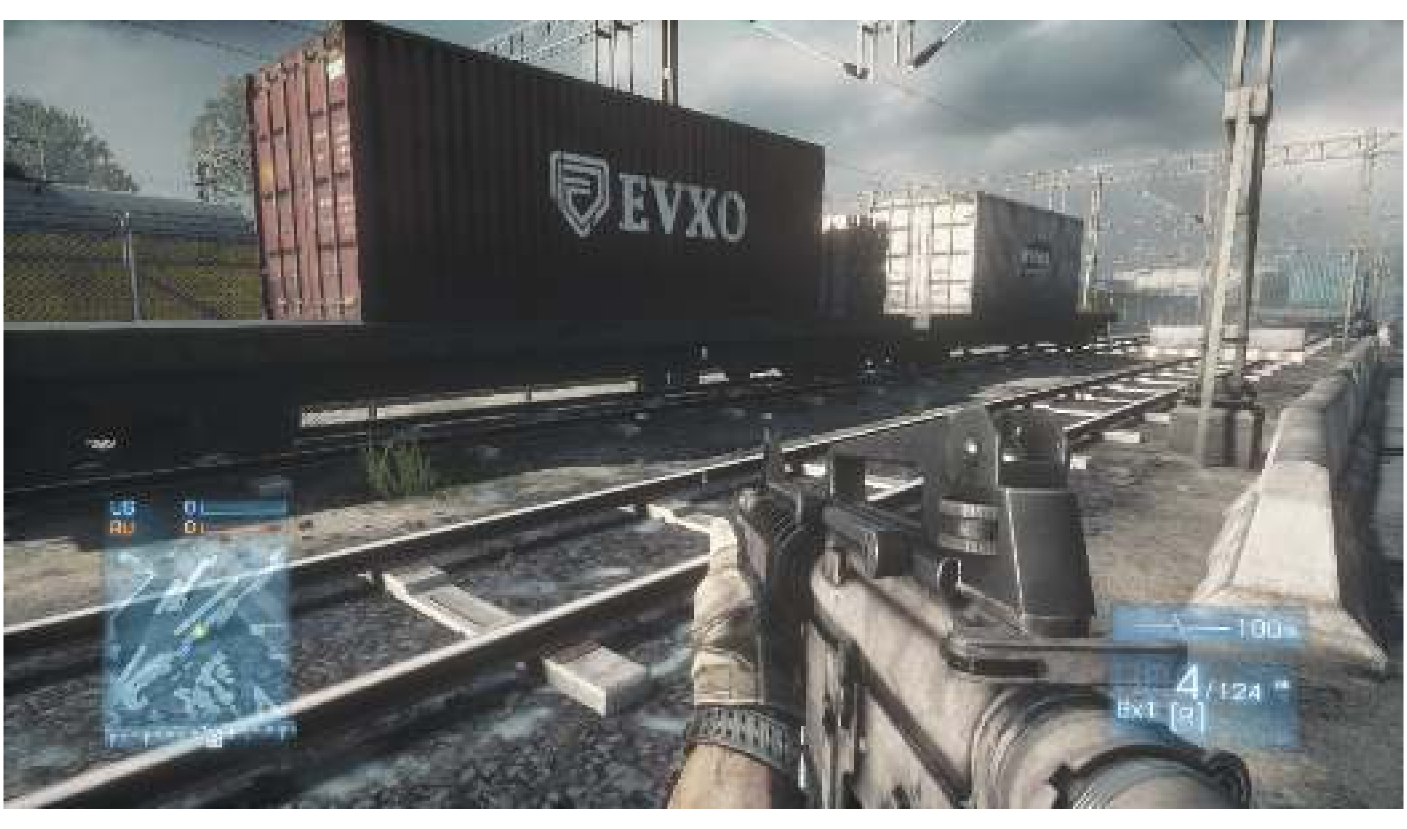
In Squad Deathmatch, try to take control of the IFV to give your team a big score boost.

Max Players: 16

In this mode there are four four-player squads, each representing a different team: A, B, C, and D. The team that scores 50 kills first wins—the score is listed on the left side of the screen above the minimap. To make things more interesting, each Squad Deathmatch map contains one Infantry Fighting Vehicle (IFV) that spawns in one of four possible locations.

Whoever can take control of this vehicle gains a huge advantage in firepower. But while manning the vehicle, be aware that there are three other squads gunning for you. As you can imagine, this is a very fast-paced game mode that is best played with good squad mates you can rely on to watch your back. Stay together, and stay alive!

Team Deathmatch



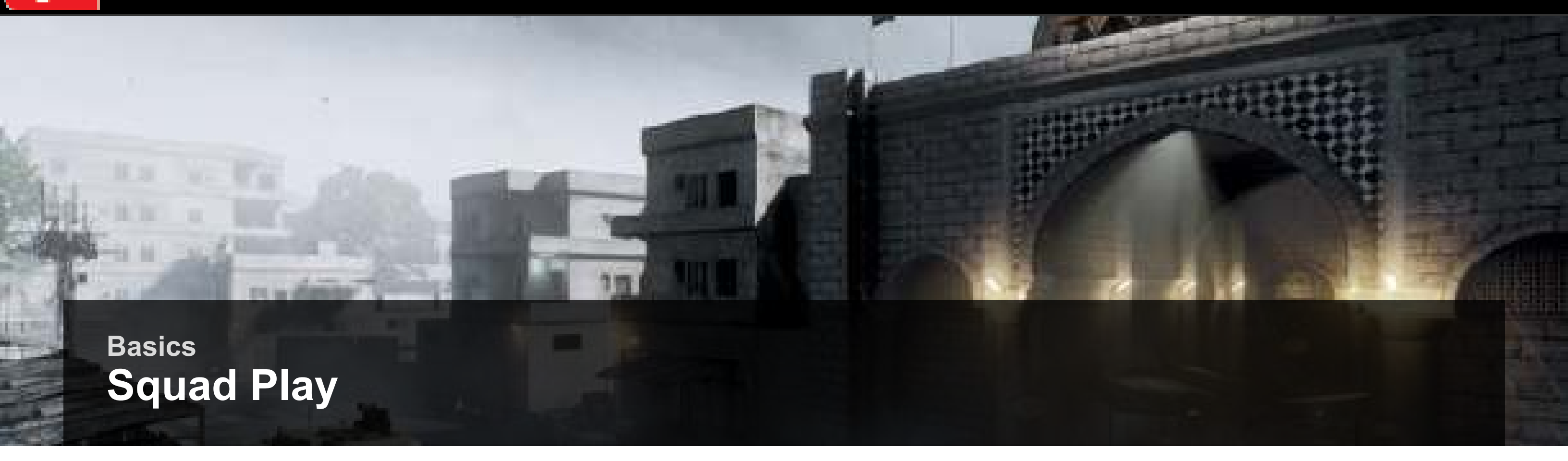
If you can't find any teammates nearby, immediately seek cover—this game mode does not favor solo players.

Max Players: 24 Console/32 PC

Team Deathmatch is a no-holds-barred infantry-only battle in a confined area. The two teams struggle to score the most kills to win the match. Each kill is counted, so take down your enemies to increase your team's score, which is represented by the numbers and status bars above the minimap.

It's your choice whether to stick with your team or to go on a solo hunt. But be warned, the tempo is high and enemies can pop up from behind almost any corner. Monitor the scoring status bars to see how the fight is going, and make tactical adjustments as necessary.

For example, if both teams are close to scoring the requisite points for a win, play it safe to avoid giving the enemy team the kills they need. Squads are still available in Team Deathmatch, but you can't spawn on squad members.



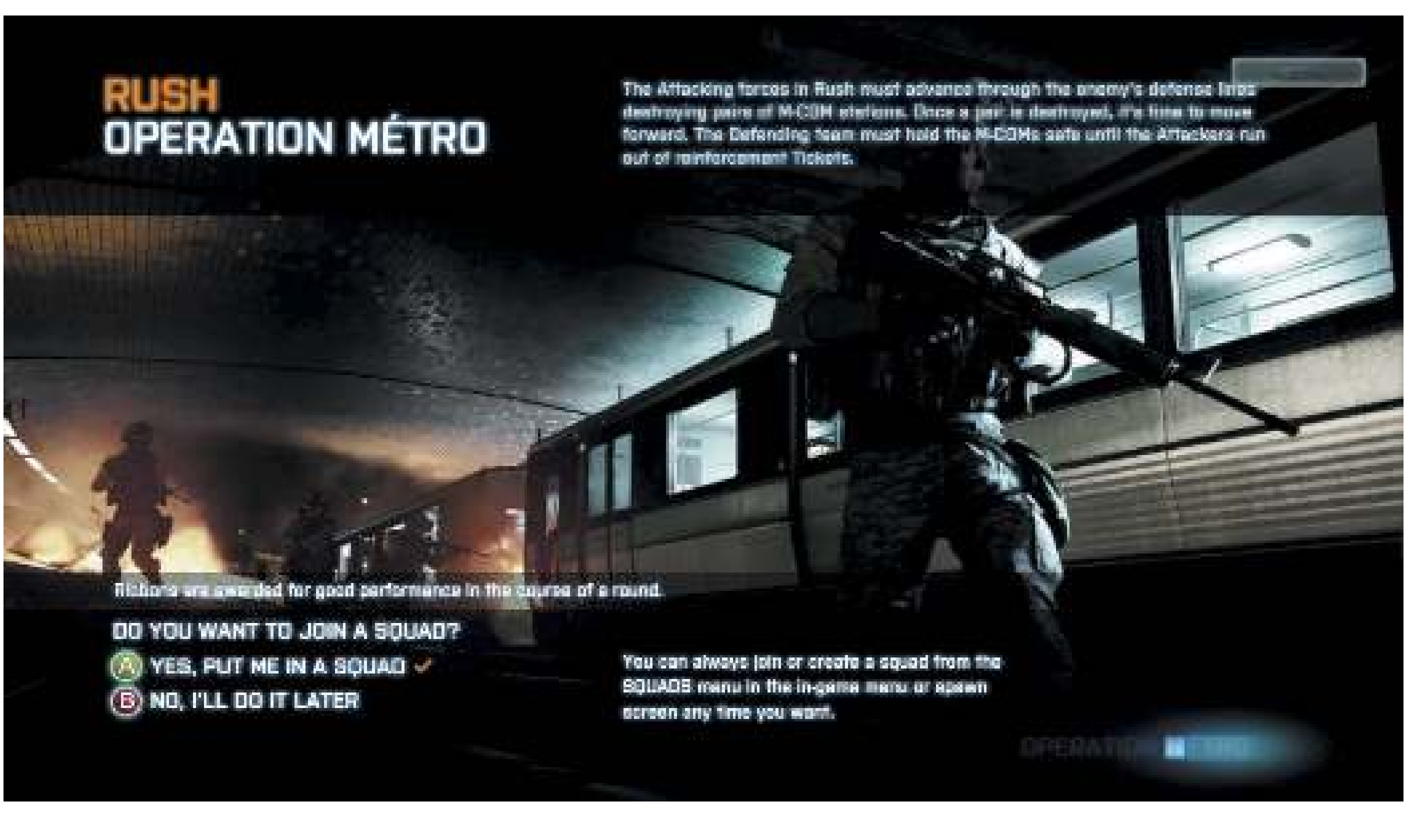
Basics

Squad Play

If you've played past installments of Battlefield, you know the benefits of joining a squad. A squad is a four-player unit that can communicate with each other over headsets.

Being able to talk to the other players in your squad allows you to discuss each situation and respond as a single, unified fighting force. Beyond the obvious tactical advantages, being in a squad allows you to earn the squad bonus points that boost your score and fast-track promotions. But if you're new to Battlefield and the squad system, let's take a look at how they work.

Joining a Squad



The Attacking forces in Rush must advance through the enemy's defense lines destroying pairs of M-COM stations. Once a pair is destroyed, it's time to move forward. The Defending team must hold the M-COMs safe until the Attackers run out of reinforcement Tickets.

Ribbons are awarded for good performance in the course of a round.

DO YOU WANT TO JOIN A SQUAD?

Ⓐ YES, PUT ME IN A SQUAD ✓

Ⓑ NO, I'LL DO IT LATER

You can always join or create a squad from the SQUADS menu in the in-game menu or spawn screen any time you want.

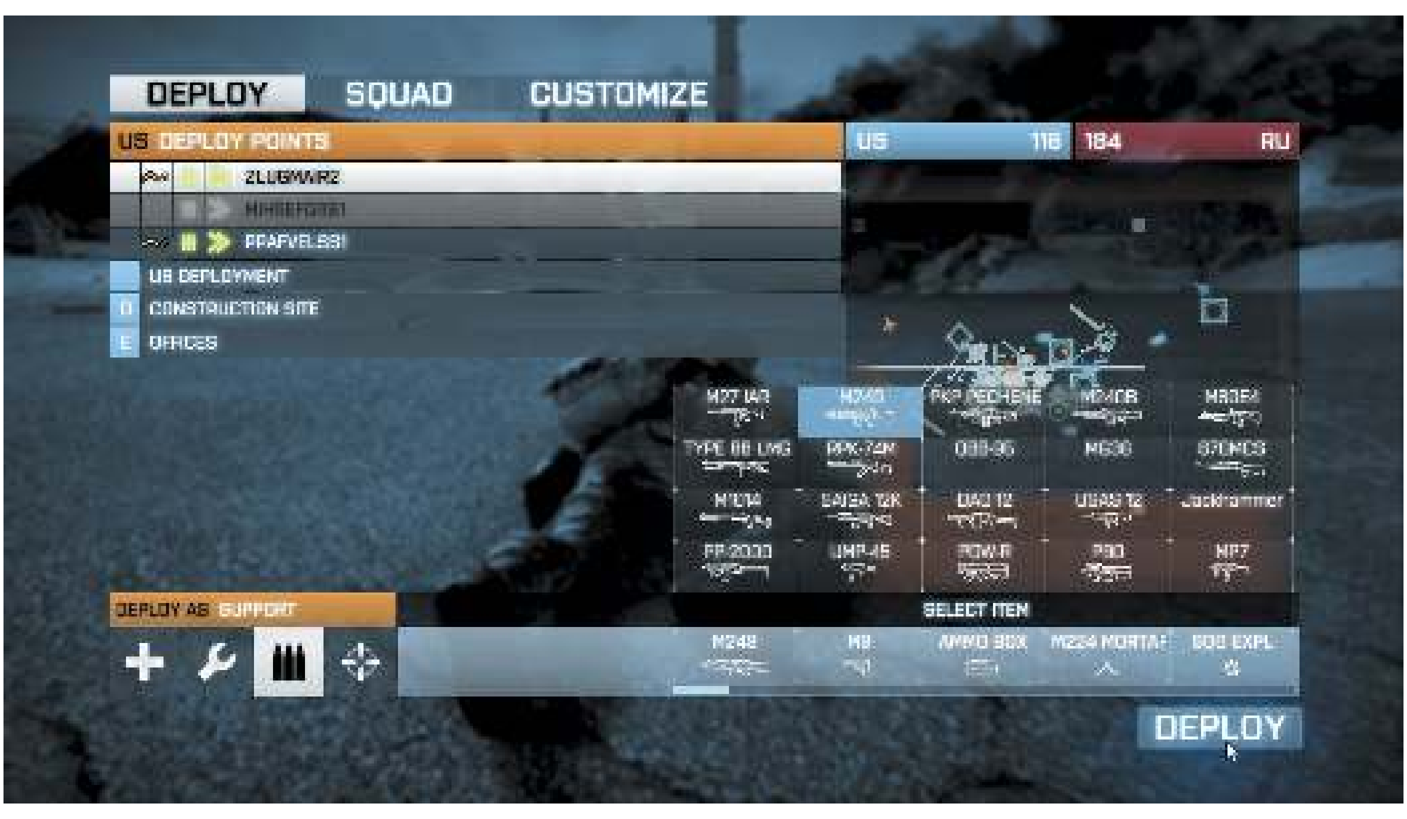
You can join a random squad while a multiplayer *map is loading* .

At the start of any match, while the map is loading, you're asked if you want to join a squad. Always choose yes. In this instance, you'll be automatically assigned a squad randomly. Chances are your new squad mates are complete strangers, so say hi and ask what kit they will use before spawning into the game.

If you prefer playing with friends, you can create a squad from your friend's list before even joining a game. Choose the Invite a Friend option from the multiplayer Quickmatch menu and send invitations to anyone on your friend's list who is online. You don't need four players to form a squad, so feel free to join a game once you have at least one friend on your squad.

However, if you have less than four players in your squad, the extra slots could be filled by strangers. When your squad is formed and ready for action, choose the Find a Game option to begin a match.

Squad Spawn



If you spawn on a squad mate who is prone, you'll enter the game prone as well .

One of the huge benefits of playing in a squad is the ability to spawn on any squad mate. In the spawn screen you can see a number of spawning options, including your team's base and control points.

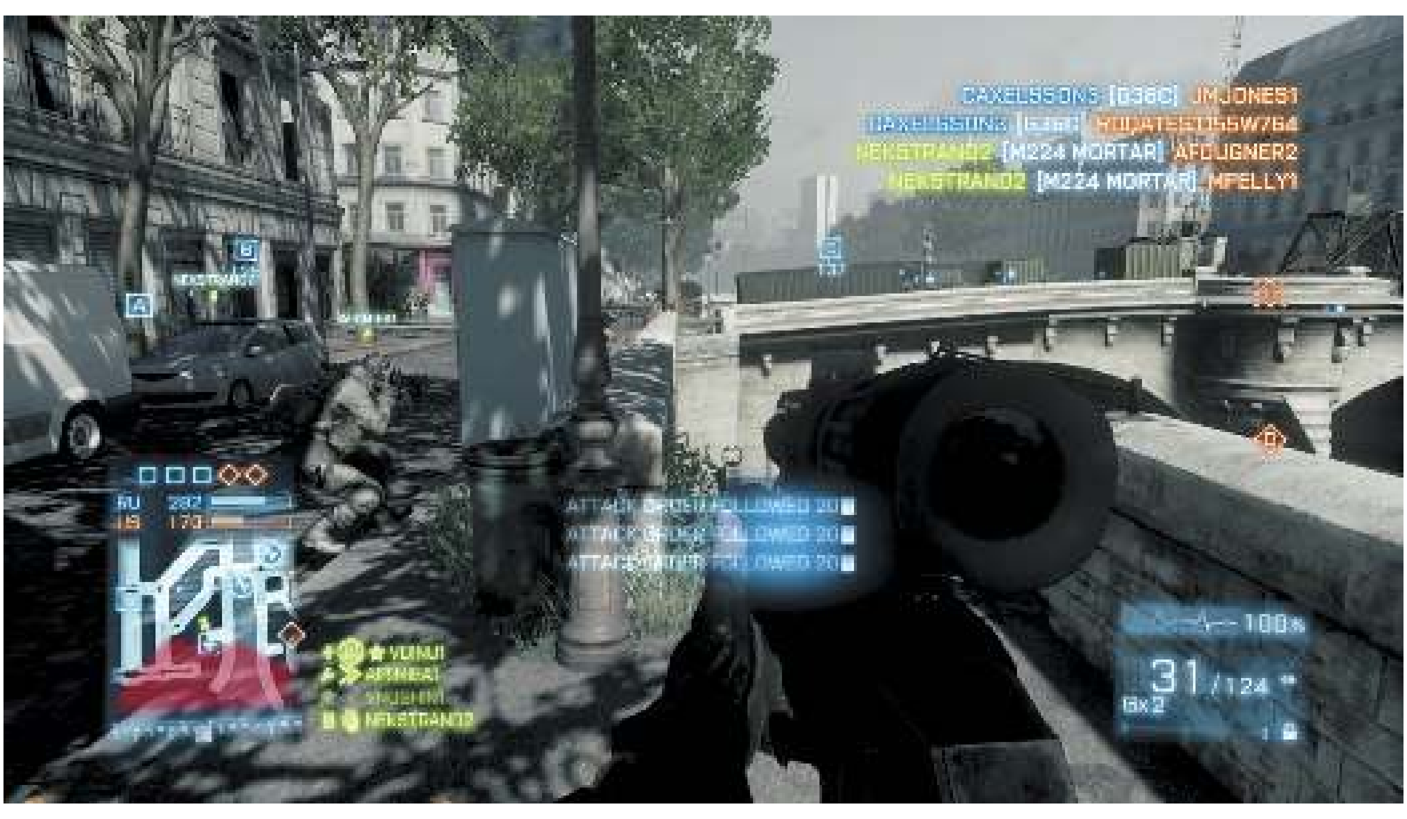
If you don't want to spawn at one of those static locations, select the name of one of your squad members. As you select their name, a blue circle icon appears on the map and the camera view switches, showing exactly where they are.

Before spawning on a squad member, make sure they're in a safe location. The last thing you want to do is spawn in the middle of an enemy kill zone. You can also spawn on any squad member who is in a vehicle with unoccupied seats.

New to Battlefield 3 are Radio Beacons, which are deployed by recon troops. Radio Beacons can be placed almost anywhere on the map and serve as forward spawn points for your squad.

This is a great way for attackers to maintain a presence close to an objective, especially in Rush matches. But don't let enemies see where your Radio Beacon is placed, otherwise they may camp nearby and pick off your squad mates as they enter the game.

Teamwork



Issuing and following squad orders is a simple way to boost your score .

Once in the game, you can identify your squad mates by the green name tags above their heads accompanied by their kit icon—they also show up as green triangles on the minimap.

Other teammates have blue name tags above their head while enemies appear as red. Stay close to your squad so you can support one another. But don't cluster around each other too tightly or else all four of you can be eliminated by an explosive attack.

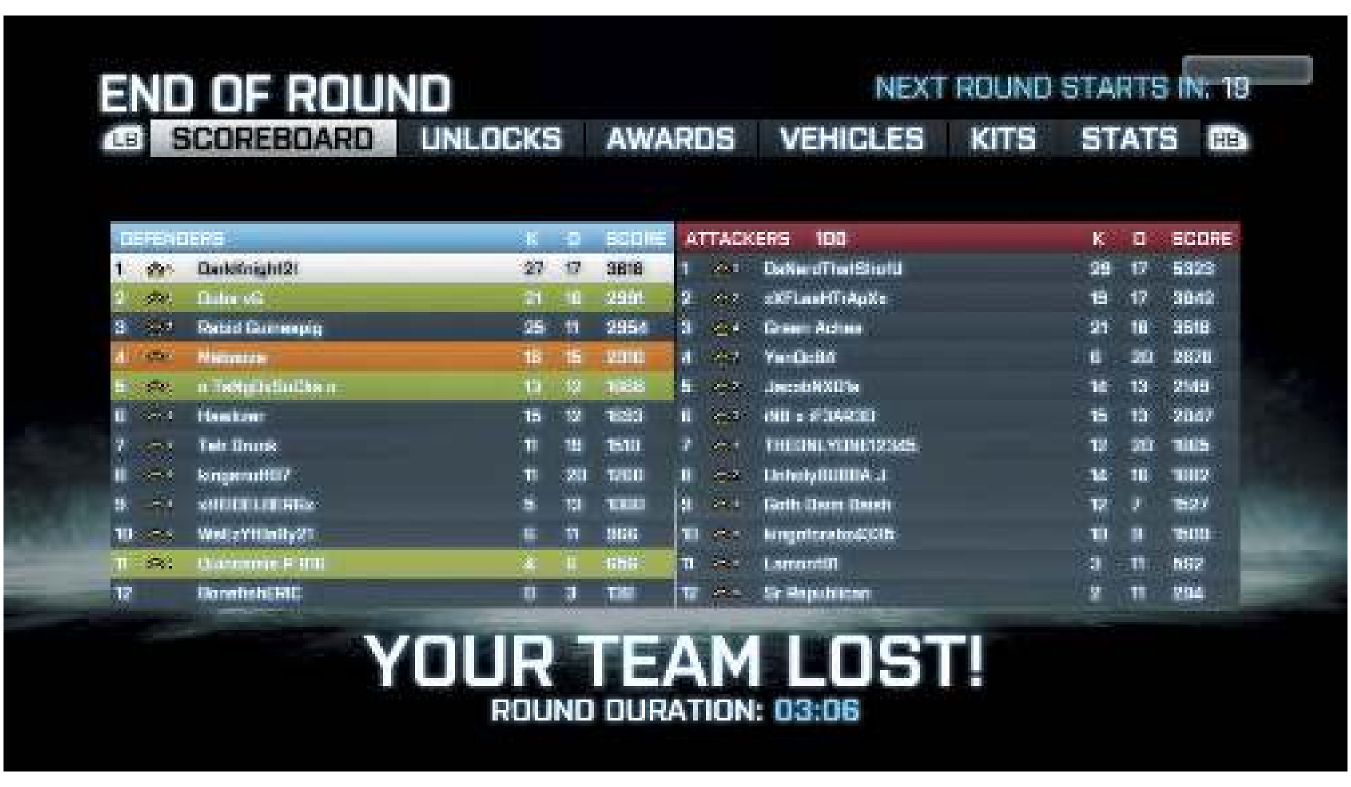
Instead, try to stay within each others' line of sight. By simply communicating and working together you can gain a huge advantage over your opponents, especially those that wander off by themselves.

In addition to talking to each other over your headsets, use the target spotting system to tag enemies and issue attack/defend orders. Only the squad leader can issue orders so watch for blinking boxes around objectives like M-COM stations and control points.

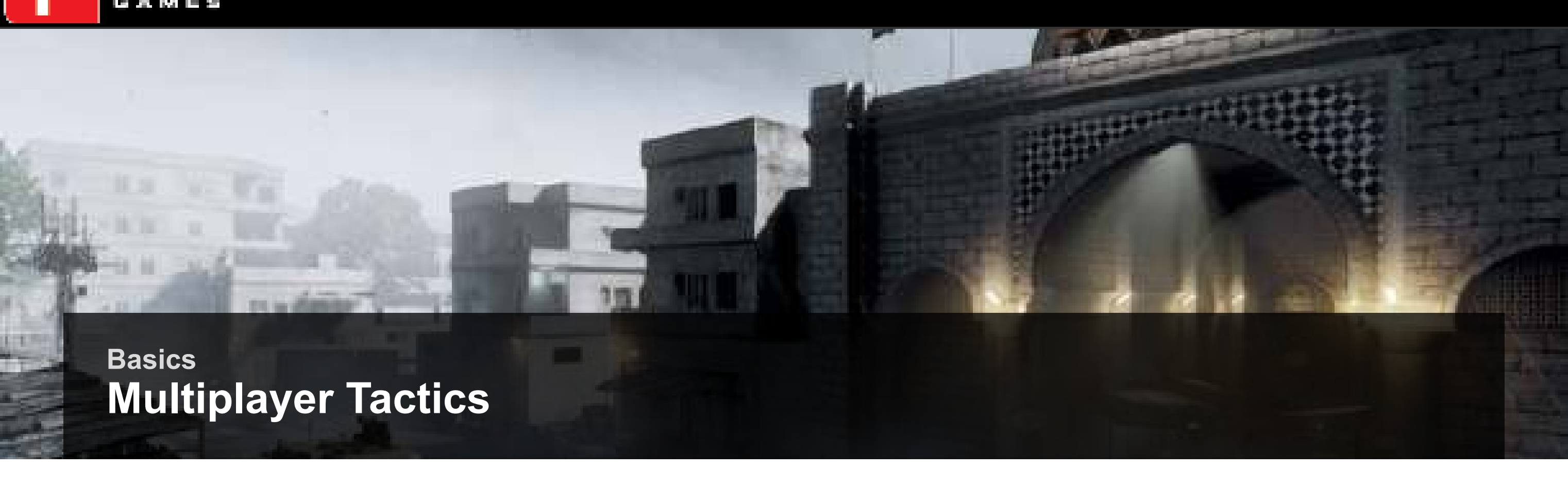
If no order has been issued, ask your squad leader to place an order on an objective. Kills performed within close proximity of an objective marked with an attack/defend order result in a Squad Attack Order (20 points) or Squad Defend Order (20 points) bonuses.

So if you're the squad leader, don't forget to issue orders to help your squad's scores.

Note



You can gauge your squad's performance on the scoreboard during or at the end of a round. Each of your squad mates is highlighted by a green bar—your name is highlighted with an orange bar.



Basics

Multiplayer Tactics

Tactics is the combining of maneuvers and firepower to achieve an objective. Both movement and weapons have already been covered, so this section focuses on using the two together.

Plan Ahead

GET READY
ROUND WILL START IN
4
31/124

Before a round begins, take a few seconds to discuss tactics with your teammates. Any game plan is better than none.

There is an old saying that those who fail to plan, plan to fail. You need to come up with a plan before the bullets start flying.

The best place to start is to look at your game mode's objectives, since those determine victory or defeat. While killing the enemy is always a goal, it is often a means to an end. Instead, focus on the objectives.

Do you have to destroy a target, defend a position, or just get to a certain point on the map?

Once you know what you must do, look at the map and examine the terrain. Where are you located? Where is the objective? How will you get there? Are there any vehicles you can use? These are all questions you need to ask yourself.

Once you have determined how to get to the target, you must then consider how to accomplish your orders. Will you need to get in close to plant an explosive charge on the target? If so, how will you secure the perimeter?

Finally, you need to take into account your opposition. What does the enemy have and where are they located? Usually you will not know that type of information until you get in close to the target and can see the enemy with your own eyes.

Therefore, planning continues on the fly as you learn new information about enemy positions and actions.

Cover

[LAV-AD] VEN-SERVER
[M1 ABRAMS] KTROEDSSON1
[M98B]
100/100

If you can't find suitable cover nearby, drop prone in an attempt to avoid detection, and crawl to a piece of cover.

Combat is very dangerous. Bullets and other deadly projectiles fly through the air and can kill you outright if they make contact. The concept of cover is to place something solid between you and the enemy that will stop those projectiles and keep you safe.

The multiplayer maps are filled with objects that you can use as cover—buildings, walls, trees, rocks, earthen mounds, and so on. Some types of cover will stop small arms fire such as rifle bullets, but not stop the heavier machine gun fire.

Walls of buildings will stop machine gun fire, but not rockets or tank rounds. Therefore, pick cover that will protect you from the current threat—objects constructed from wood or flimsy sheet metal won't stop a bullet.

Cover should become ingrained in your combat thinking. In addition to looking for enemies, you also need to be looking for cover. During a firefight, always stay behind cover.

The only reason you leave cover is to move to another position with cover. If the cover is low, you may need to crouch down or drop prone to get behind it, standing only to fire over it. When moving from cover to cover, sprint to get there quicker.

While you want to stay behind cover, you also want to try to deny the benefit of cover to your enemies. Destroying their cover is a way to do that. Another way is to reduce the effect of their cover by moving to hit them from a direction for which they have no cover.

This is called flanking. For example, if an enemy is taking cover behind a wall, move around to the side of the wall so that the wall is no longer between you and your target.

Or, if you have an explosive weapon, you can simply blow a hole in the wall, taking out your target in the process.

Destructible Environments

HMG .50
AKERTZ1 [SCAR-H] PHELLOVIS1
SKENT1 [M16A4] CAXELSSON3
AIRIMIEA1 [M98B] TJONSSON
WARN
KILL ASSIST 38

Tanks are great for dishing out destruction. Use their cannons to blow holes in walls and other pieces of cover.

One of the awesome features in Battlefield 3 is that many of the structures and objects can be damaged or outright destroyed. This presents a large range of possibilities and opportunities that will affect the tactics you use.

For example, if the enemy is holed up in a house and taking shots at you from the windows, you could try to throw a grenade through the window or rush into the house via the doorway and clear out the threat with close-range combat.

However, with destruction as an option, you can launch a rocket at a wall of the structure and blow a hole in it. If an enemy was on the other side of the wall, that threat might be killed.

Otherwise, you can then use direct fire to kill the enemy, since you destroyed the wall that was providing cover.

Often, structures can funnel you into a kill zone the enemy has set up. But you can blast your way through walls or other objects and come at the enemies from different directions that they might not expect.

While this may seem to favor the attacker, the defender can also use this as an advantage. Destroy potential cover the attacker may use to approach your position.

Call in mortar strikes on groves of trees or shoot out wooden fences to deny the enemy a place to hide. As a result, you can create your own kill zones of open land that the enemy must traverse—all the while under the fire of your weapons.

Tip

Some structures that take heavy damage can completely collapse, killing everyone inside. Target a building's exterior walls until you hear a series of creaking and moaning sounds that indicate an imminent collapse.

This can be a fun (yet inefficient) way to take out a pesky sniper hiding in an attic or upper floor. Obviously, if you find yourself in a creaking and moaning building, get out fast!

Long-Range Combat

TKJELL4 [SV98] JFORS1
EMUUGA1 [AKS-74u] ROQATESTSOW764
POLOFSSON2 [AS VAL] VOUMITRES1
MLAGRE3 [RPG-7V2] MSAASTAMO1
31

When sniping, try to focus your fire down narrow choke points like streets, alleys, and bridges.

If possible, it is best to try to attack the enemy at long range before they're even aware of your presence. While sniper rifles work great for this type of combat, you can even use assault rifles, light machine guns, or rocket launchers to hit targets at long range.

The key to winning at long range is to take your time. Drop prone, stay still, and use ironsights or scopes to increase your magnification and accuracy.

As always, make sure you have some good cover in case the enemy decides to shoot back—if you can see them, they can see you. Also remember to fire in short bursts to ensure that more of your bullets hit the target.

Close-Quarters Combat

Hawkzer [M4A1] xXFLasHTrApXx
OBJECTIVE A ARMED!
5/30

Quick reflexes trump accuracy in close-quarters gun battles like this. This is why shotguns are so effective.

This type of combat is the exact opposite of long-range combat. In close quarters, such as in a town or even within a building, you don't have a lot of time to aim before shooting.

However, at such short ranges, accuracy is not really a factor. Instead, you need a weapon that puts out a lot of firepower with some spread so you are more likely to get a hit while moving. Shotguns and PDWs are great for close-quarters combat.

Your minimap is also an important tool, especially if teammates have spotted targets. Since you can see where enemies are located, use this info to set up shots while strafing around corners.

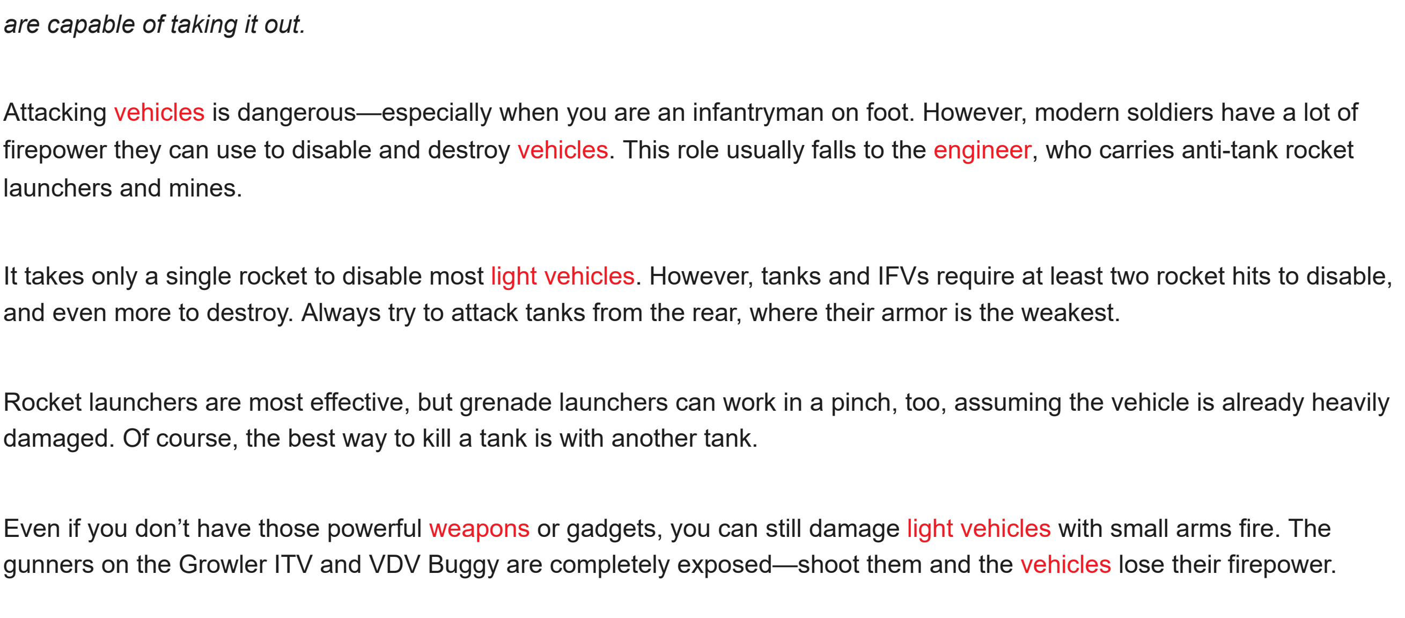
Your weapon will already be aimed at the target as it appears on the minimap, which saves you just enough time to have the advantage and make the kill rather than be killed.

Don't forget to use grenades, which can be thrown around corners or over walls to hit enemies who think they are safe behind cover.

Tip

Have you just run out of ammo in the middle of a close-quarters duel? It's much faster to draw your pistol than to reload your main weapon. Or if your opponent is reloading too, rush in for a melee kill.

Engaging Vehicles



If you don't have the firepower to kill a tank, don't draw its attention. Instead, seek cover and spot the tank for teammates who are capable of taking it out.

Attacking vehicles is dangerous—especially when you are an infantryman on foot. However, modern soldiers have a lot of firepower they can use to disable and destroy vehicles. This role usually falls to the engineer, who carries anti-tank rocket launchers and mines.

It takes only a single rocket to disable most light vehicles. However, tanks and IFVs require at least two rocket hits to disable, and even more to destroy. Always try to attack tanks from the rear, where their armor is the weakest.

Rocket launchers are most effective, but grenade launchers can work in a pinch, too, assuming the vehicle is already heavily damaged. Of course, the best way to kill a tank is with another tank.

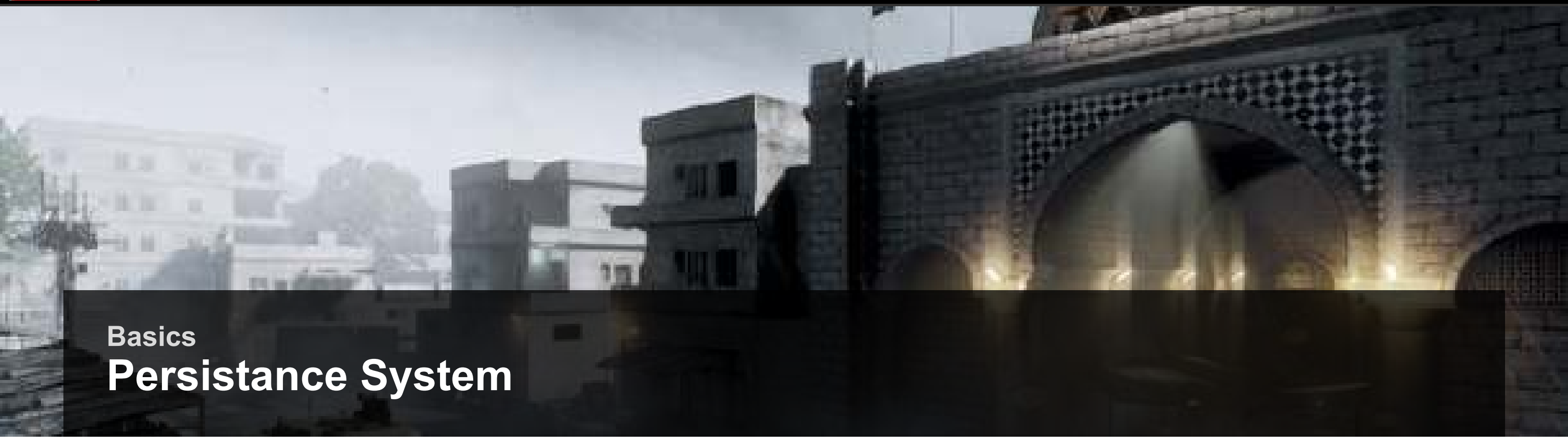
Even if you don't have those powerful weapons or gadgets, you can still damage light vehicles with small arms fire. The gunners on the Growler ITV and VDV Buggy are completely exposed—shoot them and the vehicles lose their firepower.

For those who are really daring, engineers can place mines in the path of moving vehicles. C4 (now carried by the support kit) is also very effective against vehicles, but you have to get very close to slap on a charge.

[Service Stars]

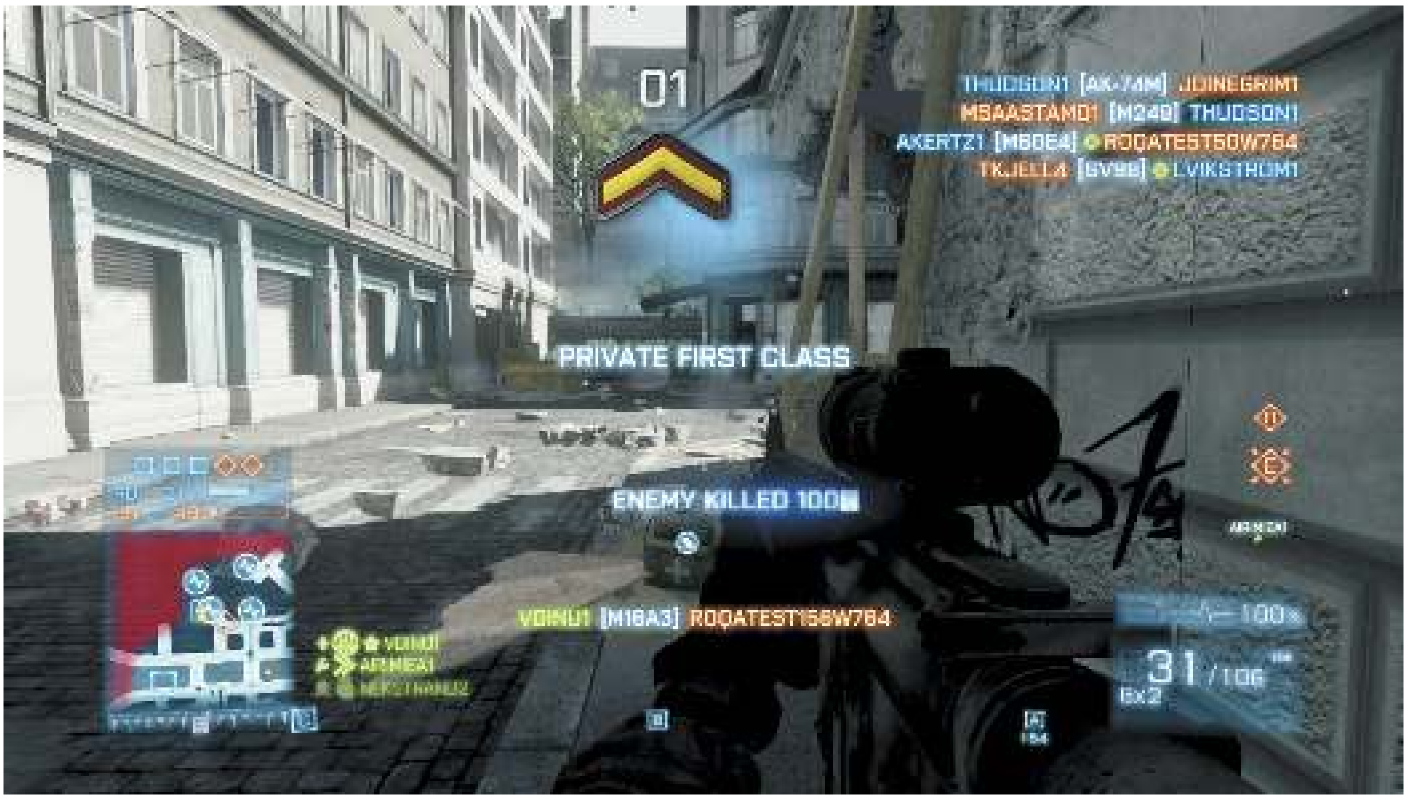
As you advance through your multiplayer career you can earn service stars for every class, weapon, and vehicle type. For classes and vehicles, you must meet certain point thresholds to achieve a service star. Weapon service stars are awarded for every 100 kills.

A maximum of 100 service stars can be earned for every class, weapon, and vehicle type. A service star is also awarded when reaching the rank of Colonel.



Basics

Persistance System


01
THUDSON1 [AK-74M] JDINEGRIM1
MSAASTAMD1 [M249] THUDSON1
AXERTZ1 [M60E4] RODQATEST50W784
TKJELL4 [SV98] LVIKSTROM1
PRIVATE FIRST CLASS
ENEMY KILLED 100
VDINU1 [M16A3] RODQATEST156W784
31 / 106

A message appears at the top of the screen each time you earn a new promotion.

Note

For complete information on the game's scoring system and ranks, flip to the Battlefield Compendium chapter at the back of the guide.

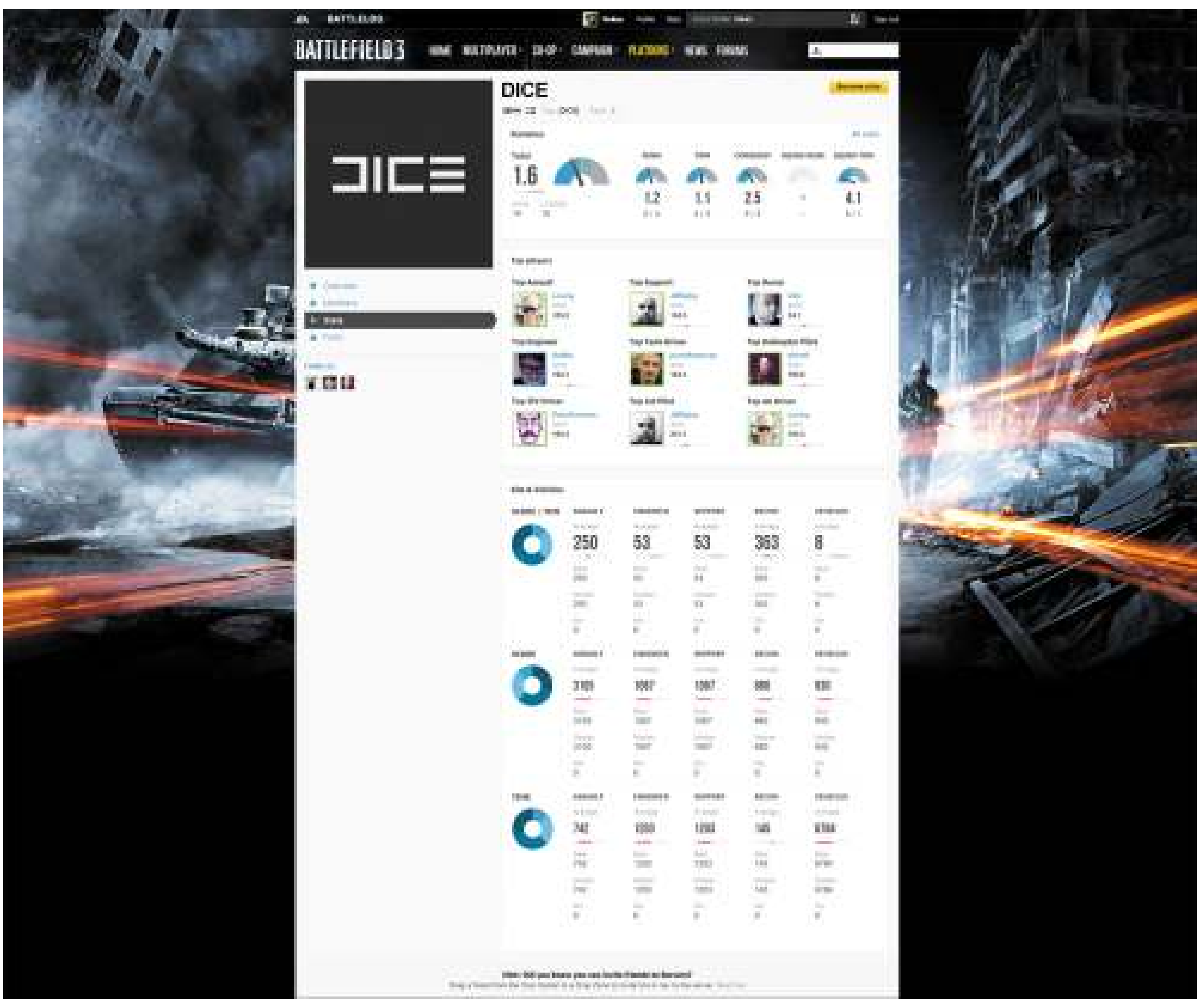
There you'll find scoring details for each action as well as criteria for earning every rank, medal, ribbon, and dog tag. All rank, class, weapon, and vehicle unlocks are also listed in this chapter.

Almost every action performed in a multiplayer match can earn you points. Points not only determine which players are listed at the top of the scoreboard after a round, but they also help you unlock new weapons, gadgets, specializations, and even achieve new ranks.

So at the end of a round, check out your overall performance in the End of Round screens. These screens show your current rank as well as your progress toward achieving the next rank. It also has statistical breakdowns of your score, showing how many points were earned with each kit, vehicles, and awards.

Speaking of awards, any dog tags, medals, or ribbons earned during the round are shown in the Unlocks and Awards sections. The Kits screen shows how much progress you've made toward unlocking new equipment for each kit.

Battlelog



Review your multiplayer stats, awards, and unlocks from the Battlelog website.

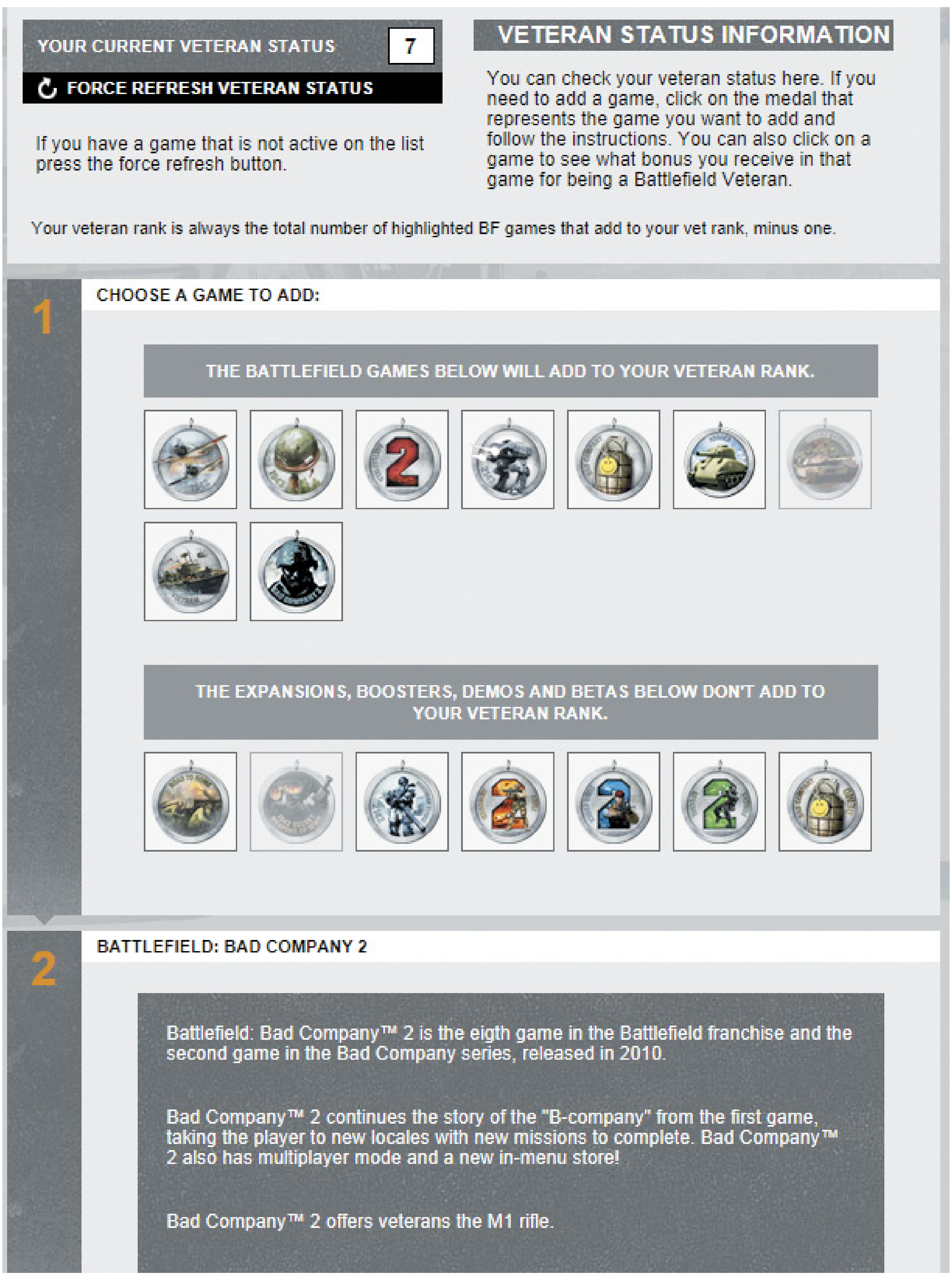
https://battlelog.battlefield.com

The new Battlelog website allows you to keep tabs on everything happening in Battlefield 3, even when you're away from the game.

Log in to the Battlelog using the e-mail address and password associated with your EA.com or Origin.com account. The Battlelog keeps track of every stat imaginable and also offers social networking features that allow you to see what your friends have been up to.

By creating or joining a platoon, you can guarantee you always have a reliable group of friends to play with. PC players can even access a server browser and join games directly from the Battlelog.

[Battlefield Veteran Program]



YOUR CURRENT VETERAN STATUS 7

FORCE REFRESH VETERAN STATUS

If you have a game that is not active on the list press the force refresh button.

VETERAN STATUS INFORMATION

You can check your veteran status here. If you need to add a game, click on the medal that represents the game you want to add and follow the instructions. You can also click on a game to see what bonus you receive in that game for being a Battlefield Veteran.

Your veteran rank is always the total number of highlighted BF games that add to your vet rank, minus one.

1 CHOOSE A GAME TO ADD:

THE BATTLEFIELD GAMES BELOW WILL ADD TO YOUR VETERAN RANK.

THE EXPANSIONS, BOOSTERS, DEMOS AND BETAS BELOW DON'T ADD TO YOUR VETERAN RANK.

2 BATTLEFIELD: BAD COMPANY 2

Battlefield: Bad Company™ 2 is the eigth game in the Battlefield franchise and the second game in the Bad Company series, released in 2010.

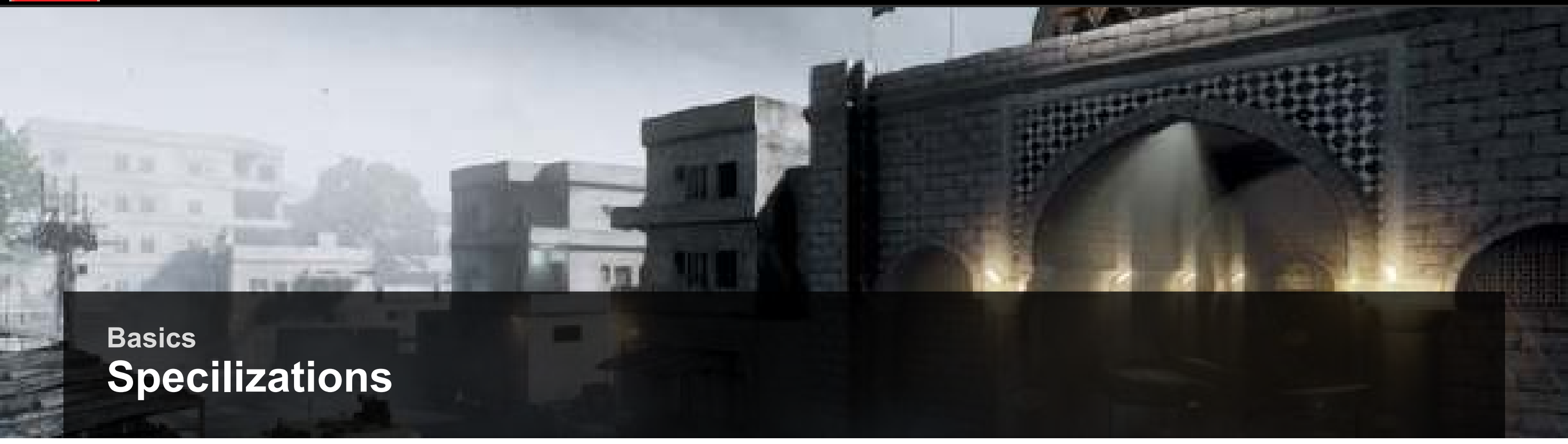
Bad Company™ 2 continues the story of the "B-company" from the first game, taking the player to new locales with new missions to complete. Bad Company™ 2 also has multiplayer mode and a new in-menu store!

Bad Company™ 2 offers veterans the M1 rifle.

Have you owned at least one Battlefield game before Battlefield 3? If so, then you're eligible for Battlefield veteran status. Becoming a veteran unlocks special dog tags you can use to customize your soldier, one for each Battlefield game you own.

Simply log in to veteran.battlefield.com with your EA.com or Origin.com account and register all the Battlefield games that you own. In addition to the dog tags, you're also assigned a Battlefield veteran rank based on how many games you register.

Each title is worth one point—expansions, Battlefield Heroes, and Battlefield 1943 are not worth points, but you can still register them. Your veteran rank is displayed on the Battlelog website as well as next to your profile name on the scoreboard during multiplayer matches. So let your opponents know that they're facing a veteran!



Basics

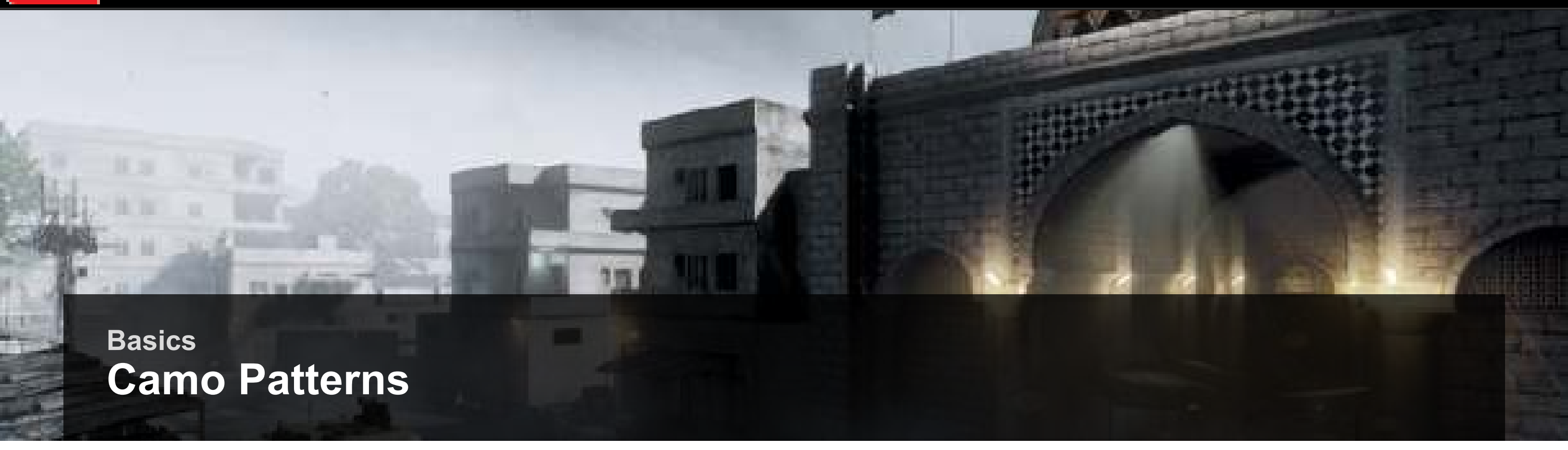
Specilizations

As you progress through your multiplayer career you unlock a variety of specializations. These perks provide varying bonuses to your kit. But you can only equip one specialization at a time, so pick the bonus that best fits your style of play.

The squad specializations are very powerful, as they apply a bonus to your entire squad. All specializations are tied to ranks. So the more promotions you earn, the more specializations you'll have to choose from.

Specializations

Name	Unlock Criteria	Description
Sprint	Rank 2 (Private First Class I)	Lightweight load-bearing equipment that reduces soldier fatigue and allows a higher sprint speed.
Ammo	Rank 5 (Lance Corporal)	Additional MOLLE tactical ammunition pouches allow the player to carry a greater amount of primary and sidearm ammunition.
Flak Jacket	Rank 8 (Lance Corporal III)	Reduces the damage taken from explosives and shrapnel by providing additional coverage to high-risk body parts.
Explosives	Rank 11 (Corporal II)	An EOD vest that increases the total amount of explosive and rocket ammunition.
Suppression Resist	Rank 14 (Sergeant I)	The combined effect of field experience and advanced training reduces the suppressive effect of incoming rounds.
Suppression	Rank 17 (Staff Sergeant)	Advanced marksman training gives the soldier's rounds a greater suppressive effect on his targets.
Grenades	Rank 20 (Gunnery Sergeant)	Additional MOLLE grenade pouches allow the soldier to carry a larger amount of hand grenades and 40mm grenades.
Squad Sprint	Rank 23 (Master Sergeant)	Lightweight load-bearing equipment that reduces soldier fatigue and allows a higher sprint speed. This specialization will be granted to your entire squad.
Squad Ammo	Rank 26 (First Sergeant)	Additional MOLLE tactical ammunition pouches allow the player to carry a greater amount of primary and sidearm ammunition. This specialization will be granted to your entire squad.
Squad Flak Jacket	Rank 29 (Master Gunnery Sergeant)	Reduces the damage taken from explosives and shrapnel by providing additional coverage to high-risk body parts. This specialization will be granted to your entire squad.
Squad Explosives	Rank 31 (Master Gunnery Sergeant II)	An EOD vest that increases the total amount of explosive and rocket ammunition. This specialization will be granted to your entire squad.
Squad Suppression	Rank 33 (Sergeant Major I)	Advanced marksman training gives the soldier's rounds a greater suppressive effect on his targets. This specialization will be granted to your entire squad.
Squad Suppression Resist	Rank 35 (Warrant Officer One)	The combined effect of field experience and advanced training reduces the suppressive effect of incoming rounds. This specialization will be granted to your entire squad.
Squad Grenades	Rank 37 (Chief Warrant Officer Three)	Additional MOLLE grenade pouches allow the soldier to carry a larger amount of hand grenades and 40mm grenades. This specialization will be granted to your entire squad.



Basics

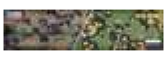
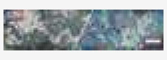
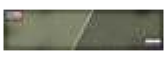
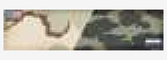
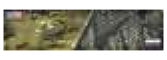
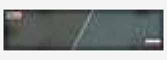
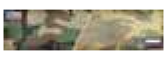
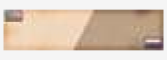
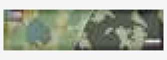
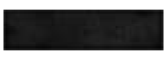
Camo Patterns

Don't like the look of your outfit? You can customize that, too, with a variety of camouflage patterns. Like specializations, new camo patterns are unlocked when you achieve new ranks.

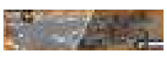
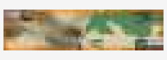
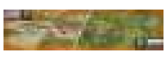
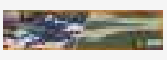
The look of each camo pattern differs whether you're on the US or RU teams. You can switch between the default and unlocked camo patterns by choosing the Appearance option from the Loadout screen.

Your selected camo is then applied to all classes. When playing with a squad, consider choosing the same camo pattern to make it easier to identify each other.

Name	Unlock Criteria
Woodland	Rank 3 (Private First Class II)
Ranger	Rank 6 (Lance Corporal I)
Army Green	Rank 9 (Corporal)
Expeditionary Force	Rank 12 (Corporal III)
Paratrooper	Rank 15 (Sergeant II)
Navy Blue	Rank 18 (Staff Sergeant I)
Jungle	Rank 21 (Gunnery Sergeant I)
Desert Khaki	Rank 24 (Master Sergeant I)
Urban	Rank 27 (First Sergeant I)
Veteran Kit	Rank 39 (Chief Warrant Officer Five)
Spec Ops Black	Rank 42 (Captain)

Image	Name	Unlock Criteria
	Woodland	Rank 3 (Private First Class II)
	Ranger	Rank 6 (Lance Corporal I)
	Army Green	Rank 9 (Corporal)
	Expeditionary Force	Rank 12 (Corporal III)
	Paratrooper	Rank 15 (Sergeant II)
	Navy Blue	Rank 18 (Staff Sergeant I)
	Jungle	Rank 21 (Gunnery Sergeant I)
	Desert Khaki	Rank 24 (Master Sergeant I)
	Urban	Rank 27 (First Sergeant I)
	Veteran Kit	Rank 39 (Chief Warrant Officer Five)
	Spec Ops Black	Rank 42 (Captain)

Premium Soldier Camo

Camo	US Camo	RU Camo
	Navy Blue Digital	Woodland Oak
	Tactical	Berkut
	Desert Stripe	Digital Woodland
	Navy Blue Digital	Woodland Stripe

End Game Weapon Camo

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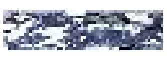
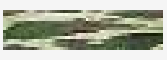
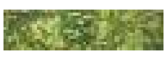
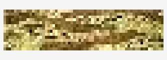
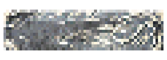
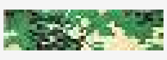
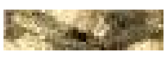
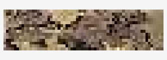
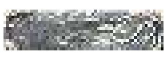
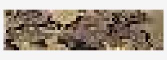
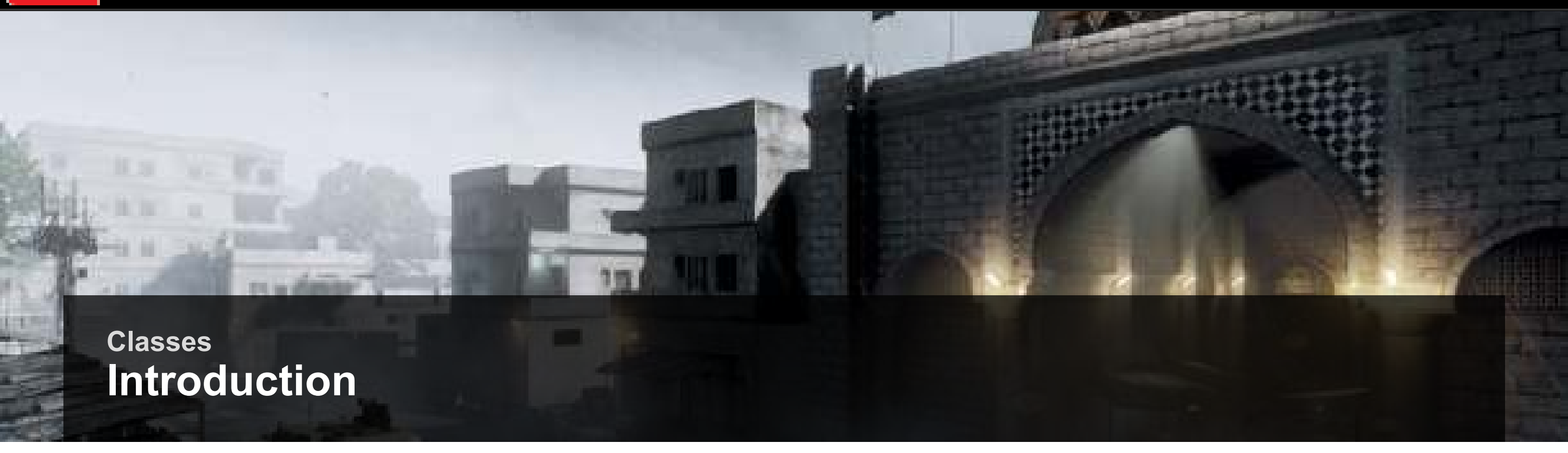
	Navy Blue Digital	G53
	Woodland Stripe	G53
	Digital Woodland	SCAR-L
	Desert Stripe	SCAR-L
	Airman	QBB-95
	Berkut	QBB-95
	Tactical	M39
	Woodland Oak	M39
	Airman	MK3A1
	Woodland Oak	MK3A1



Classes

Introduction

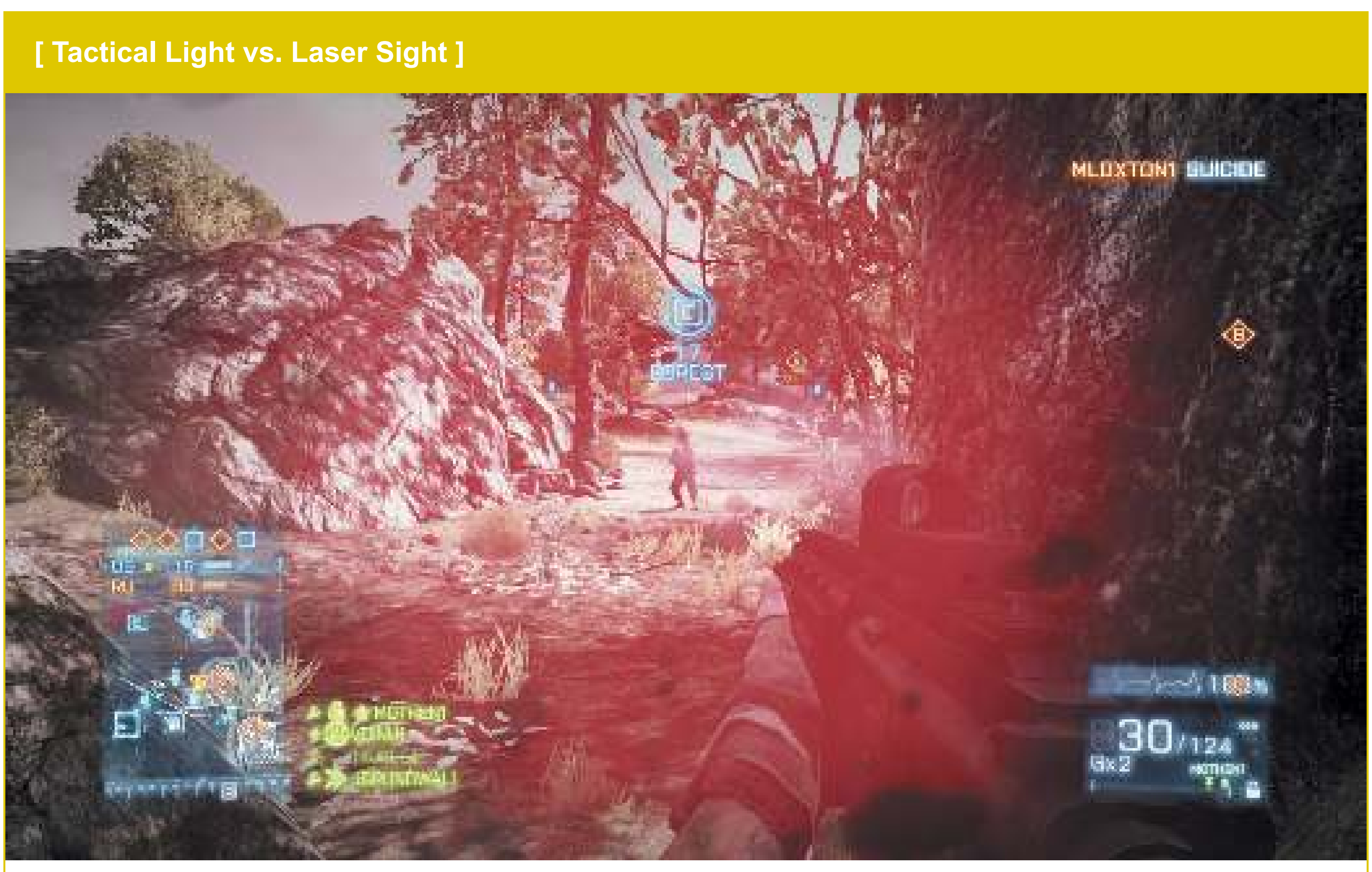
Succeeding during multiplayer often comes down to choosing the right tools for the job. That's where the classes come in, also known as troop kits.

Before spawning into a game, you're prompted to choose which class you wish to play. If you're a team player, your choice should be based on what is needed by your team instead of which kit you want to use.

For example, if your base is being overrun by enemy tanks, choose the engineer kit and use rockets or mines to eliminate the threats.

Although there are only four troop kits to choose from, the options for customizing it are more elaborate than in any Battlefield game to date, allowing you to mix and match weapons, accessories, gadgets, and specializations to create a unique kit that compliments your style of play.

[Tactical Light vs. Laser Sight]



The intense red beam of the Laser Sight can blind opponents in both dark and bright environments.

You can now customize your weapons with a wide variety of scopes, muzzle, and rail attachments. Among these accessories are the Tactical Light and Laser Sight.

The Tactical Light is essentially a small flashlight attached to the end of your weapon that is ideal for illuminating dark spaces such as tunnels. This light can also temporarily blind opponents, giving you a slight advantage in close-quarters duels.

While the Laser Sight doesn't illuminate, it does increase weapon accuracy when firing from the hip. Like the Tactical Light, it can also temporarily blind opponents, making it difficult for them to return fire.

But these accessories have one major drawback—they give away your position. Use these accessories sparingly, turning them off whenever you want to remain concealed.

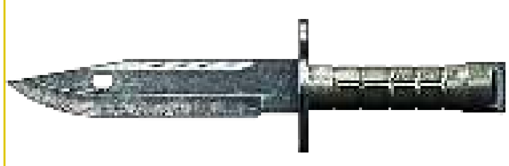
So which one is better? The Tactical Light works well for blinding opponents at close range in dark environments. But beyond that, the light only serves as an aiming point for your opponents.

The Laser Sight, on the other hand, can blind opponents (and teammates) at both close and intermediate ranges. Plus, the Laser Sight also increases your weapon's accuracy.

[STANDARD-ISSUE EQUIPMENT]

Each player is issued a knife and at least one grenade, regardless of class or rank. You can carry more grenades by unlocking and selecting the Grenades specialization.

Combat Knife



Description: Standard-issue combat knife based on the M9 Bayonet.

Field Notes

The combat knife isn't only useful for acquiring an opponent's dog tags. Use it to silently break open doorways or slice through chain-link fences to access new areas where your opponents are less likely to expect you.

But if you are going after an enemy, stab them from behind, denying them the opportunity to retaliate. If you charge directly at an enemy with your knife, you're likely to get shot in the face.

M67 Grenade

Description: A common defensive hand grenade, the M67 has a 3.5-second fuse and can be thrown approximately 30 meters by the average soldier.

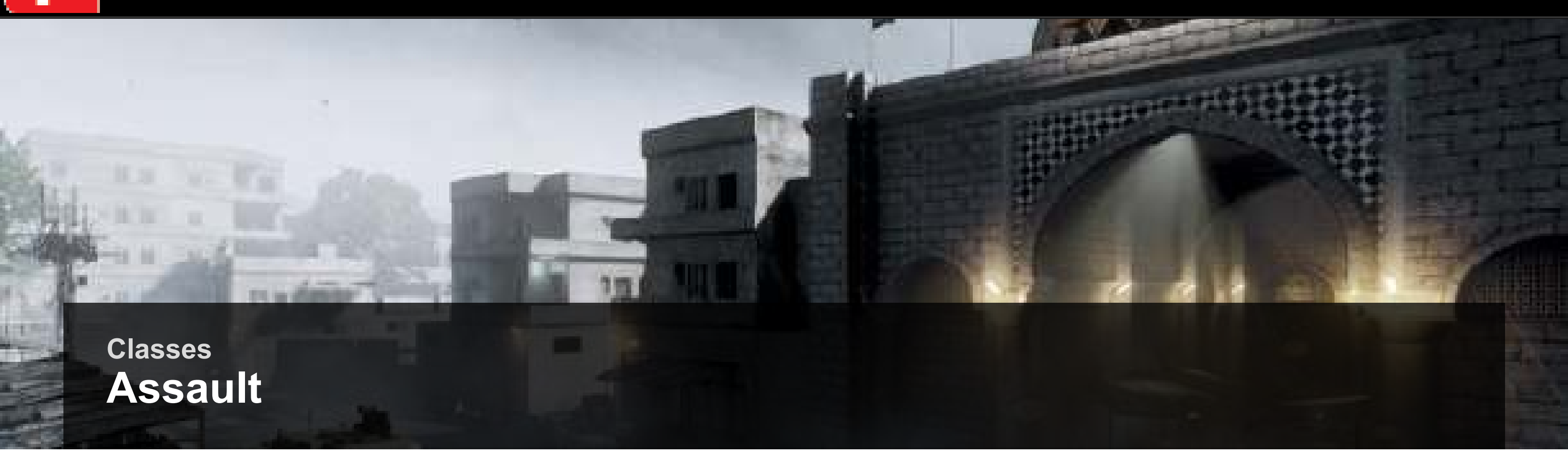
The lethal effect of this grenade is limited against targets with modern body armor.

Field Notes

Frag Grenades are most effective against infantry, but they can cause significant damage to light-skinned vehicles, too. But don't bother trying to take out a tank with them.

Grenades don't explode on impact, instead, they tend to roll around until the timed fuse triggers the explosion. So keep this in mind when tossing a frag—they will bounce off surfaces and roll down slopes.

Make a habit of tossing grenades in buildings prior to entering, especially if you suspect an enemy presence.



Classes

Assault

US Starting Loadout

Primary: M16A4

Sidearm: M9

Gadgets: Medic Kit

Specialization:

RU Starting Loadout

Primary: AK-74M

Sidearm: MP443

Gadgets: Medic Kit

Specialization:

Strengths: Well-rounded kit; heal/revive teammates

Weaknesses: Weak anti-vehicle capability

Unlock Progression

Unlock	Name	Image	Assault Score
1	Defibrillator		4000
2	M320		11000
3	M416		22000
4	M26 MASS		38000
5	AEK-971		60000
6	M16A3		89000
7	F2000		124000
8	AN-94		166000
9	M16A4 (for RU)		220000
9	AK-74M (for US)		220000

The assault class is the most versatile of the four, effective in both offensive and defensive situations. When you're not sure what kit to choose, you can't go wrong with this one.

The assault rifles associated with this kit are excellent at any range, with great damage output and impressive rates of fire.

Each assault rifle can also be equipped with the M320 40mm grenade launcher, which is great for blasting infantry, light-skinned vehicles, and even structures.

The M26 MASS assault rifle attachment is a powerful shotgun, capable of firing a variety of devastating ammo.

Beyond their impressive offensive capabilities, the assault class is now responsible for healing injured teammates with the Medic Kit and reviving recently deceased teammates with the Defibrillator.

The Defibrillator isn't immediately available, so keep playing as the assault class to unlock it—it's the first item unlocked.

[Assault Service Stars]

You earn a service star for every 220,000 points you score with the assault class. 100 assault service stars are available.

Special Equipment

Medic Kit

Unlock: Assault Kit Start

Description: A deployable medical kit provides healing over time to soldiers near the kit, greatly speeding the body's natural healing processes.

Field Notes

The Medic Kit is commonly referred to as a medkit. These function similar to the support kit's Ammo Box, only they replenish health instead of ammo. Simply drop a Medic Kit on the ground near wounded teammates to heal them.

The longer you (or an injured teammate) stand next to a Medic Kit, the more health they'll receive. The Medic Kit has a small healing radius, so players must stand very close to the medkit.

Healing teammates and squad mates earns you a Heal bonus. Critically injured teammates have a white cross icon flashing above their head—the same icon appears on the minimap.

These icons are visible only to friendly assault players so look for them to locate and heal teammates before they die.

All players (including enemies) have a life meter below their name, allowing you to see exactly how much health they have.

So even if a wounded teammate isn't critical, offer them a Medic Kit to fully replenish their health.

Defibrillator

Unlock: 4,000 Assault score

Description: Automated External Defibrillator (AED) allows an assault soldier with proper medical training to revive a downed teammate within a short time after his apparent death.

Field Notes

The shock paddles make their triumphant return! Use the Defibrillator to bring recently deceased teammates back to life.

Simply aim at their dead body (at close range) and pull the trigger to deliver a lifesaving jolt of electricity.

After each use, the Defibrillator must recharge for a few seconds before being deployed again.

Reviving teammates earns you a Revive bonus, boosting your score significantly, especially if you make the resurrection business a full-time job.

Dead teammates have a jagged horizontal line icon above their body, resembling the line on an electrocardiogram.

The same icon appears on the minimap so that you can find dead teammates. But you must act quickly.

Once a teammate has been down for a while, the body will disappear, preventing you from saving them.

The Defibrillator can be used as an offensive weapon, too. Try sneaking up behind an opponent and shocking them for an instant, chuckle-inducing kill.

[ASSAULT TACTICS]

Most of the kit's assault rifles are fully automatic. But go easy on the trigger when firing automatically, as the rifle's recoil can pull your aim skyward. Instead, tap the trigger, firing in short bursts, to keep the weapon on-target.

Many of the assault rifles have single-shot and burst fire modes you can select if recoil becomes a problem.

Pestered by an enemy firing from a window? Using the M320, launch a grenade just below the window to take out the entire wall and the shooter standing behind it.

Grenades cause very little damage to heavy vehicles like tanks and IFVs. Don't bother attacking these vehicles unless you see fire and smoke pouring out, indicating they have suffered heavy damage.

If you do attack a heavy vehicle, always strive to hit their weak rear armor to maximize damage.

Once you unlock the M320's smoke ammo, use it to cover your squad's advances or obscure defensive positions.

Smoke causes no damage, but it can greatly increase the survivability of your teammates by hindering the visibility—if the enemies can't see you, they'll have a hard time hitting you.

Assault troops can earn a ton of points by simply healing and reviving teammates. Drop Medic Kits near injured teammates to earn Heal (10) and Squad Heal (20) points.

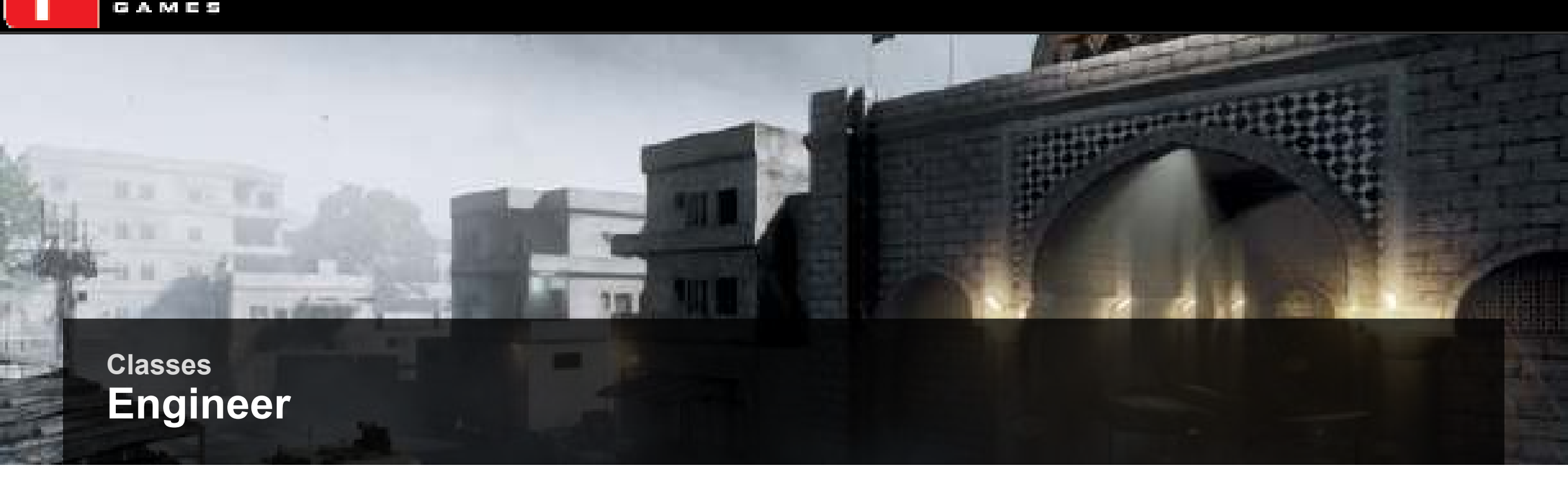
Also, keep an eye open for dead teammates lying on the ground. Zap them with the Defibrillator to score Revive (100) and Squad Revive (110) points. Healing and reviving can be a full-time job, particularly when defending on Rush maps.

Revived teammates don't have to respawn, and thus don't use up the team's precious tickets. Conserving tickets in this manner can give your team a huge advantage in tightly contested Conquest matches, so keep those shock paddles buzzing.

As veterans know, the Defibrillator can also be used to kill opponents with consistently hilarious results.

Did an assault teammate just die in front of you? You can save him, even if you're not playing as the assault class. Grab his kit, then equip the Defibrillator to revive your teammate before his body disappears.

Any kit can be grabbed off a dead enemy or teammate. This is a good way to test weapons and equipment you haven't unlocked yet.



Classes

Engineer

US Starting Loadout

Primary: M4A1

Sidearm: M9

Gadgets: SMAW, Repair Tool

Specialization:

RU Starting Loadout

Primary: AKS-74u

Sidearm: MP443

Gadgets: RPG-7V2, Repair Tool

Specialization:

Strengths: Anti-vehicle specialist; vehicle repair

Weaknesses: Limited anti-infantry capability

Engineers are great at taking out vehicles as well as fixing them. Out of the gate, the engineer is equipped with the SMAW or RPG-7V2 rocket launcher.

Use this weapon (and the kit's unlockable FGM-148 Javelin) to take out enemy vehicles, including heavily armored tanks and IFVs.

The first unlocks available to this class are the FIM-92 Stinger and SA-18 IGLA shoulder-fired anti-aircraft missiles, which are perfect for shooting down helicopters and jets.

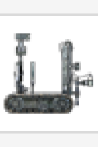
While the engineer is strong against vehicles, the kit's carbines are a bit underpowered, particularly at long range.

So when you're not facing tons of vehicles, consider choosing a different kit with better performance against infantry.

In addition to demolishing vehicles, the engineer can also repair them with the Repair Tool. Repairing manned friendly vehicles can earn you Repair points, a great way to supplement your score.

Try to use the vehicle you're repairing as cover to avoid getting picked off by enemies.

Unlock Progression

Unlock	Name	Image	Engineer Score
1	FIM-92 Stinger (for US)		3000
1	SA-18 IGLA (for RU)		3000
2	M15 AT Mine		7000
3	SCAR-H		14000
4	EOD Bot		25000
5	M4		40000
6	A-91		58000
7	FGM-148 Javelin		82000
8	G36C		110000
9	M4A1 (for RU)		145000
9	AKS-74u (for US)		145000

[Engineer Service Stars]

You earn a service star for every 145,000 points you score with the engineer class. 100 engineer service stars are available.

Special Equipment

Repair Tool

Unlock: Engineer Kit Start

Description: A handheld oxy-fuel welding and cutting torch provides the engineer with the ability to both repair friendly vehicles and damage enemy vehicles.

Field Notes

The engineer kit's Repair Tool is the only way to repair disabled vehicles. To deploy it, simply stand next to a damaged vehicle (while aiming at it) and hold down the trigger.

Watch the circular meter in the center of the HUD fill in a clockwise fashion. Once the meter is filled completely, the vehicle is fully repaired.

You're vulnerable while using this tool, so make sure you have adequate cover. During tank duels, stand behind a friendly tank and repair it as it takes damage.

Repairing vehicles manned by a teammate or squad mate earns you Repair points—a great way to boost your score while playing as an engineer.

SMAW

Unlock: US Engineer Kit Start

Description: Developed especially for the US Marine Corps to defeat light armor and enemy bunkers, the Mark 153 SMAW is capable of defeating both modern armor and emplacements.

Unguided 83mm rockets are loaded individually at the back of the launcher from disposable, sealed, one-time use units.

Field Notes

The SMAW (shoulder-launched multipurpose assault weapon) is the default rocket launcher for US engineers. The launcher fires an 83mm high-explosive dual purpose (HEDP) rocket that is ideal for targeting tanks, IFVs, and light vehicles.

In a pinch, the rockets can also be fired at enemy infantry, but don't expect a large blast radius—the rocket must impact and detonate close to your target to produce lethal results.

The rocket has no guidance system and tends to lose altitude as it travels. Therefore, when firing at a distant target, compensate for range by aiming slightly above the intended impact point.

RPG-7V2

Unlock: RU Engineer Kit Start

Description: A widely produced, anti-tank rocket-propelled grenade weapon, the RPG-7 has been used in almost all conflicts across all continents since the mid-1960s.

Modernized into the RPG-7V2, which is lighter and more accurate than the original RPG-7, and firing GP-7VL rocket-propelled grenades, the RPG-7V2 is effective against both fortifications and armor.

Field Notes

RU engineers begin their tank-busting career by toting around the RPG-7V2 rocket launcher. Like the SMAW, this rocket launcher has no optical sighting system.

Instead you must use the ironsight view to aim the weapon prior to launch. As with the SMAW, aim high when firing at distant infantry or vehicles because the rocket tends to dip when traveling great distances.

Since the weapon lacks a guidance system, don't bother firing at jets and helicopters—the chances of scoring a hit against these fast-moving targets are incredibly slim.

FIM-92 Stinger

Unlock: 3,000 Engineer score

Description: The FIM-92 Stinger is a portable infrared homing surface-to-air missile (SAM).

The Stinger is capable of locking on and engaging a large variety of craft, from small UAVs up to low-flying helicopters and jets. The Stinger requires a locked target to fire.

Field Notes

The Stinger is only available to US engineers—RU engineers get the SA-18 IGLA at the same time the Stinger is unlocked.

With helicopters and jets firing rockets and missiles from above, the battlefield is much more dangerous for troops on the ground.

Fortunately, engineers now have a powerful way to counter these airborne threats.

Simply aim the missile at an enemy jet or helicopter and wait for a red bouncing box to surround the aircraft while peering through the weapon's sight.

When a circle appears within the box and the word "LOCK" appears above, the missile has attained a lock and is ready to fire.

At this point, the missile tracks the targeted aircraft and slams into it, dealing heavy damage.

SA-18 IGLA

Unlock: 3,000 Engineer score

Description: Russian man-portable infrared homing SAM.

Labeled the 9K38 by the Russians and SA-18 IGLA by the US, the IGLA is capable of engaging a wide range of threats from UAV-sized aircraft up to helicopters and low flying jets.

The IGLA requires a locked target to fire.

Field Notes

The IGLA functions identically to the Stinger and is only available to RU engineers.

This shoulder-fired surface-to-air missile is capable of locking onto jets and helicopters.

One hit from this will disable a healthy aircraft or potentially destroy a damaged one.

Pilots can break missile locks by deploying IR Flares or by breaking line of sight with the missile prior to launch.

So once you lock on to an aircraft, wait for it deploy its Flares, then achieve a new lock before firing the missile.

Both the Stinger and IGLA can be fired only at enemy aircraft—they can't be used against ground vehicles or infantry.

M15 AT Mine

Unlock: 7,000 Engineer score

Description: Proximity-triggered anti-tank mine. Multiple mines may be required to defeat heavily armored vehicles. Equipped with a friend-or-foe recognition system.

Field Notes

This is a powerful anti-tank mine, effective against any ground vehicle. It requires a couple of these mines to take out a tank, but one mine instantly disables all other vehicles.

Scatter these M15 AT Mines around high-traffic areas such as control points or M-COM stations.

Choke points like bridges or narrow urban streets are also good ambush spots. However, when carrying these mines, you cannot carry a Repair Tool. So weigh the pros and cons before entering the battle.

Enemy mines can be destroyed with explosives, such as grenades or tank rounds. Although they're only triggered by enemy vehicles, an anti-tank mine can still be lethal to all nearby infantry.

So keep your distance, or else you may be killed by your own detonating mine.

EOD Bot

Unlock: 25,000 Engineer score

Description: A remotely controlled explosive ordinance disposal robot allows the engineer to repair and damage vehicles like a normal Repair Tool, but can also arm and disarm explosives and MCOM stations in Rush.

Field Notes

When you don't want to expose yourself to incoming fire, send an EOD Bot to do the dangerous work. However, before deploy an EOD Bot, find a very good hiding spot.

While controlling this robot you're completely vulnerable to attacks. So drop prone behind some cover to make yourself as invisible as possible.

Once the EOD Bot is deployed, the camera switches to the robot's vantage point. The EOD Bot controls just like a vehicle. Drive next to a friendly vehicle and repair it.

Or drive next to an enemy vehicle and damage it with the EOD Bot's own Repair Tool. The EOD Bot is most effective in Rush matches, where it can be used to arm and disarm charges on M-COM stations. But don't expect your new friend to go unnoticed by enemies.

Although this little robot can absorb some damage, it won't last long when exposed to high concentrations of enemy fire.

FGM-148 Javelin

Unlock: 82,000 Engineer score

Description: A shoulder-launched, anti-tank missile with both a direct and top attack mode. Its fire-and-forget system requires a lock on before launch; it is exceptionally powerful against enemy armor.

Field Notes

Firing a 127mm high explosive anti-tank (HEAT) missile, the Javelin takes tank killing to whole new level. The weapon is aimed through a small TV-screen that totally blocks all peripheral vision.

So make sure a buddy is watching your back while you're aiming this weapon system. When you place the green crosshairs icon over a vehicle, a red bracket appears and you'll hear a beeping sound.

When the bracket becomes a solid red box and the beeps transition into a solid, high-pitched tone, the missile has acquired a lock on the targeted vehicle. Fire the missile to score a hit.

When launched, the missile flies straight up then comes crashing down on the target. This is the best way to score hits on the weak top armor of a tank. However, tanks can break locks by deploying IR Smoke.

So consider waiting for a tank to use their smoke before firing a missile. The tank's Thermal Camo upgrade increases the time it takes for Javelins to lock on.

[Engineer TACTICS]

The carbines associated with this kit are excellent during close-quarters firefights. Consider equipping a Tactical Light or Laser Sight to these weapons in an effort to blind your opponents and give you a slight advantage.

Make friends with the support class. You'll need Ammo Boxes dropped at your feet if you want to keep firing rockets and missiles.

The engineer's Stinger and IGLA help to even the playing field when enemy jets and helicopters are present. But you must maintain line of sight with the target to achieve a missile lock.

If your target flies behind a hill or line of trees before a lock is achieved, the missile cannot be fired. The missile cannot be dumb-fired at any other targets, either. So don't bother equipping these missiles unless there's plenty of air traffic.

Never attack tanks or IFVs head-on with a rocket launcher. For one, the driver will probably see you and return fire, sending you back to the spawn screen. Secondly, the front armor on these vehicles is very thick, reducing the effectiveness of your weapon's warhead.

Instead, try to hit the vehicle from the side or rear, where you're less likely to be spotted. Furthermore, the side armor is weaker than the front and the rear armor is weakest of all.

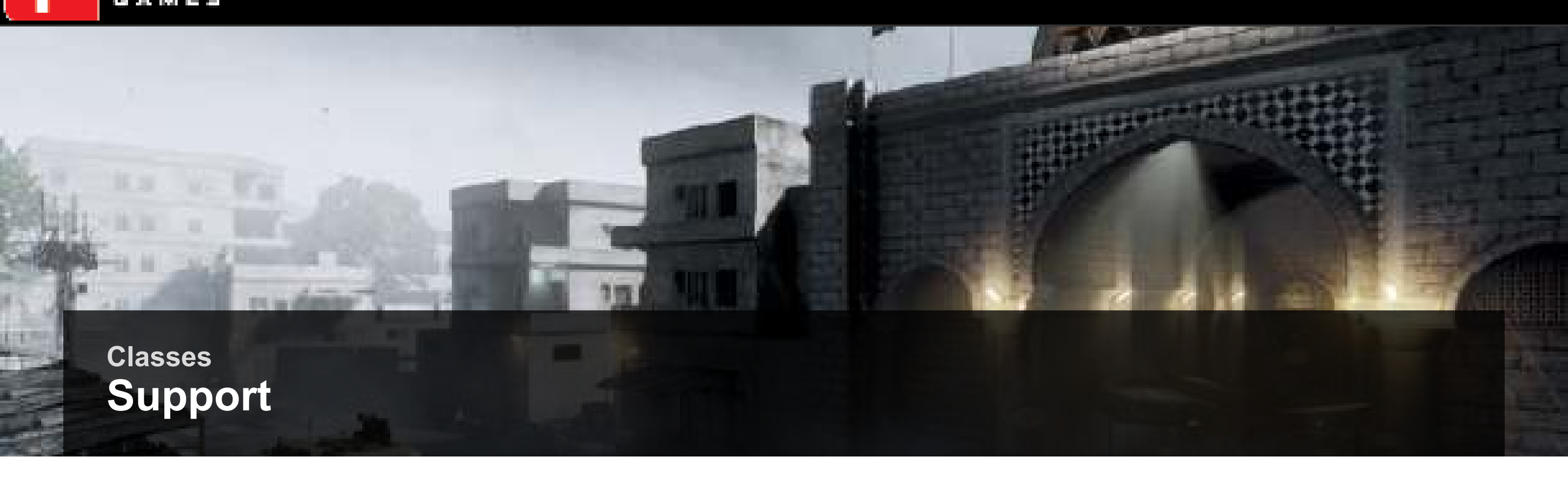
If you hit the side or rear, you'll ensure that your rocket inflicts maximum damage—it takes two rockets to kill a tank from the rear and three to kill it from the front.

Try to hit tanks and IFVs at perpendicular angles when attacking with the rocket launchers. Glancing shots may deflect, and therefore inflict considerably less damage.

A rocket striking armor at a perpendicular angle ensures maximum penetration by the warhead's shaped charge. The vertical surfaces covering the wheels and treads on the side are good targets, as is the engine compartment at the back of each vehicle.

Anti-tank mines are extremely powerful explosives capable instantly disabling any ground vehicle. However, the mines fill the gadget slot, meaning you can't carry a Repair Tool while they're equipped.

Consider deploying mines when defending a static position with predictable avenues of attack. Otherwise, stick with a rocket launcher.



Classes

Support

Strengths: Solid anti-infantry kit; ammo resupply

Weaknesses: Limited anti-armor capability

The support class is back! With the introduction of the new suppression mechanic, the support kit is a crucial member of any squad, regardless of the tactical situation.

These guys carry the large, cumbersome light machine guns that are capable of laying down high volumes of sustained fire, which is great for suppressing enemy infantry.

The support class also has access to some of the most devastating weapons in the game, including C4, Claymores, and the new M224 Mortar.

When they're not busy scoring kills, support troops should supply teammates using the Ammo Box. The Ammo Box dispenses ammunition to all friendly troops within a small radius.

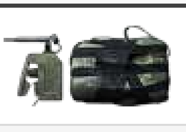
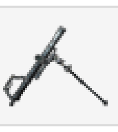
There are no ammo crates in multiplayer, so it's up to the support players to replenish everyone's ammo.

You earn a Resupply bonus (10 points) whenever a teammate retrieves ammo from an Ammo Box, so don't be stingy with these things. Scatter them around your teammates to boost your score.

Since this is the only kit equipped with explosives, support players are also effective at taking out enemy vehicles with C4, either through direct application or through the creation of car bombs.

So if you're not satisfied laying down suppressive fire from a distance, take the fight to close range and do some damage with your explosives. But such attacks are extremely dangerous, so you better have an assault buddy nearby to revive you.

Unlock Progression

Unlock	Name	Image	Support Score
1	C4 Explosives		4000
2	M249		11000
3	M18 Claymore		23000
4	M224 Mortar		40000
5	PKP Pecheneg		60000
6	M240B		90000
7	M60E4		130000
8	M27 IAR (for RU)		170000
8	RPK-74M (for US)		170000

[Support Service Stars]

You earn a service star for every 170,000 points you score with the support class. 100 support service stars are available.

Special Equipment

Ammo Box

Unlock: Support Kit Start

Description: The deployable Ammo Box refills ammunition for nearby soldiers. Explosives and grenades take longer to be resupplied than standard magazines.

Field Notes

Carried exclusively by the support class, the Ammo Box is the only source of ammo during multiplayer matches. There are no ammo crates, so it's up to support players to provide ammo to their teammates.

Simply stand next to one of these Ammo Boxes for a few seconds to replenish the ammo for all of your weapons, including grenades and rockets.

When playing as support, drop Ammo Boxes around clusters of teammates—each time someone retrieves ammo from a pack you earn a Resupply bonus.

This is a great way to supplement your score while supporting your team and squad mates.

If a teammate or squad mate is low on ammo, an icon depicting three bullets appears above their head. Get them some ammo fast!

C4 Explosives

Unlock: 4,000 Support score

Description: Remotely detonated Composition 4 explosive packs provide anti-material, anti-vehicle and antipersonnel abilities.

Field Notes

C4 is the first unlock for the support kit and undeniably one of the most powerful weapons in the game.

Initially, up to three explosive charges can be placed at a time and detonated simultaneously with this device.

However, the support class can replenish their C4 using an Ammo Box, so they can set elaborate C4 deathtraps involving more than three simultaneously detonated charges.

Explosives are great for taking out vehicles. Simply stick a couple of charges on the back of a tank and step back a safe distance to watch the fireworks. When attacking vehicles, no matter the size, always plant at least two charges.

One C4 charge will only disable a vehicle—it takes at least two to instantly destroy it. Charges can also be used as booby traps when placed around critical high-traffic areas like control points or M-COM stations—but it's up to you to detonate them when enemies are nearby.

When defending in Rush matches, use the alarm sound of an armed M-COM station to alert you to nearby enemies—detonate your charges before they can move away from the kill zone.

Don't worry about damaging an M-COM station with C4, as these objectives can no longer be damaged with anything other than a manually placed charge applied by the attackers.

M18 Claymore

Unlock: 23,000 Support score

Description: The M18 Claymore is a directional antipersonnel mine that is detonated by motion in front of the mine. The mine can be passed safely if the target is moving at low speeds.

Field Notes

Adding to the support kit's deadly arsenal is the M18 Claymore antipersonnel mine. Unlike traditional land mines, the Claymore is a directional mine that sprays shrapnel in the direction it's facing upon detonation.

So think carefully before dropping one of these. From what direction is your enemy likely to approach?

Once you have figured out where you want to place this mine, orient yourself in the proper direction before dropping the Claymore. Claymores are triggered by fast enemy movement.

You can avoid triggering a Claymore by crawling past it. But it's much safer to take out a Claymore from a distance by tossing a grenade at it or shooting it with an explosive weapon such as a rocket or grenade launcher.

The support class can carry one Claymore at a time. But more can be retrieved from the support kit's own Ammo Box. Like C4, Claymores are great for defending flags in Conquest and M-COM stations in Rush.

Unlike C4, these weapons trigger on their own, so you don't have to constantly babysit them while waiting for an enemy to enter the kill zone.

M224 Mortar

Unlock: 40,000 Support score

Description: The M224 60mm Mortar is capable of firing high-explosive and smoke rounds to provide suppressing fire and visual cover from indirect fire positions.

Field Notes

A unique weapon introduced in Battlefield 3 is the support kit's M224 Mortar—the kit's fourth unlock. This is a powerful, indirect fire weapon capable of lobbing high-explosive and smoke rounds great distances.

When you first select the weapon, you must find a flat piece of terrain to deploy it.

But before setting it down, take into account your surroundings—you're extremely vulnerable while crouched behind this weapon, so find cover in a remote area of the map.

Also take into account the direction you want to fire; aim it toward a problematic control point or M-COM station. Once you've found a good spot and have oriented the weapon in the proper direction, set it down and begin firing.

At this point, an enlarged minimap appears on the left side of the HUD. You can see friendly (blue) and enemy (red) units spotted by your teammates.

The white crosshairs icon placed over the minimap shows you where you're aiming the mortar. Simply place the crosshairs over an enemy target and fire.

By default, high-explosive rounds are chosen, but you can switch to smoke by pressing the corresponding button/key shown on the right side of the HUD.

Don't expect to score tons of kills with this weapon, but it's great for softening up enemy positions prior to or during an assault on a fixed position. When you're finished firing, don't forget to pick up the mortar before moving on.

Support Tactics

With the introduction of the new suppression system, the support class plays a pivotal role in any squad. When playing as support, lay down covering fire while the rest of your squad advances.

Even if you can't see the enemy, fire rounds in the area around them to keep their heads down.

The support kit's light machine guns have a greater suppressive effect than most firearms, and cause your suppressed opponents to suffer from blurred vision and poor accuracy.

If your teammates kill an enemy you suppressed, you get a Suppression Assist bonus worth 50 points.

The belt-fed light machine guns take a long time to reload, so make sure a teammate has your back while you load fresh rounds into your weapon.

At the very least, find an isolated piece of cover before initiating a reload. The magazine-fed weapons (M27 IAR and RPK-74M) have much faster reload times.

To prevent frequent reloads, consider equipping the Extended Mag accessory once it's unlocked. This doubles the amount of ammo in each magazine.

So, when firing a weapon like the M249 or M240B, you have 200 rounds per magazine instead of 100. This makes a huge difference when laying down suppressive fire.

Use the light machine guns to target light vehicles like the Growler ITVs and VDV Buggies. The occupants of these vehicles are completely exposed, so it is easy to score a few kills with a prolonged burst.

You may even disable the vehicle. Light machine guns can also inflict damage on the HMMWV and the Vodnik. These rapid-firing weapons are also great for shooting down MAVs deployed by enemy recon troops.

The support kit should never run out of ammo, so don't forget to toss an Ammo Box at your feet if you're running low on ammo, grenades, C4, or Claymores.

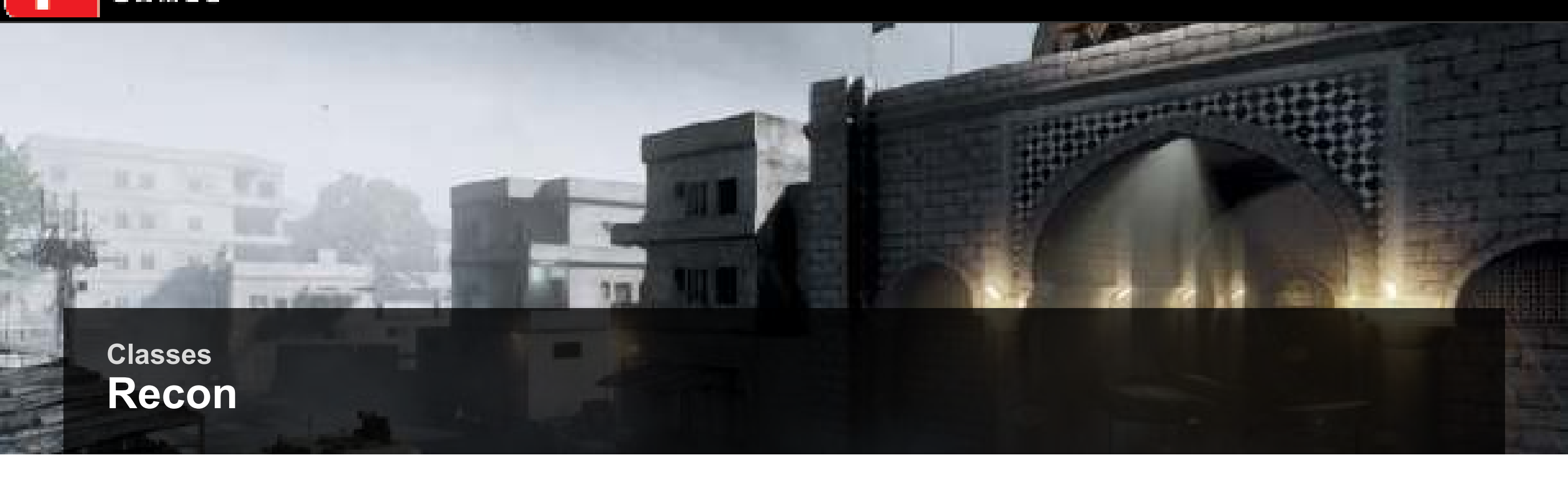
Also, make sure the recon and engineer players on your team have plenty of ammo. Sniper rifles and rocket launchers run dry quickly, so supplying these players with their own Ammo Box can become quite lucrative in terms of scoring Resupply points.

When attacking an M-COM station in Rush, plant three C4 charges around the objective before setting the main charge on the station itself. Then seek cover at a distance and set off the charges as your opponents rush in to disarm the M-COM station.

Not only does this prevent the objective from being disarmed, it also nets you some easy kills.

The M224 Mortar is effective only if your team spots targets. Otherwise you'll be firing blind, with no enemy icons appearing on the minimap. The recon kit's T-UGS motion sensor can automatically place targets on the minimap as well.

But even when you have enemy icons to shoot at, don't expect to score tons of kills. Like the light machine guns, the mortar is a great suppressive weapon. You're more likely to suppress and injure enemies with this weapon than kill them.



Classes

Recon

US Starting Loadout

Primary: MK11 MOD 0

Sidearm: M9

Gadgets: Radio Beacon

Specialization:

RU Starting Loadout

Primary: SVD

Sidearm: MP443

Gadgets: Radio Beacon

Specialization:

Strengths: Long-range/spotting specialist

Weaknesses: Slow-firing; vulnerable in close quarters

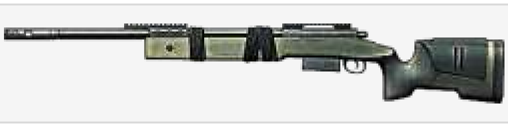
The recon class is much more than just a sniper. New equipment like the Radio Beacon, SOFLAM, and MAV put a greater emphasis on team play, allowing the recon player to fill a more supportive role.

It’s up to the recon class to spot targets for infantry and vehicles, informing teammates of enemy movement and designating targets for laser-guided munitions. But this doesn’t mean recon troops can’t still crack skulls at long range.

The sniper rifles offered by this kit require the greatest amount of skill and patience of any weapon type, and are best reserved for players willing to put in the practice to master them.

Unless you score headshots every time, it will take two or three hits to down an opponent. Accuracy and stability can be improved significantly by firing from a prone position with a Bipod.

Unlock Progression

Unlock	Name	Image	Recon Score
1	T-UGS		5000
2	SV98		13000
3	SOFLAM		26000
4	MAV		45000
5	SKS		71000
6	M40A5		104000
7	M98B		146000
8	MK11 MOD 0 (for RU)		195000
8	SVD (for US)		195000

[Recon Service Stars]

You earn a service star for every 195,000 points you score with the recon class. 100 support service stars are available.

Special Equipment

Radio Beacon

Unlock: Recon Kit Start

Description: The AN-PRC-117F radio allows the recon soldier to deploy an additional squad spawn position. The recon soldier must be part of a squad for this item to function.

Field Notes

Remember the Squad Leader Spawn Beacon (SLSB) from Battlefield 2142? Well, the Radio Beacon works the same way, only it’s carried by the recon class. Use this device as a forward spawn point for getting your squad back into the action.

This is particularly helpful for attackers during Rush matches, allowing squads to spawn close to the objectives. The Radio Beacon can be placed on any flat surface. However, pay close attention to where you’re placing it.

You don’t want to place it anywhere enemy troops can easily spot. Otherwise your spawning squad mates may be killed before they get a chance to defend themselves.

So place these devices behind large rocks or other pieces of solid cover that provide both protection and concealment. The Radio Beacon emits a constant beeping sound. Enemies can use this distinct sound to home in on the device and either destroy it or camp it.

If your Radio Beacon is being camped, immediately notify your squad, warning them not to spawn on it. You can retrieve the Radio Beacon by interacting with it. Alternately, it can be destroyed with explosives or disabled with the MAV’s jamming feature.

T-UGS

Unlock: 5,000 Recon score

Description: The T-UGS (tactical unattended ground sensor) uses motion sensors to detect the presence of vehicles and infantry. The sensor emits an audible beep on detection and can be avoided by moving at low speed.

Field Notes

The T-UGS motion sensor is a great way to keep tabs on enemy movement in high traffic areas, such as around flags in Conquest or near M-COM stations in Rush matches. To deploy this device, you must find a piece of even terrain.

An icon of the device appears in front of you when selected. The icon turns green when you’re standing over a suitable area—it turns red when standing on rough terrain. Since the device is visible, try to place it in high grass or vegetation to better conceal it from enemy troops.

Once deployed, enemy units that move within the motion sensor’s detection radius show up on each teammate’s minimap to guide units toward hostile intruders.

However, enemies can avoid detection by crawling. Like the Radio Beacon, the T-UGS makes a beeping sound, potentially warning enemies of its presence. If you find an enemy T-UGS, you can destroy it with explosives or jam it with a MAV and render it inoperable.

SOFLAM

Unlock: 26,000 Recon score

Description: The AN/PEQ-1 SOFLAM allows the recon soldier to designate enemy vehicles for precision strikes. The SOFLAM is semiautonomous and will designate targets even when unattended.

Field Notes

The SOFLAM (special operations forces laser acquisition marker), unlocked by the recon kit, is a laser target designator. This tripod-mounted device is used to target vehicles for guided munitions fired by IFVs, tanks, helicopters, and jets.

Both the Guided Shell and Guided Missile vehicle weapon unlocks rely on the SOFLAM to acquire targets. Once a target is painted with a laser, teammates in vehicles equipped with these guided weapons get an indication on their HUD.

At that point, all they have to do is fire and the shell or missile automatically zeros in on the target and scores a hit. While behind the device, you can pan and zoom in on targets at will.

But if you leave the SOFLAM behind, it can still acquire targets on its own, but only within a limited viewing arc. So if you leave the SOFLAM behind, point it down a street or other narrow passage that is frequented by enemy vehicles.

Unattended SOFLAMs can be destroyed with explosives or jammed by an enemy MAV.

MAV

Unlock: 45,000 Recon score

Description: A remotely operated micro air vehicle equipped with a suite of motion sensors and a camera with IRNV capabilities for aerial reconnaissance.

Field Notes

The MAV is a small unmanned reconnaissance drone deployed by the recon class. It effectively takes the place of the UAV made popular in Bad Company 2.

While operating the MAV, you’re vulnerable to attack, so only deploy this device when you’re in a relatively secure area. You must also find a relatively flat piece of terrain from which the MAV can take off.

Once activated, the view switches to the MAV’s camera, allowing you to control the small vehicle like a small helicopter. Equipped with an infrared camera, the MAV makes it easy to spot enemy troops and vehicles by highlighting their heat signatures, which appear bright white on the black-and-white screen.

Using the spotting function, call out the positions of enemies for your teammates. The MAV also has the ability to disable enemy Radio Beacons, T-UGS motion sensors, SOFLAMs, and EOD Bots with its electronic jamming function.

But the MAV is very fragile and susceptible to small arms fire. So either keep it high above the battlefield or use trees and hills to mask its location.

[RECON TACTICS]

Equip the Bipod accessory as soon as you unlock it for your selected sniper rifle. The Bipod stabilizes the rifle, eliminating all lateral and horizontal scope drift. This makes it much easier to engage targets, especially at long range.

On bolt-action sniper rifles, the Straight Pull Bolt occupies the same slot as the Bipod, so you must make a tough choice. While the Straight Pull Bolt allows you to view through scope while loading a new round, it does nothing to stabilize the weapon.

Gravity greatly affects the trajectory of your bullets when sniping, causing each round to drop over distance. At long range, simply placing an enemy’s head in your crosshairs isn’t enough to score the instant kill.

Instead, compensate for range by aiming high, just above the target’s head. Use the black mil dots on the scope’s vertical crosshair line to gauge proper barrel elevation before gently squeezing the trigger.

After scoring a kill or two, move to a new location—the kill cam gives away your sniping spot, so don’t wait around for reprisals.

Choose your sniping location carefully, paying close attention to how you appear to enemy snipers. To avoid presenting your enemies with a clearly defined silhouette, avoid sniping from rooftops and the crests of hills.

Instead, snipe from lower elevations, using bushes and other objects behind you to break up your visible outline.

If you must snipe from a high elevation, make sure you have adequate cover and concealment, as you’re likely to draw plenty of attention in such a predictable spot.

And always drop prone. This not only reduces your chances of being spotted, but it also increases accuracy and stability.

You’ll never capture a flag or destroy an M-COM station by sniping. The powerful sniper rifles make the recon class extremely popular.

But a well-rounded squad should never have more than one recon soldier. While the recon class is great for long-range combat, the other classes are better suited for taking and holding ground.

The recon kit isn’t restricted to using sniper rifles. Consider equipping a shotgun or PDW for better close-quarters performance. This is a great way to boost your recon score if your sniping skills are lacking.

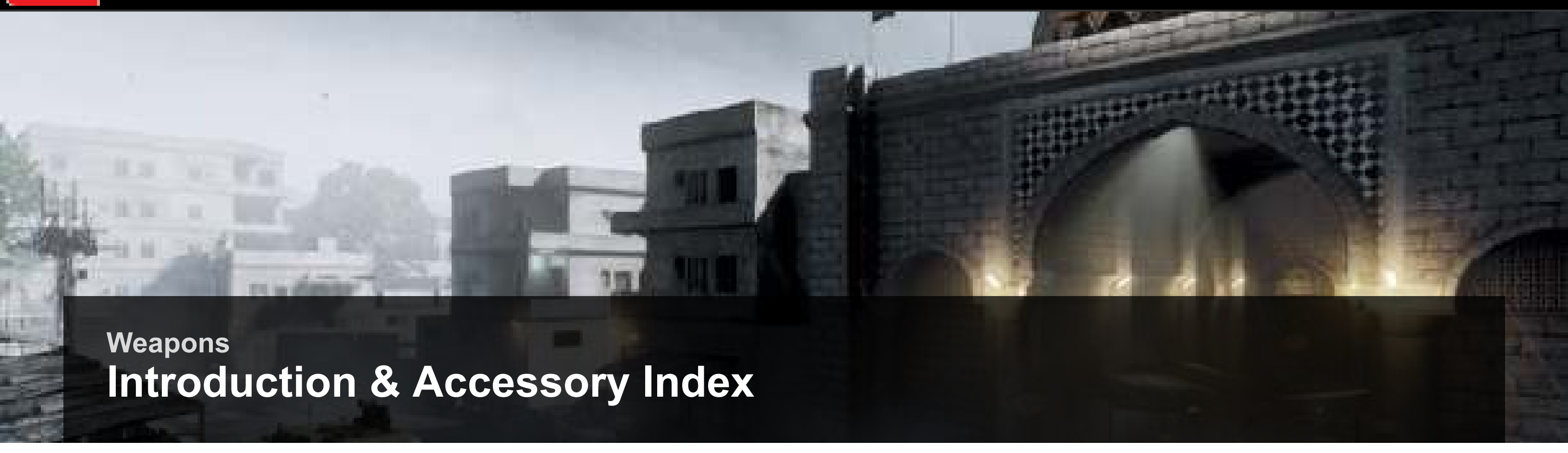
If you prefer keeping a sniper rifle, always switch to your pistol before moving around for quicker close-range target acquisition and rate of fire.

If playing in a match with friendly jets and helicopters, take it upon yourself to serve as the team’s spotter.

Using the high-powered scopes attached to the sniper rifles, it’s easy to zoom in on distant enemy troops and vehicles and spot them for your teammates.

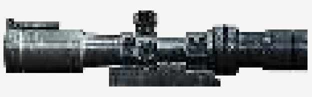
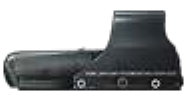
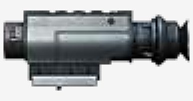
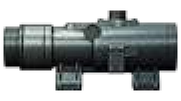
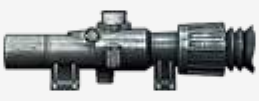
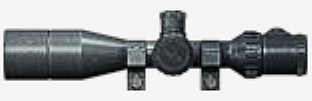
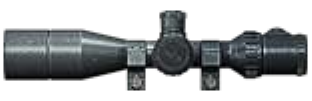
The MAV and SOFLAM are equally effective for spotting and designating targets for destruction.

Due to their high speeds, aircraft have a tough time identifying ground targets. Spotting enemies greatly enhances their ability to identify and target enemy units.

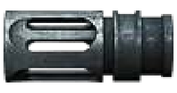


Weapons

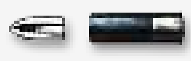
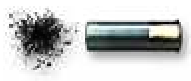
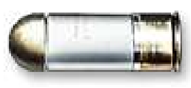
Introduction & Accessory Index

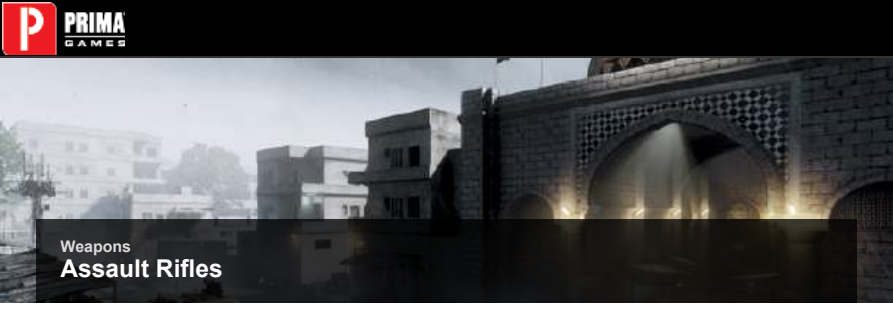
Image	Name	Description
	ACOG (4x)	The Advanced Combat Optic Gunsight is a medium-speed, medium-range scope that magnifies at 4x. A ballistic reticle makes gauging bullet drop at longer ranges easier.
	Ballistic (12x)	The Ballistic Scope's 12x magnification allows for the greatest accuracy for extremely long-range engagements. Ballistic Scope reflections can reveal your position when aimed at enemies.
	Holographic (HOLO)	A Holographic Sight provides a fast, open sighting picture for mid- to close-range engagements. The reticle features a circle and dot configuration.
	IRNV (IR 1x)	An IR Enhanced Night Vision Scope for low- and no-light situations, the IRNV scope can be steadied by holding the sprint button when aimed, or by using a Bipod.
	KOBRA (RDS)	Russian Red Dot Sight used by military and police organizations on AK-style mounts, adapted to fit standard accessory rails; features a single red dot reticle.
	M145 (3.4x)	Originally developed for the Canadian Army, the M145 is commonly mounted on the M240 and M249 with a 3.4x zoom. A ballistic reticle helps with longer range engagements.
	PK-A (3.4x)	Common Russian mid-range scope for AK and Saiga-style receivers with a chevron reticule and 3.4x zoom; faster aiming than the PSO-1 with less zoom.
	PKA-S (HOLO)	Russian advanced Holographic Sight featuring a circle and dot reticle for fast sighting. Great for mid- to close-range engagements with an open sight picture.
	PKS-07 (7x)	A Russian high magnification 7x scope with ballistic reticle. The PKS-07 can be steadied by holding the sprint button when aimed, or by using a Bipod. PKS-07 scope reflections can reveal your position when aimed at enemies.
	PSO-1 (4x)	Standard-issue Russian medium-speed, medium-range scope with a 4x magnification originally developed for the SVD; adapted to fit on standard rails with a ballistic reticle.
	Reflex (RDS)	American made Red Dot Sight for extremely fast and clear target acquisition in close quarters. The single red dot in this sight makes getting on target easy.
	Rifle Scope (6x)	A high-magnification 6x scope available for most rifles, the Rifle Scope can be steadied by holding the sprint button when aimed, or by using a Bipod, but can reveal your position when aimed at enemies.
	Rifle Scope (8x)	A high-magnification 8x scope available for sniper rifles, the Rifle Scope can be steadied by holding the sprint button when aimed, or by using a Bipod, but can reveal your position when aimed at enemies.

PRIMARY & SECONDARY ATTACHMENTS

Image	Name	Description
	Bipod	Bipods allow the shooter to support their gun on flat horizontal surfaces, or when prone to gain an increased accuracy and reduced recoil. By default, aiming will enter supported shooting.
	Extended Mag	Extended Magazines increase the total amount of bullets in each magazine, giving more shots before you need to reload.
	Flash Suppressor	The Flash Suppressor hides muzzle flash but has no effect on sound. Flash Suppressors decrease aimed and automatic accuracy.
	Foregrip	A Foregrip decreases the amount of horizontal muzzle drift when firing a weapon, giving better control over long bursts. Vertical muzzle climb is not affected.
	Heavy Barrel	A Heavy Barrel gives greater accuracy for aimed fire, but increases the total vertical muzzle climb due to the use of heavy match ammunition. Match rounds do not increase the overall damage of the weapon.
	Laser Sight	The Laser Sight adds a visible laser aiming dot to the weapon, which increases accuracy from the hip. The Laser Sight can dazzle enemies when turned on, but also reveals your position.
	Straight Pull Bolt	A Straight Pull Bolt allows the recon soldier to chamber another round in his bolt-action sniper rifle without having to first zoom out.
	Suppressor	A Sound Suppressor significantly reduces the sound signature and eliminates muzzle flash. However, the cold-loaded ammunition used by Suppressed weapons travels slower and does less damage at long range.
	Tactical Light	A Tactical Light lights up the dark environments with white light. In close quarters, the Tactical Light can disorient and temporarily blind others, but can also reveal your position.

SPECIAL AMMOS

Image	Name	Description
	12G Flechette	Flechette rounds have increased penetration ability but a reduced damage potential compared to buckshot.
	12G Slug	SABOT Slug rounds fire a single fin-stabilized projectile for longer range than standard shot. Slugs are not accurate at extreme ranges, and have less stopping power in CQB than standard buckshot.
	12G Frag	An advanced explosive round, Frag rounds provides enhanced suppression but lack accuracy or stopping power.
	40MM SHG	The 40mm Flechette round fires tungsten steel darts for excellent close-combat lethality and penetration ability, but lacks damage at long range.
	40MM SMK	40mm Smoke rounds provide visual screening and prevent soldiers and vehicles in the smoke's effect range from being spotted or laser designated for a short time.



Weapons

Assault Rifles

Assault rifles are the most versatile primary weapon available, useful in a variety of situations.

All assault rifles can be equipped with a grenade launcher, offering even more firepower that is capable of knocking down walls and damaging light-skinned vehicles.

An underslung shotgun attachment is also available. These rifles can only be accessed by the assault kit.

Continue playing as the assault kit to boost your assault score and lead to more assault rifle unlocks.

Weapon Service Stars

Weapon service stars are awarded for all weapons. You earn a service star for every 100 kills you score with a specific weapon.

A maximum of 100 service stars can be earned for each weapon.

M16A4

The fourth generation of M16 is equipped with a removable carry handle, a RIS (rail interface system) for mounting accessories, and is capable of automatic, 3-round burst, and semiautomatic fire.

The original flaws of the M16 design have all but been eliminated and the AR15 platform upon which it is built is the standard rifle of the USMC.

With low recoil and a high rate of fire, the M16 is a good medium-range weapon.

Ammo: 5.56x45mm NATO

Rate of Fire: 800 rpm

Magazine Capacity: 30

Unlock: Assault Start (US)/220,000 Assault score (RU)

Fire Modes:

Mode	Enabled
Single-Shot	x
Burst	
Automatic	x

Unlock Progression

Image	Accessory	Slot	Kills
	ACOG (4x)	Optics	10
	Heavy Barrel	Secondary	20
	Foregrip	Underslung Rail	30
	Tactical Light	Secondary	40
	Reflex (RDS)	Optics	50
	Bipod	Underslung Rail	60
	Suppressor	Secondary	70
	Holographic (HOLO)	Optics	80
	Laser Sight	Secondary	90
	IRNV (IR 1x)	Optics	100
	Rifle Scope (6x)	Optics	125
	M145 (3.4x)	Optics	150
	Flash Suppressor	Secondary	175
	PSO-1 (4x)	Optics	200
	KOBRA (RDS)	Optics	235
	PKA-S (HOLO)	Optics	270
	PKS-07 (7x)	Optics	300
	PKA-A (3.4x)	Optics	350

AK-74M

The AK-74M is the latest modernized version of the classic AK-47. Fielded as the standard assault rifle by the Russian Army, the M variant includes a side-folding polymer stock and a scope mount rail on the left side of the weapon.

Recent developments allow the AK series of weapons to field many of the accessories typically seen on Western guns. The AK-74M is a reliable and rugged medium-range weapon.

Ammo: 5.45x39mm WP

Rate of Fire: 650 rpm

Magazine Capacity : 30

Unlock: Assault Start (RU)/220,000 Assault score (US)

Fire Modes:

Mode	Enabled
Single-Shot	x
Burst	x
Automatic	x

Unlock Progression:

Image	Accessory	Slot	Kills
	PSO-1 (4x)	Optics	10
	Heavy Barrel	Secondary	20
	Foregrip	Underslung Rail	30
	Tactical Light	Secondary	40
	KOBRA (RDS)	Optics	50
	Bipod	Underslung Rail	60
	Suppressor	Secondary	70
	PKA-S (HOLO)	Optics	80
	Laser Sight	Secondary	90
	IRNV (IR 1x)	Optics	100
	PKS-07 (7x)	Optics	125
	PKA-A (3.4x)	Optics	150
	Flash Suppressor	Secondary	175
	ACOG (4x)	Optics	200
	Reflex (RDS)	Optics	235
	Holographic (HOLO)	Optics	270
	Rifle Scope (6x)	Optics	300
	M145 (3.4x)	Optics	350

M320

A single-shot 40mm grenade launcher, the M320 replaced the old M203 in service with the US military.

Initially developed for the G36 assault rifle, the M320 allows a larger variety of ammunition to be used with the weapon, including Fragmentation, Flechette, and Smoke rounds. The M320 can be equipped on some assault rifles with the Underslung Rail.

Ammo: 40mm HE

Rate of Fire: N/A

Magazine Capcity: 1

Unlock: 11,000 Assault score

Fire Modes:

Fire Modes:

Mode	Enabled
Single-Shot	x
Burst	x
Automatic	x

Unlock Progression:

Image	Accessory	Slot	Kills
	40mm SHG	Ammo	10
	40mm SMK	Ammo	20

M416

The M416 was developed by a famous German weapons manufacturer as a more reliable version of the classic M16.

The weapon is essentially a fusion of the M16 and the G36 assault rifles. The M416 is reliable and accurate, with a moderate recoil and rate of fire that make an effective all-around weapon.

Ammo: 5.56x45mm NATO

Rate of Fire : 750 rpm

Magazine Capacity: 30

Unlock: 22,000 Assault score

Fire Modes:

Fire Modes:

Mode	Enabled
Single-Shot	x
Burst	x
Automatic	x

Unlock Progression

Image	Accessory	Slot	Kills
	ACOG (4x)	Optics	10
	Heavy Barrel	Secondary	20
	Foregrip	Underslung Rail	30
	Tactical Light	Secondary	40
	Reflex (RDS)	Optics	50
	Bipod	Underslung Rail	60
	Suppressor	Secondary	70
	Holographic (HOLO)	Optics	80
	Laser Sight	Secondary	90
	IRNV (IR 1x)	Optics	100
	Rifle Scope (6x)	Optics	125
	M145 (3.4x)	Optics	150
	Flash Suppressor	Secondary	175
	PSO-1 (4x)	Optics	200
	KOBRA (RDS)	Optics	235
	PKA-S (HOLO)	Optics	270
	PKS-07 (7x)	Optics	300
	PKA-A (3.4x)	Optics	350

M26 MASS

The M26 Lightweight Shotgun System was developed to replace older, more cumbersome breaching shotguns. Available as a standalone shotgun, or capable of being mounted on some assault rifles with Underslung Rails, the M26 is able to fire Buckshot, Flechette, Frag, and Slug rounds.

Ammo: 12G Buckshot

Rate of Fire: Semi-Auto

Magazine Capacity: 5

Unlock: 38,000 Assault score

Fire Modes:

Fire Modes:

Mode	Enabled
Single-Shot	x
Burst	
Automatic	

Unlock Progression:

Image	Accessory	Slot	Kills
	12G Frag	Ammo	10
	12G Flechette	Ammo	20
	12G Slug	Ammo	30

AEK-971

The AEK-971 was developed as a possible successor to the AK-74 series of assault rifles and features a unique recoil reduction system. The AEK-971's high rate of fire makes it excellent in close quarters but difficult to control.

Shooters should switch to semi-automatic or the included 3-round burst mode for longer ranges.

Ammo: 5.45x39mm WP

Rate of Fire: 750 rpm

Magazine Capacity: 3 0

Unlock: 60,000 Assault score

Fire Modes:

Fire Modes:

Mode	Enabled
Single-Shot	x
Burst	x
Automatic	x

Unlock Progression:

Image	Accessory	Slot	Kills
	PSO-1 (4x)	Optics	10
	Heavy Barrel	Secondary	20
	Foregrip	Underslung Rail	30
	Tactical Light	Secondary	40
	KOBRA (RDS)	Optics	50
	Bipod	Underslung Rail	60
	Suppressor	Secondary	70
	PKA-S (HOLO)	Optics	80
	Laser Sight	Secondary	90
	IRNV (IR 1x)	Optics	100
	PKS-07 (7x)	Optics	125
	PKA-A (3.4x)	Optics	150
	Flash Suppressor	Secondary	175
	ACOG (4x)	Optics	200
	Reflex (RDS)	Optics	235
	Holographic (HOLO)	Optics	270
	Rifle Scope (6x)	Optics	300
	M145 (3.4x)	Optics	350

M16A3

The third generation of M16A3 has been upgraded with a RIS (rail interface system) for mounting accessories and is capable of automatic and semi-automatic fire. Available to frontline units engaged in urban combat, the M16A3's low recoil makes for a capable all-around weapon.

Ammo: 5.56x45mm NATO

Rate of Fire: 800 rpm

Magazine Capacity: 30

Unlock: 89,000 Assault score

Fire Modes:

Mode	Enabled
Single-Shot	x
Burst	
Automatic	x

Unlock Progression

Image	Accessory	Slot	Kills
	ACOG (4x)	Optics	10
	Heavy Barrel	Secondary	20
	Foregrip	Underslung Rail	30
	Tactical Light	Secondary	40
	Reflex (RDS)	Optics	50
	Bipod	Underslung Rail	60
	Suppressor	Secondary	70
	Holographic (HOLO)	Optics	80
	Laser Sight	Secondary	90
	IRNV (IR 1x)	Optics	100
	Rifle Scope (6x)	Optics	125
	M145 (3.4x)	Optics	150
	Flash Suppressor	Secondary	175
	PSO-1 (4x)	Optics	200
	KOBRA (RDS)	Optics	235
	PKA-S (HOLO)	Optics	270
	PKS-07 (7x)	Optics	300
	PKA-A (3.4x)	Optics	350

F2000

A Belgian manufactured bullpup assault rifle configured in the tactical setup with top and forward rails for mounting a variety of accessories. The rifle is in use with a variety of Special Forces units including Pakistani, Peruvian, Chilean, Indian and Polish.

It has also been adapted as the standard rifle of Saudi Arabia and Slovenia. The bullpup configuration prevents it from mounting underslung weapons, but a high fire rate makes it lethal in CQB.

Ammo: 5.56x45mm NATO

Rate of Fire: 850 rpm

Magazine Capacity: 30

Unlock: 124,000 Assault score

Fire Modes:

Mode	Enabled
Single-Shot	x
Burst	
Automatic	x

Unlock Progression

Image	Accessory	Slot	Kills
	ACOG (4x)	Optics	10
	Heavy Barrel	Secondary	20
	Foregrip	Underslung Rail	30
	Tactical Light	Secondary	40
	Reflex (RDS)	Optics	50
	Bipod	Underslung Rail	60
	Suppressor	Secondary	70
	Holographic (HOLO)	Optics	80
	Laser Sight	Secondary	90
	IRNV (IR 1x)	Optics	100
	Rifle Scope (6x)	Optics	125
	M145 (3.4x)	Optics	150
	Flash Suppressor	Secondary	175
	PSO-1 (4x)	Optics	200
	KOBRA (RDS)	Optics	235
	PKA-S (HOLO)	Optics	270
	PKS-07 (7x)	Optics	300
	PKA-A (3.4x)	Optics	350

AN-94

In service with elite Russian forces, the AN-94 offers a unique, highly accurate, 2-round burst feature. Compared to the standard AK series, the AN-94 requires a significantly higher degree of training. A skilled shooter can effectively engage targets at a longer range than typical assault rifles.

Ammo: 5.45x39mm WP

Rate of Fire: 600 rpm

Magazine Capacity: 30

Unlock: 166,000 Assault score

Fire Modes:

Mode	Enabled
Single-Shot	
Burst	x
Automatic	x

Unlock Progression:

Image	Accessory	Slot	Kills
	PSO-1 (4x)	Optics	10
	Heavy Barrel	Secondary	20
	Foregrip	Underslung Rail	30
	Tactical Light	Secondary	40
	KOBRA (RDS)	Optics	50
	Bipod	Underslung Rail	60
	Suppressor	Secondary	70
	PKA-S (HOLO)	Optics	80
	Laser Sight	Secondary	90
	IRNV (IR 1x)	Optics	100
	PKS-07 (7x)	Optics	125
	PKA-A (3.4x)	Optics	150
	Flash Suppressor	Secondary	175
	ACOG (4x)	Optics	200
	Reflex (RDS)	Optics	235
	Holographic (HOLO)	Optics	270
	Rifle Scope (6x)	Optics	300
	M145 (3.4x)	Optics	350

KH2002

This Iranian developed assault rifle is essentially a bullpup conversion of the M16. The KH2002 is intended to replace the G3 in service with the Iranian armed forces, though there is speculation that it may be years before the rifle is ready for full deployment.

The KH2002's short length lends itself well to close combat, but prevents it from mounting any underslung weapons.

Ammo: 5.56x45mm NATO

Rate of Fire: 850 rpm

Magazine Capacity: 30

Unlock: 126,000 Co-Op score

Fire Modes:

Mode	Enabled
Single-Shot	x
Burst	x
Automatic	

Unlock Progression:

Image	Accessory	Slot	Kills
	PSO-1 (4x)	Optics	10
	Heavy Barrel	Secondary	20
	Foregrip	Underslung Rail	30
	Tactical Light	Secondary	40
	KOBRA (RDS)	Optics	50
	Bipod	Underslung Rail	60
	Suppressor	Secondary	70
	PKA-S (HOLO)	Optics	80
	Laser Sight	Secondary	90
	IRNV (IR 1x)	Optics	100
	PKS-07 (7x)	Optics	125
	PKA-A (3.4x)	Optics	150
	Flash Suppressor	Secondary	175
	ACOG (4x)	Optics	200
	Reflex (RDS)	Optics	235
	Holographic (HOLO)	Optics	270
	Rifle Scope (6x)	Optics	300
	M145 (3.4x)	Optics	350

G3A3

The G3 rifle is one of the most widely fielded assault rifles in the world. Multiple versions of the G3 exist, and it has been used in countries around the world, including Sweden where it was known as the AK4.

This particular G3 is the A3 variant, with a fixed stock. The long barrel and firing heavy 7.62x51mm NATO rounds enable the G3A3 to reach longer ranges than most other assault rifles, but at the cost of heavy recoil.

Ammo: 7.62x51mm NATO

Rate of Fire: 500 rpm

Magazine Capacity: 20

Unlock: 441,000 Co-Op score

Fire Modes:

Mode	Enabled
Single-Shot	x
Burst	
Automatic	x

Unlock Progression

Image	Accessory	Slot	Kills
	ACOG (4x)	Optics	10
	Heavy Barrel	Secondary	20
	Foregrip	Underslung Rail	30
	Tactical Light	Secondary	40
	Reflex (RDS)	Optics	50
	Bipod	Underslung Rail	60
	Suppressor	Secondary	70
	Holographic (HOLO)	Optics	80
	Laser Sight	Secondary	90
	IRNV (IR 1x)	Optics	100
	Rifle Scope (6x)	Optics	125
	M145 (3.4x)	Optics	150
	Flash Suppressor	Secondary	175
	PSO-1 (4x)	Optics	200
	KOBRA (RDS)	Optics	235
	PKA-S (HOLO)	Optics	270
	PKS-07 (7x)	Optics	300
	PKA-A (3.4x)	Optics	350

FAMAS

Standard-issue assault rifle of the French military. FAMAS made its first *Battlefield* appearance in *Battlefield 2: Euro Force* and is a 5.56 caliber automatic rifle of bullpup design.

Ammo: 5.56x45mm NATO

Rate of Fire: 1,000 rpm

Magazine Capacity: 30

Unlock: Best Friend Forever assignment

Fire Modes:

Mode	Enabled
Single-Shot	x
Burst	x
Automatic	x

Unlock Progression

Image	Accessory	Slot	Kills
	ACOG (4x)	Optics	10
	Heavy Barrel	Secondary	20
	Foregrip	Underslung Rail	30
	Tactical Light	Secondary	40
	Reflex (RDS)	Optics	50
	Bipod	Underslung Rail	60
	Suppressor	Secondary	70
	Holographic (HOLO)	Optics	80
	Laser Sight	Secondary	90
	IRNV (IR 1x)	Optics	100
	Rifle Scope (6x)	Optics	125
	M145 (3.4x)	Optics	150
	Flash Suppressor	Secondary	175
	PSO-1 (4x)	Optics	200
	KOBRA (RDS)	Optics	235
	PKA-S (HOLO)	Optics	270
	PKS-07 (7x)	Optics	300
	PKA-A (3.4x)	Optics	350

L85A2

Standard-issue assault rifle of the British army. This bullpup rifle is famous for its accuracy and made its *Battlefield* debut as the medic unlock in *Battlefield 2* .

Ammo: 5.56x45mm NATO

Rate of Fire: 775 rpm

Magazine Capacity: 30

Unlock: Professional Russian assignment

Fire Modes:

Mode	Enabled
Single-Shot	x
Burst	x
Automatic	x

Unlock Progression

Image	Accessory	Slot	Kills
	ACOG (4x)	Optics	10
	Heavy Barrel	Secondary	20
	Foregrip	Underslung Rail	30
	Tactical Light	Secondary	40
	Reflex (RDS)	Optics	50
	Bipod	Underslung Rail	60
	Suppressor	Secondary	70
	Holographic (HOLO)	Optics	80
	Laser Sight	Secondary	90
	IRNV (IR 1x)	Optics	100
	Rifle Scope (6x)	Optics	125
	M145 (3.4x)	Optics	150
	Flash Suppressor	Secondary	175
	PSO-1 (4x)	Optics	200
	KOBRA (RDS)	Optics	235
	PKA-S (HOLO)	Optics	270
	PKS-07 (7x)	Optics	300
	PKA-A (3.4x)	Optics	350

AUG A3

This 5.56 bullpup design was developed in the 1970s and features high modularity while being fully ambidextrous. Since its adoption as the standard rifle of the Austrian Army in 1977, it has seen great success as an export, with a high number of global users praising its ruggedness and excellent handling.

Ammo: 5.56 x 45 mm NATO

Rate of Fire: 700 rpm

Magazine Capacity: 30

Range: Long

Fire Modes:

Mode	Enabled
Single-Shot	x
Burst	
Automatic	x

Unlock: Shepherd assignment

- 10 Squad Revives
- 30 Assault Rifle Kills

Unlock Progression

Image	Accessory	Slot	Kills
	ACOG (4x)	Optics	10
	Heavy Barrel	Secondary	20
	Foregrip	Underslung Rail	30
	Tactical Light	Secondary	40
	Reflex (RDS)	Optics	50
	Bipod	Underslung Rail	60
	Suppressor	Secondary	70
	Holographic (HOLO)	Optics	80
	Laser Sight	Secondary	90
	IRNV (IR 1x)	Optics	100
	Rifle Scope (6x)	Optics	125
	M145 (3.4x)	Optics	150
	Flash Suppressor	Secondary	175
	PSO-1 (4x)	Optics	200
	KOBRA (RDS)	Optics	235
	PKA-S (HOLO)	Optics	270
	PKS-07 (7x)	Optics	300
	PKA-A (3.4x)	Optics	350

SCAR-L

The SCAR rifle system's modularity allows for many different configurations. The Mk. 16 "SCAR-L" features a 14-inch barrel and a full 30-round magazine. Compared to its 20-round carbine counterpart, the heavier Mk. 17, the SCAR-L provides greater target acquisition at longer ranges due to the extended barrel length and more controlled fire due to manageable recoil.

Ammo: 5.56 x 45 mm NATO

Rate of Fire: 620 rpm

Magazine Capacity: 30

Range: Long

Fire Modes:

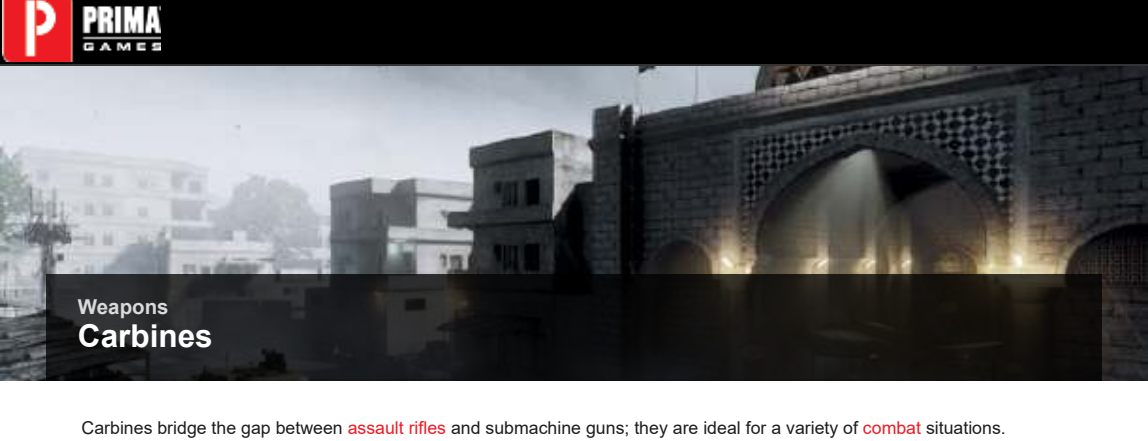
Mode	Enabled
Single-Shot	x
Burst	
Automatic	x

Unlock: Set Us Up the Bomb assignment

- Complete Shepherd assignment
- 20 Kills with underslung grenade launcher
- 15 kills with hand grenades

Unlock Progression

Image	Accessory	Slot	Kills
	ACOG (4x)	Optics	10
	Heavy Barrel	Secondary	20
	Foregrip	Underslung Rail	30
	Tactical Light	Secondary	40
	Reflex (RDS)	Optics	50
	Bipod	Underslung Rail	60
	Suppressor	Secondary	70
	Holographic (HOLO)	Optics	80
	Laser Sight	Secondary	90
	IRNV (IR 1x)	Optics	100
	Rifle Scope (6x)	Optics	125
	M145 (3.4x)	Optics	150
	Flash Suppressor	Secondary	175
	PSO-1 (4x)	Optics	200
	KOBRA (RDS)	Optics	235
	PKA-S (HOLO)	Optics	270
	PKS-07 (7x)	Optics	300
	PKA-A (3.4x)	Optics	350



Weapons

Carbines

Carbines bridge the gap between assault rifles and submachine guns; they are ideal for a variety of combat situations.

Their compact design makes them easy to maneuver in tight quarters.

The shorter barrel length mean less muzzle velocity, accuracy, and range than their assault rifle counterparts, but they still have the stopping power to take down opponents quickly.

The carbines are available to only the engineer class. So rack up your engineer score to unlock more carbines.

M4A1

Essentially a shortened version of the M16, the M4A1 carbine traces its roots to weapons designed for US Special Operations Command (SOCOM) during the Vietnam War.

The M4A1 variant is capable of automatic fire and includes rails that allow the user to equip a large number of accessories.

The carbine has seen heavy use at the front lines of Iraq and Afghanistan in close quarters and urban environments.

Ammo: 5.56x45mm NATO

Rate of Fire: 800 rpm

Magazine Capacity: 30

Unlock: Engineer Start (US)/145,000 Engineer score (RU)

Fire Modes:

Mode	Enabled
Single-Shot	x
Burst	
Automatic	x

Unlock Progression

Image	Accessory	Slot	Kills
	Reflex (RDS)	Optics	10
	Laser Sight	Secondary	20
	Foregrip	Underslung Rail	30
	Tactical Light	Secondary	40
	Holographic (HOLO)	Optics	50
	Suppressor	Secondary	60
	ACOG (4x)	Optics	70
	Heavy Barrel	Secondary	80
	Bipod	Underslung Rail	90
	IRNV (IR 1x)	Optics	100
	Rifle Scope (6x)	Optics	125
	M145 (3.4x)	Optics	150
	Flash Suppressor	Secondary	175
	KOBRA (RDS)	Optics	200
	PKA-S (HOLO)	Optics	235
	PSO-1 (4x)	Optics	270
	PKS-07 (7x)	Optics	300
	PKA-A (3.4x)	Optics	350

AKS-74u

Derived from the AKS-74, the AKS-74u is a shortened carbine with the power of a rifle cartridge but the size of a submachine gun.

Often called by its nickname "Krinkov," the shortened barrel makes the weapon inaccurate at medium ranges but extremely effective in close quarters.

Due to its incredibly short length, the AKS-74u cannot mount a Bipod.

Ammo: 5.45x39mm WP

Rate of Fire: 650 rpm

Magazine Capacity: 30

Unlock: Engineer Start (RU)/145,000 Engineer score (RU)

Fire Modes:

Mode	Enabled
Single-Shot	x
Burst	
Automatic	x

Unlock Progression

Image	Accessory	Slot	Kills
	KOBRA (RDS)	Optics	10
	Laser Sight	Secondary	20
	Foregrip	Underslung Rail	30
	PKA-A (3.4x)	Optics	40
	Tactical Light	Secondary	50
	PKA-S (HOLO)	Optics	60
	Suppressor	Secondary	70
	PSO-1 (4x)	Optics	80
	Heavy Barrel	Secondary	90
	PKS-07 (7x)	Optics	100
	IRNV (IR 1x)	Optics	125
	Rifle Scope (6x)	Optics	150
	M145 (3.4x)	Optics	175
	Flash Suppressor	Secondary	200
	Reflex (RDS)	Optics	235
	Holographic (HOLO)	Optics	270
	ACOG (4x)	Optics	300

SCAR-H

Developed for the US SOCOM, the SCAR is a modular series of weapons available in multiple interchangeable calibers, barrel lengths, and configurations.

This particular model has been configured as a SCAR-H CQB (SCAR-Heavy Close Quarters Battle), with a shortened barrel and is chambered for the hard-hitting 7.62mm NATO round.

This gives the SCAR-H a greater range than typical Carbines at the expense of some serious recoil.

Ammo: 7.62x51mm NATO

Rate of Fire: 600 rpm

Magazine Capacity: 20

Unlock: 14,000 Engineer score

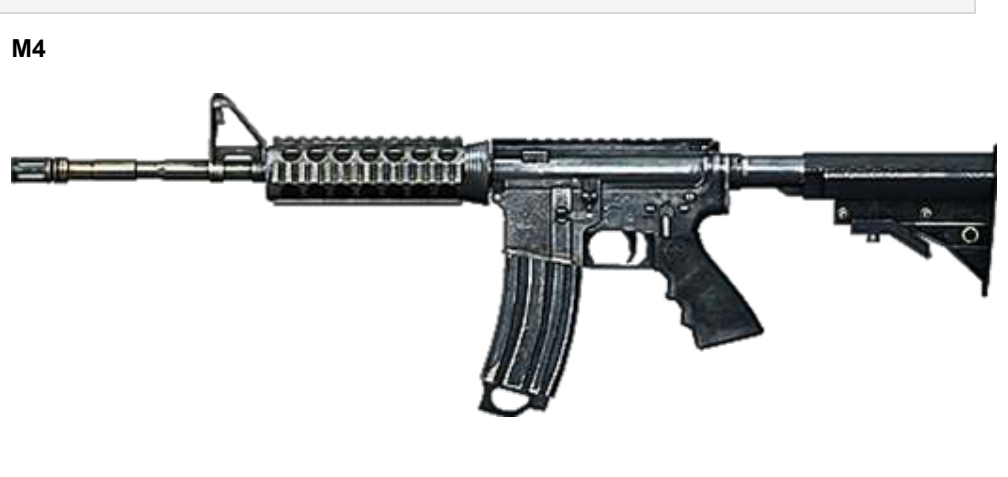
Fire Modes:

Mode	Enabled
Single-Shot	x
Burst	
Automatic	x

Unlock Progression

Image	Accessory	Slot	Kills
	Reflex (RDS)	Optics	10
	Laser Sight	Secondary	20
	Foregrip	Underslung Rail	30
	Tactical Light	Secondary	40
	Holographic (HOLO)	Optics	50
	Suppressor	Secondary	60
	ACOG (4x)	Optics	70
	Heavy Barrel	Secondary	80
	Bipod	Underslung Rail	90
	IRNV (IR 1x)	Optics	100
	Rifle Scope (6x)	Optics	125
	M145 (3.4x)	Optics	150
	Flash Suppressor	Secondary	175
	KOBRA (RDS)	Optics	200
	PKA-S (HOLO)	Optics	235
	PSO-1 (4x)	Optics	270
	PKS-07 (7x)	Optics	300
	PKA-A (3.4x)	Optics	350

M4



Visually and mechanically similar to the M16, the M4 carbine was developed to replace pistols and submachine guns at the front lines.

The M4 is capable of semi-automatic and 3-round burst fire and is equipped with accessory rails for end user customization.

The rifle has largely replaced the M16A2 previously used by the US Marine Corps.

Ammo: 5.56x45mm NATO

Rate of Fire: 800 rpm

Magazine Capacity: 30

Unlock: 40,000 Engineer score

Fire Modes:

Mode	Enabled
Single-Shot	x
Burst	x
Automatic	

Unlock Progression

Image	Accessory	Slot	Kills
	Reflex (RDS)	Optics	10
	Laser Sight	Secondary	20
	Foregrip	Underslung Rail	30
	Tactical Light	Secondary	40
	Holographic (HOLO)	Optics	50
	Suppressor	Secondary	60
	ACOG (4x)	Optics	70
	Heavy Barrel	Secondary	80
	Bipod	Underslung Rail	90
	IRNV (IR 1x)	Optics	100
	Rifle Scope (6x)	Optics	125
	M145 (3.4x)	Optics	150
	Flash Suppressor	Secondary	175
	KOBRA (RDS)	Optics	200
	PKA-S (HOLO)	Optics	235
	PSO-1 (4x)	Optics	270
	PKS-07 (7x)	Optics	300
	PKA-A (3.4x)	Optics	350

A-91

An unusual weapon, even by Russian standards, the A-91 is a bullpup carbine chambered for the 5.56mm NATO round, instead of a Russian caliber.

Made from polymers, it features a forward shell ejection system that keeps shells well clear of the shooter's face upon ejection.

The bullpup configuration prevents the A-91 from mounting a bipod.

Ammo: 5.56x45mm NATO

Rate of Fire: 800 rpm

Magazine Capacity: 30

Unlock: 58,000 Engineer score

Fire Modes:

Mode	Enabled
Single-Shot	x
Burst	
Automatic	x

Unlock Progression

Image	Accessory	Slot	Kills
	KOBRA (RDS)	Optics	10
	Laser Sight	Secondary	20
	Foregrip	Underslung Rail	30
	PKA-A (3.4x)	Optics	40
	Tactical Light	Secondary	50
	PKA-S (HOLO)	Optics	60
	Suppressor	Secondary	70
	PSO-1 (4x)	Optics	80
	Heavy Barrel	Secondary	90
	PKS-07 (7x)	Optics	100
	IRNV (IR 1x)	Optics	125
	Rifle Scope (6x)	Optics	150
	M145 (3.4x)	Optics	175
	Flash Suppressor	Secondary	200
	Reflex (RDS)	Optics	235
	Holographic (HOLO)	Optics	270
	ACOG (4x)	Optics	300

G36C

A cut-down version of the German Army's full size G36 rifle, the C in G36C stands for "Commando" or "Compact."

Equipped with a number of rails for accessories and a set of backup ironsights instead of the integrated optics and carry handle of the G36, the G36C is a carbine with significant customization options.

Its great ergonomics and short length make it excellent in short-range encounters. The G36C also includes a 2-round burst mode.

Ammo: 5.56x45mm NATO

Rate of Fire: 750 rpm

Magazine Capacity: 30

Unlock: 110,000 Engineer score

Fire Modes:

Mode	Enabled
Single-Shot	x
Burst	x
Automatic	x

Unlock Progression

Image	Accessory	Slot	Kills
	Reflex (RDS)	Optics	10
	Laser Sight	Secondary	20
	Foregrip	Underslung Rail	30
	Tactical Light	Secondary	40
	Holographic (HOLO)	Optics	50
	Suppressor	Secondary	60
	ACOG (4x)	Optics	70
	Heavy Barrel	Secondary	80
	Bipod	Underslung Rail	90
	IRNV (IR 1x)	Optics	100
	Rifle Scope (6x)	Optics	125
	M145 (3.4x)	Optics	150
	Flash Suppressor	Secondary	175
	KOBRA (RDS)	Optics	200
	PKA-S (HOLO)	Optics	235
	PSO-1 (4x)	Optics	270
	PKS-07 (7x)	Optics	300
	PKA-A (3.4x)	Optics	350

SG553

A carbine variant of the Swiss Army's standard SG550 rifle, the SG553 improves over its predecessor, the well-known SG552, by including integrated rails for mounting accessories.

A carbine with excellent ergonomics, the SG553 is capable of automatic, 3-round burst, and semi-automatic fire and is an excellent close-range weapon.

Ammo: 5.56x45mm NATO

Rate of Fire: 700 rpm

Magazine Capacity: 30

Unlock: 378,000 Co-Op score

Fire Modes:

Mode	Enabled
Single-Shot	x
Burst	x
Automatic	x

Unlock Progression

Image	Accessory	Slot	Kills
	Reflex (RDS)	Optics	10
	Laser Sight	Secondary	20
	Foregrip	Underslung Rail	30
	Tactical Light	Secondary	40
	Holographic (HOLO)	Optics	50
	Suppressor	Secondary	60
	ACOG (4x)	Optics	70
	Heavy Barrel	Secondary	80
	Bipod	Underslung Rail	90
	IRNV (IR 1x)	Optics	100
	Rifle Scope (6x)	Optics	125
	M145 (3.4x)	Optics	150
	Flash Suppressor	Secondary	175
	KOBRA (RDS)	Optics	200
	PKA-S (HOLO)	Optics	235
	PSO-1 (4x)	Optics	270
	PKS-07 (7x)	Optics	300
	PKA-A (3.4x)	Optics	350

HK53

A compact assault rifle based on the famous MP5 design. Used in *Battlefield 2: Euro Force* , this compact rifle has seen action all across the world.

Ammo: 5.56x45mm NATO

Rate of Fire: 700 rpm

Magazine Capacity: 30

Unlock: Fixing It assignment

Fire Modes:

Mode	Enabled
Single-Shot	x
Burst	x
Automatic	x

Unlock Progression

Image	Accessory	Slot	Kills
	Reflex (RDS)	Optics	10
	Laser Sight	Secondary	20
	Foregrip	Underslung Rail	30
	Tactical Light	Secondary	40
	Holographic (HOLO)	Optics	50
	Suppressor	Secondary	60
	ACOG (4x)	Optics	70
	Heavy Barrel	Secondary	80
	Bipod	Underslung Rail	90
	IRNV (IR 1x)	Optics	100
	Rifle Scope (6x)	Optics	125
	M145 (3.4x)	Optics	150
	Flash Suppressor	Secondary	175
	KOBRA (RDS)	Optics	200
	PKA-S (HOLO)	Optics	235
	PSO-1 (4x)	Optics	270
	PKS-07 (7x)	Optics	300
	PKA-A (3.4x)	Optics	350

QBZ-95B

A compact carbine produced in China and used by the PLA. Very portable, while still providing excellent firepower, this bullpup design carbine was used by the Chinese Spec-ops kit in *Battlefield 2* .

Ammo: 5.8x42mm

Rate of Fire: 800 rpm

Magazine Capacity: 30

Unlock: It Goes Boom! assignment

Fire Modes:

Mode	Enabled
Single-Shot	x
Burst	x
Automatic	x

Unlock Progression

Image	Accessory	Slot	Kills
	KOBRA (RDS)	Optics	10
	Laser Sight	Secondary	20
	Foregrip	Underslung Rail	30
	PKA-A (3.4x)	Optics	40
	Tactical Light	Secondary	50
	PKA-S (HOLO)	Optics	60
	Suppressor	Secondary	70
	PSO-1 (4x)	Optics	80
	Heavy Barrel	Secondary	90
	PKS-07 (7x)	Optics	100
	IRNV (IR 1x)	Optics	125
	Rifle Scope (6x)	Optics	150
	M145 (3.4x)	Optics	175
	Flash Suppressor	Secondary	200
	Reflex (RDS)	Optics	235
	Holographic (HOLO)	Optics	270
	ACOG (4x)	Optics	300

ACW-R

This adaptive combat rifle features several recent rifle designs and acts as a lightweight, feature-heavy rifle platform. Using the modern, recoil-reducing "Grendel" round, as well as being built to endure rough weather conditions and capable of utilizing standard STANAG magazines, this rifle is equipped to fill many of the roles required by both military and law enforcement.

Ammo: 5.56 x 45 mm NATO

Rate of Fire: 850 rpm

Magazine Capacity: 30

Range: Long

Fire Modes:

Unlock: Done Fixing assignment

- 20 AT rocket kills
- 30 kills with carbines

Fire Modes:

Mode	Enabled
Single-Shot	x
Burst	
Automatic	x

Unlock Progression

Image	Accessory	Slot	Kills
	Reflex (RDS)	Optics	10
	Laser Sight	Secondary	20
	Foregrip	Underslung Rail	30
	Tactical Light	Secondary	40
	Holographic (HOLO)	Optics	50
	Suppressor	Secondary	60
	ACOG (4x)	Optics	70
	Heavy Barrel	Secondary	80
	Bipod	Underslung Rail	90
	IRNV (IR 1x)	Optics	100
	Rifle Scope (6x)	Optics	125
	M145 (3.4x)	Optics	150
	Flash Suppressor	Secondary	175
	KOBRA (RDS)	Optics	200
	PKA-S (HOLO)	Optics	235
	PSO-1 (4x)	Optics	270
	PKS-07 (7x)	Optics	300
	PKA-A (3.4x)	Optics	350

MTAR-21

This bullpup carbine is the ultracompact version of the Israeli army standard TAR-21 rifle. It features supreme ergonomics and handling due to its 590 mm (23.2 in) length and is intended for use in tighter environments where standard length rifles become cumbersome. As of 2009, it is destined to become the standard rifle of the IDF and is seeing success internationally as part of security and police forces.

Ammo: 5.56 x 45 mm NATO

Rate of Fire: 900 rpm

Magazine Capacity: 30

Range: Long

Fire Modes:

Unlock: My Own Terminator assignment

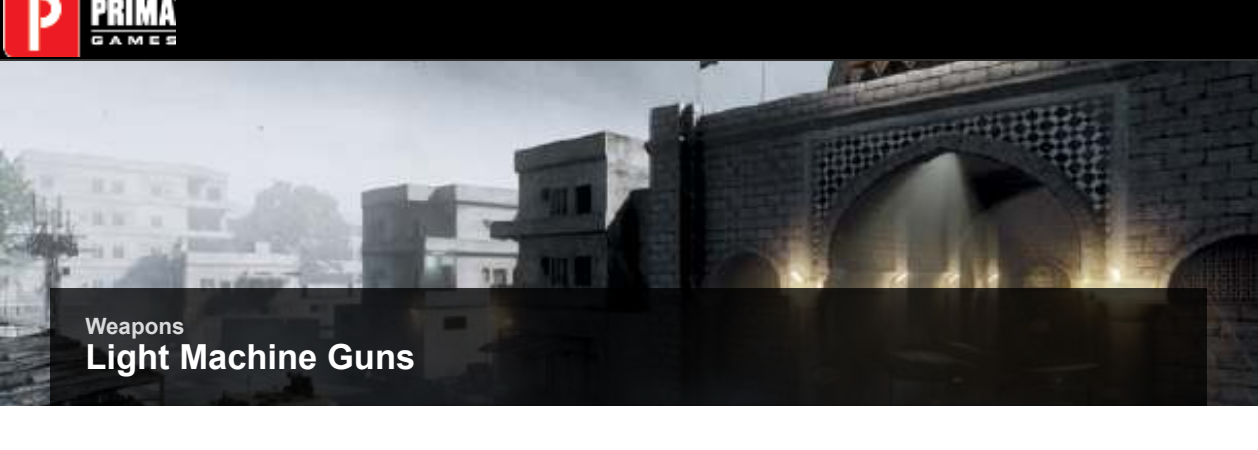
- Complete Done Fixing assignment
- Get a kill with EOD Bot
- 100 kills with carbines

Fire Modes:

Mode	Enabled
Single-Shot	x
Burst	
Automatic	x

Unlock Progression

Image	Accessory	Slot	Kills
	Reflex (RDS)	Optics	10
	Laser Sight	Secondary	20
	Foregrip	Underslung Rail	30
	Tactical Light	Secondary	40
	Holographic (HOLO)	Optics	50
	Suppressor	Secondary	60
	ACOG (4x)	Optics	70
	Heavy Barrel	Secondary	80
	Bipod	Underslung Rail	90
	IRNV (IR 1x)	Optics	100
	Rifle Scope (6x)	Optics	125
	M145 (3.4x)	Optics	150
	Flash Suppressor	Secondary	175
	KOBRA (RDS)	Optics	200
	PKA-S (HOLO)	Optics	235
	PSO-1 (4x)	Optics	270
	PKS-07 (7x)	Optics	300
	PKA-A (3.4x)	Optics	350



Weapons

Light Machine Guns

When it comes to laying down high volumes of fire, few weapons are as effective as the light machine guns.

Thanks to their large magazine capacities and high rates of fire, these hulking weapons can fire long bursts of automatic fire, sending your opponents diving for cover.

This is the support kit's primary weapon, ideal for suppressing opponents. Continue playing as the support class to unlock new light machine guns.

All light machine guns come equipped with a Bipod for greater stability while firing automatic bursts.

M271AR

This beefed-up M416 entered service alongside the M249 in the Marine Corps in 2011.

The M27 infantry automatic rifle (IAR) features a heavier, longer barrel and an extended magazine to enable greater amounts of suppressive fire while retaining some of the mobility of a standard M416.

The M27 features a Bipod by default for supported shooting.

Ammo: 5.56x45mm NATO

Rate of Fire: 750 rpm

Magazine Capacity: 45

Unlock: Support Start (US)/170,000 Support score (RU)

Fire Modes:

Mode	Enabled
Single-Shot	x
Burst	
Automatic	x

Unlock Progression

Image	Accessory	Slot	Kills
	Holographic (HOLO)	Optics	10
	Laser Sight	Secondary	20
	Foregrip	Underslung Rail	30
	Tactical Light	Secondary	40
	M145 (3.4x)	Optics	50
	Flash Suppressor	Secondary	60
	Reflex (RDS)	Optics	70
	Suppressor	Secondary	80
	ACOG (4x)	Optics	90
	IRNV (IR 1x)	Optics	100
	Rifle Scope (6x)	Optics	125
	PKA-S (HOLO)	Optics	150
	PKA-A (3.4x)	Optics	175
	KOBRA (RDS)	Optics	200
	PSO-1 (4x)	Optics	235
	PKS-07 (7x)	Optics	270

RPK-74M

The RPK-74M is an improved version of the original RPK developed in the 1950s. Essentially a heavy-barreled AK-74, the RPK fires from a longer magazine and has been equipped with polymer furniture to lighten the weapon.

The RPK-74M also features the same scope mount as the AK-74M and is equipped with a Bipod by default for supported shooting.

Ammo: 5.45x39mm WP

Rate of Fire: 600 rpm

Magazine Capacity: 45

Unlock: Support Start (RU)/170,000 Support score (US)

Fire Modes:

Mode	Enabled
Single-Shot	x
Burst	
Automatic	x

Unlock Progression

Image	Accessory	Slot	Kills
	PKA-S (HOLO)	Optics	10
	Laser Sight	Secondary	20
	Foregrip	Underslung Rail	30
	Tactical Light	Secondary	40
	PKA-A (3.4x)	Optics	50
	Flash Suppressor	Secondary	60
	KOBRA (RDS)	Optics	70
	Suppressor	Secondary	80
	PSO-1 (4x)	Optics	90
	IRNV (IR 1x)	Optics	100
	PKS-07 (7x)	Optics	125
	Holographic (HOLO)	Optics	150
	M145 (3.4x)	Optics	175
	Reflex (RDS)	Optics	200
	ACOG (4x)	Optics	235
	Rifle Scope (6x)	Optics	270

M249

An adapted version of the Belgian original, the M249 was modified to conform to the United States' design requirements.

The M249 has seen action in every major conflict since the 1989 invasion of Panama and has earned a reputation as a reliable weapon.

A single M249 can supply suppressive fire equivalent to 15 riflemen. The M249 comes equipped with a Bipod for supported shooting by default.

Ammo: 5.56x45mm NATO

Rate of Fire: 800 rpm

Magazine Capacity: 100

Unlock: 11,000 Support score

Fire Modes:

Mode	Enabled
Single-Shot	
Burst	
Automatic	x

Unlock Progression

Image	Accessory	Slot	Kills
	M145 (3.4x)	Optics	10
	Flash Suppressor	Secondary	20
	Extended Mag	Primary	30
	Tactical Light	Secondary	40
	Holographic (HOLO)	Optics	50
	Foregrip	Underslung Rail	60
	Laser Sight	Secondary	70
	Reflex (RDS)	Optics	80
	Suppressor	Secondary	90
	IRNV (IR 1x)	Optics	100
	ACOG (4x)	Optics	125
	PKA-A (3.4x)	Optics	150
	PKA-S (HOLO)	Optics	175
	KOBRA (RDS)	Optics	200
	PSO-1 (4x)	Optics	235

PKP Pecheneg

Another modernization of a traditional Russian weapon, the PKP Pecheneg replaces the PKM machine gun in service with Spetsnaz units.

Firing a heavier round than the RPK-74M the Pecheneg is able to supply greater suppressive fire, thanks to its greater power and belt feed.

The Pecheneg comes equipped with a Bipod for supported shooting by default.

Ammo: 7.62x54mm R

Rate of Fire: 650 rpm

Magazine Capacity: 100

Unlock: 60,000 Support score

Fire Modes:

Mode	Enabled
Single-Shot	
Burst	
Automatic	x

Unlock Progression

Image	Accessory	Slot	Kills
	PKA-S (HOLO)	Optics	10
	Laser Sight	Secondary	20
	Foregrip	Underslung Rail	30
	Tactical Light	Secondary	40
	PKA-A (3.4x)	Optics	50
	Flash Suppressor	Secondary	60
	KOBRA (RDS)	Optics	70
	Suppressor	Secondary	80
	PSO-1 (4x)	Optics	90
	IRNV (IR 1x)	Optics	100
	PKS-07 (7x)	Optics	125
	Holographic (HOLO)	Optics	150
	M145 (3.4x)	Optics	175
	Reflex (RDS)	Optics	200
	ACOG (4x)	Optics	235
	Rifle Scope (6x)	Optics	270

M240B

The M240 is a general purpose machine gun (GPMG) that was first developed in Belgium and adopted by the USMC in 1991.

The M60 was replaced first by the M240G, and subsequently by the M240B, which provides commonality between the Marines and the US Army.

Firing the heavier 7.62mm NATO round, the M240B has greater power than the M249. The M240 is equipped with a Bipod for supported shooting by default.

Ammo: 7.62x51mm NATO

Rate of Fire: 750 rpm

Magazine Capacity: 100

Unlock: 90,000 Support score

Fire Modes:

Mode	Enabled
Single-Shot	
Burst	
Automatic	x

Unlock Progression

Image	Accessory	Slot	Kills
	M145 (3.4x)	Optics	10
	Flash Suppressor	Secondary	20
	Extended Mag	Primary	30
	Tactical Light	Secondary	40
	Holographic (HOLO)	Optics	50
	Foregrip	Underslung Rail	60
	Laser Sight	Secondary	70
	Reflex (RDS)	Optics	80
	Suppressor	Secondary	90
	IRNV (IR 1x)	Optics	100
	ACOG (4x)	Optics	125
	PKA-A (3.4x)	Optics	150
	PKA-S (HOLO)	Optics	175
	KOBRA (RDS)	Optics	200
	PSO-1 (4x)	Optics	235

M60E4

"The Pig," as it was commonly referred to when it was introduced in Vietnam, has served with every branch of the US military and continues to serve with Special Forces groups.

All though the M60 has been mostly replaced by the M240, the upgraded M60E4 features modern accessory rails, a shortened barrel, and improved reliability, and reduced weight.

The M60E4 features a Bipod for supported shooting by default.

Ammo: 7.62x51mm NATO

Rate of Fire: 500 rpm

Magazine Capacity: 100

Unlock: 130,000 Support score

Fire Modes:

Mode	Enabled
Single-Shot	
Burst	
Automatic	x

Unlock Progression

Image	Accessory	Slot	Kills
	M145 (3.4x)	Optics	10
	Flash Suppressor	Secondary	20
	Extended Mag	Primary	30
	Tactical Light	Secondary	40
	Holographic (HOLO)	Optics	50
	Foregrip	Underslung Rail	60
	Laser Sight	Secondary	70
	Reflex (RDS)	Optics	80
	Suppressor	Secondary	90
	IRNV (IR 1x)	Optics	100
	ACOG (4x)	Optics	125
	PKA-A (3.4x)	Optics	150
	PKA-S (HOLO)	Optics	175
	KOBRA (RDS)	Optics	200
	PSO-1 (4x)	Optics	235

Type 88 LMG

A Chinese general purpose machine gun, the Type 88 is also known by its Chinese designation QJY-88.

Despite the Type 88 name (referring to 1988 as the year of adoption), the weapon has only recently entered wide service with the People's Liberation Army.

The Type 88 fires a special, heavy version of the Chinese 5.8x42mm round and is equipped by default with a Bipod for supported shooting.

Ammo: 5.8x42mm DAP-87

Rate of Fire: 700 rpm

Magazine Capacity: 100

Unlock: Physical Warfare Pack (Pre-Order)

Fire Modes:

Mode	Enabled
Single-Shot	
Burst	
Automatic	x

Unlock Progression

Image	Accessory	Slot	Kills
	PKA-S (HOLO)	Optics	10
	Laser Sight	Secondary	20
	Foregrip	Underslung Rail	30
	Tactical Light	Secondary	40
	PKA-A (3.4x)	Optics	50
	Flash Suppressor	Secondary	60
	KOBRA (RDS)	Optics	70
	Suppressor	Secondary	80
	PSO-1 (4x)	Optics	90
	IRNV (IR 1x)	Optics	100
	PKS-07 (7x)	Optics	125
	Holographic (HOLO)	Optics	150
	M145 (3.4x)	Optics	175
	Reflex (RDS)	Optics	200
	ACOG (4x)	Optics	235
	Rifle Scope (6x)	Optics	270

QBB-95

Chinese army standard light machine gun. Used by the support kit in *Battlefield 2* , this rifle takes the role of Squad Automatic Weapon in the PLA.

Ammo: 5.8x42mm

Rate of Fire: 800 rpm

Magazine Capacity: 100

Unlock: Keep Your Head Down assignment

Fire Modes:

Mode	Enabled
Single-Shot	x
Burst	x
Automatic	x

Unlock Progression

Image	Accessory	Slot	Kills
	PKA-S (HOLO)	Optics	10
	Laser Sight	Secondary	20
	Foregrip	Underslung Rail	30
	Tactical Light	Secondary	40
	PKA-A (3.4x)	Optics	50
	Flash Suppressor	Secondary	60
	KOBRA (RDS)	Optics	70
	Suppressor	Secondary	80
	PSO-1 (4x)	Optics	90
	IRNV (IR 1x)	Optics	100
	PKS-07 (7x)	Optics	125
	Holographic (HOLO)	Optics	150
	M145 (3.4x)	Optics	175
	Reflex (RDS)	Optics	200
	ACOG (4x)	Optics	235
	Rifle Scope (6x)	Optics	270

MG36

An experimental machine gun version of the German army standard G36 rifle. Loaded from a special double drum magazine, it has a unique look and made its *Battlefield* debut in the *Battlefield 2: Special Forces* expansion pack.

Unlock Progression

Ammo: 5.56x45mm NATO

Rate of Fire: 750 rpm

Magazine Capacity: 100

Unlock: Let It Rain assignment

Fire Modes:

Mode	Enabled
Single-Shot	x
Burst	x
Automatic	x

Unlock Progression

Image	Accessory	Slot	Kills
	Holographic (HOLO)	Optics	10
	Laser Sight	Secondary	20
	Foregrip	Underslung Rail	30
	Tactical Light	Secondary	40
	M145 (3.4x)	Optics	50
	Flash Suppressor	Secondary	60
	Reflex (RDS)	Optics	70
	Suppressor	Secondary	80
	ACOG (4x)	Optics	90
	IRNV (IR 1x)	Optics	100
	Rifle Scope (6x)	Optics	125
	PKA-S (HOLO)	Optics	150
	PKA-A (3.4x)	Optics	175
	KOBRA (RDS)	Optics	200
	PSO-1 (4x)	Optics	235
	PKS-07 (7x)	Optics	270

MTAR-21

Designed to provide fire support to smaller groups of infantry, this British SA80 family rifle comes equipped with an extended barrel giving great effective range. While originally intended to act as a light machine gun, it has seen a shift toward marksman duties due to its great performance at longer distances. While it has limited sustained fire capabilities due to not being belt fed, the reliable accuracy makes it a great force multiplier for any squad.

Ammo: 5.56 x 45 mm NATO

Rate of Fire: 750 rpm

Magazine Capacity: 45

Range: Medium

Unlock: No Shortage assignment

- 20 squad resupplies
- 20 kills with light machine guns

Fire Modes:

Mode	Enabled
Single-Shot	
Burst	
Automatic	x

Unlock Progression

Image	Accessory	Slot	Kills
	Holographic (HOLO)	Optics	10
	Laser Sight	Secondary	20
	Foregrip	Underslung Rail	30
	Tactical Light	Secondary	40
	M145 (3.4x)	Optics	50
	Flash Suppressor	Secondary	60
	Reflex (RDS)	Optics	70
	Suppressor	Secondary	80
	ACOG (4x)	Optics	90
	IRNV (IR 1x)	Optics	100
	Rifle Scope (6x)	Optics	125
	PKA-S (HOLO)	Optics	150
	PKA-A (3.4x)	Optics	175
	KOBRA (RDS)	Optics	200
	PSO-1 (4x)	Optics	235
	PKS-07 (7x)	Optics	270

LSAT

This U.S. JSSAP prototype is intended to significantly reduce the weight associated with small arms and their ammunition. Using a high-ignition temperature propellant, this prototype light machine gun features belt-fed caseless ammunition. Should the program be successful, this weapon system could become a great improvement over the heavier and more cumbersome squad automatic weapons currently in use.

Ammo: 5.56 x 45 mm NATO

Rate of Fire: 650 rpm

Magazine Capacity: 100

Range: Medium

Unlock: Point Blank assignment

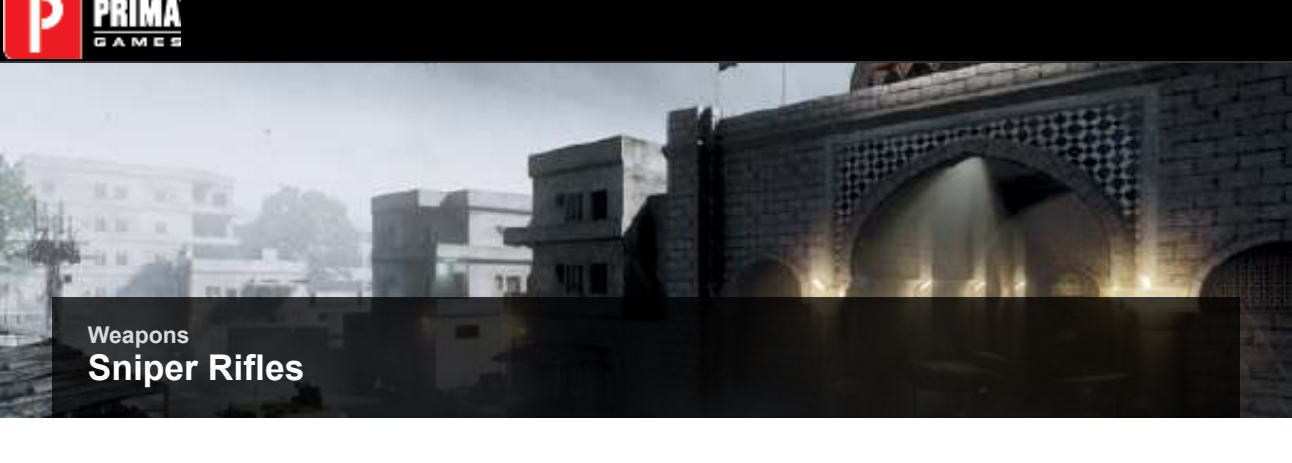
- Complete No Shortage assignment
- 10 kills with C4
- 10 knife takedowns

Fire Modes:

Mode	Enabled
Single-Shot	
Burst	
Automatic	x

Unlock Progression

Image	Accessory	Slot	Kills
	M145 (3.4x)	Optics	10
	Flash Suppressor	Secondary	20
	Extended Mag	Primary	30
	Tactical Light	Secondary	40
	Holographic (HOLO)	Optics	50
	Foregrip	Underslung Rail	60
	Laser Sight	Secondary	70
	Reflex (RDS)	Optics	80
	Suppressor	Secondary	90
	IRNV (IR 1x)	Optics	100
	ACOG (4x)	Optics	125
	PKA-A (3.4x)	Optics	150
	PKA-S (HOLO)	Optics	175
	KOBRA (RDS)	Optics	200
	PSO-1 (4x)	Optics	235



Weapons

Sniper Rifles

If you prefer engaging enemies at extreme distances, the sniper rifles are the choice for you.

These are the most powerful and accurate weapons available, but they also require the most skill and patience to master. Sniper rifles are only available to the recon kit.

So rack up your recon score to unlock new sniper rifles and their associated unlocks.

MK11 MOD 0

Essentially an M16 chambered for the heavy 7.62mm NATO caliber, the MK11 Mod 0 features a longer, heavier, free-floating barrel, enhanced rail system and provisions to mount a sound suppressor.

Everything about the MK11 Mod 0 is designed to enhance accuracy and provide a squad-level unit accurate, long-range semi-automatic fire.

The MK11 Mod 0 is equipped with a Rifle Scope (8x) by default.

Ammo: 7.62x51mm NATO

Rate of Fire: Semi-Auto

Magazine Capacity: 10

Unlock: Recon Start (US)/195,000 Recon score (RU)

Fire Modes:

Fire Modes:

Mode	Enabled
Single-Shot	x
Burst	
Automatic	

Unlock Progression

Image	Accessory	Slot	Kills
	ACOG (4x)	Optics	10
	Laser Sight	Secondary	20
	Foregrip	Underslung Rail	30
	Tactical Light	Secondary	40
	Holographic (HOLO)	Optics	50
	Bipod	Underslung Rail	60
	Suppressor	Secondary	70
	Ballistic (12x)	Optics	80
	Reflex (RDS)	Optics	90
	IRNV (IR 1x)	Optics	100
	PKS-07 (7x)	Optics	125
	M145 (3.4x)	Optics	150
	PSO-1 (4x)	Optics	175
	PKA-S (HOLO)	Optics	200
	KOBRA (RDS)	Optics	235
	PKA-A (3.4x)	Optics	270

SVD

Designed as a squad support weapon, the SVD Dragunov enhances a squad's ability by providing long-range, rapid, accurate semi-automatic fire.

Although the SVD seems similar to an AK-style weapon, the similarity is merely cosmetic.

When paired with specially designed sniper cartridges, the SVD Dragunov is a deadly and accurate marksman's weapon.

The SVD is equipped with a PKS-07 (7x) scope by default.

Ammo: 7.62x54mm R

Rate of Fire: Semi-Auto

Magazine Capacity: 10

Unlock: Recon Start (RU)/195,000 Recon score (US))]

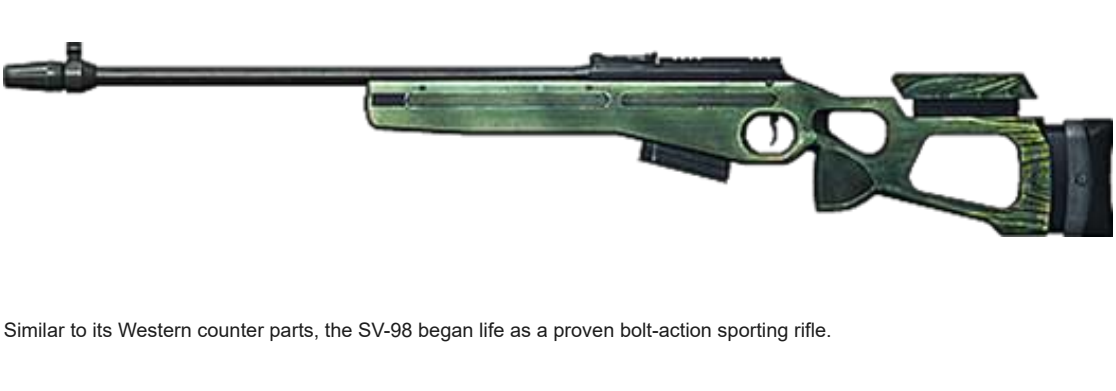
Fire Modes:

Mode	Enabled
Single-Shot	x
Burst	
Automatic	

Unlock Progression:

Image	Accessory	Slot	Kills
	PSO-1 (4x)	Optics	10
	Laser Sight	Secondary	20
	Foregrip	Underslung Rail	30
	Tactical Light	Secondary	40
	PKA-S (HOLO)	Optics	50
	Bipod	Underslung Rail	60
	Suppressor	Secondary	70
	Ballistic (12x)	Optics	80
	KOBRA (RDS)	Optics	90
	IRNV (IR 1x)	Optics	100
	Rifle Scope (6x)	Optics	125
	PKA-A (3.4x)	Optics	150
	ACOG (4x)	Optics	175
	Holographic (HOLO)	Optics	200
	Reflex (RDS)	Optics	235
	M145 (3.4x)	Optics	270

SV98



Similar to its Western counter parts, the SV-98 began life as a proven bolt-action sporting rifle.

The SV-98 is equipped with a 10-round detachable box magazine, a muzzle brake that can be swapped for a suppressor, and backup ironsight.

The SV-98 is standardly equipped with a PKS-07 (7x) for very long-range shooting.

Ammo: 7.62x54mm R

Rate of Fire: Bolt-Action

Magazine Capacity: 10

Unlock: 13,000 Recon score

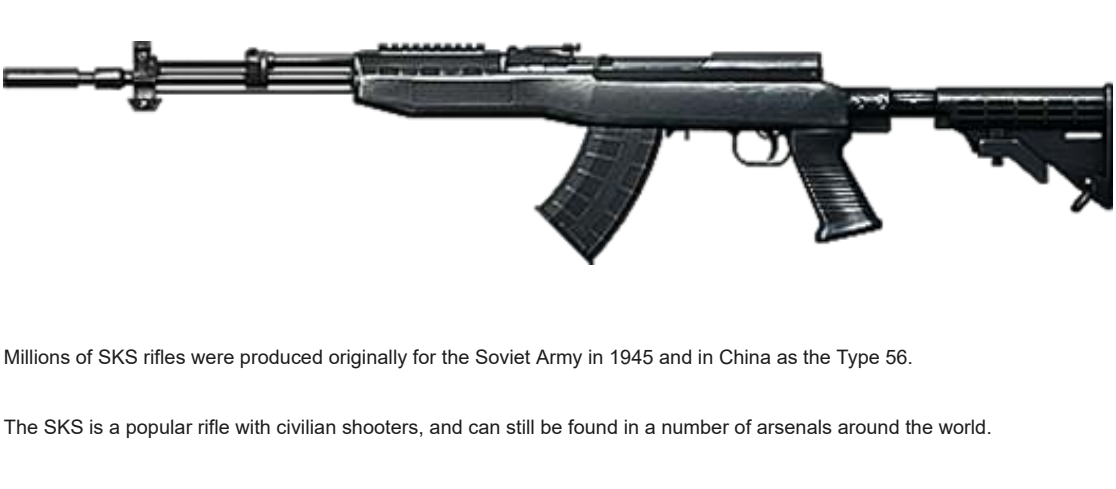
Fire Modes:

Mode	Enabled
Single-Shot	x
Burst	
Automatic	

Unlock Progression

Image	Accessory	Slot	Kills
	Ballistic (12x)	Optics	10
	Laser Sight	Secondary	20
	Bipod	Underslung Rail	30
	Tactical Light	Secondary	40
	ACOG (4x)	Optics	50
	Straight Pull Bolt	Primary	60
	Suppressor	Secondary	70
	Holographic (HOLO)	Optics	80
	Reflex (RDS)	Optics	90
	IRNV (IR 1x)	Optics	100
	PKS-07 (7x)	Optics	125
	M145 (3.4x)	Optics	150
	PSO-1 (4x)	Optics	175
	PKA-S (HOLO)	Optics	200
	KOBRA (RDS)	Optics	235
	PKA-A (3.4x)	Optics	270

SKS



Millions of SKS rifles were produced originally for the Soviet Army in 1945 and in China as the Type 56.

The SKS is a popular rifle with civilian shooters, and can still be found in a number of arsenals around the world.

A number of aftermarket upgrades are available for the SKS; this model is equipped with a synthetic stock, detachable 20-round magazine, and a PKS-07 (7x) scope by default.

Ammo: 7.62x39mm WP

Rate of Fire: Semi-Auto

Magazine Capacity: 20

Unlock: 71,000 Recon score

Fire Modes:

Mode	Enabled
Single-Shot	
Burst	x
Automatic	

Unlock Progression:

Image	Accessory	Slot	Kills
	PSO-1 (4x)	Optics	10
	Laser Sight	Secondary	20
	Foregrip	Underslung Rail	30
	Tactical Light	Secondary	40
	PKA-S (HOLO)	Optics	50
	Bipod	Underslung Rail	60
	Suppressor	Secondary	70
	Ballistic (12x)	Optics	80
	KOBRA (RDS)	Optics	90
	IRNV (IR 1x)	Optics	100
	Rifle Scope (6x)	Optics	125
	PKA-A (3.4x)	Optics	150
	ACOG (4x)	Optics	175
	Holographic (HOLO)	Optics	200
	Reflex (RDS)	Optics	235
	M145 (3.4x)	Optics	270

M40A5

Developed around the bolt-action of a proven American hunting rifle, the M40A5 has been upgraded with a lightened fiberglass stock, a detachable magazine, and the provisions for mounting suppressors.

An incredibly accurate rifle, the M40A5 currently serves as the primary sniper rifle for the USMC.

The M40A5 is equipped with a Rifle Scope (8x) by default.

Ammo: 7.62x51mm NATO

Rate of Fire: Bolt-Action

Magazine Capacity: 5

Unlock: 104,000 Recon score

Fire Modes:

Mode	Enabled
Single-Shot	x
Burst	
Automatic	

Unlock Progression

Image	Accessory	Slot	Kills
	Ballistic (12x)	Optics	10
	Laser Sight	Secondary	20
	Bipod	Underslung Rail	30
	Tactical Light	Secondary	40
	ACOG (4x)	Optics	50
	Straight Pull Bolt	Primary	60
	Suppressor	Secondary	70
	Holographic (HOLO)	Optics	80
	Reflex (RDS)	Optics	90
	IRNV (IR 1x)	Optics	100
	PKS-07 (7x)	Optics	125
	M145 (3.4x)	Optics	150
	PSO-1 (4x)	Optics	175
	PKA-S (HOLO)	Optics	200
	KOBRA (RDS)	Optics	235
	PKA-A (3.4x)	Optics	270

M98B

A precision tactical rifle, the M98B was uniquely developed from the ground up as a bolt-action sniper rifle.

Firing the .338 Magnum round from a detachable box magazine, the M98B is capable of impressive accuracy and great stopping power even at extreme ranges.

The M98B is currently being evaluated by US SOCOM in a modified form. The M98B is equipped with a Rifle Scope (8x) by default.

Ammo: .338 Magnum

Rate of Fire: Bolt-Action

Magazine Capacity: 5

Unlock: 146,000 Recon score

Fire Modes:

Mode	Enabled
Single-Shot	x
Burst	
Automatic	

Unlock Progression

Image	Accessory	Slot	Kills
	Ballistic (12x)	Optics	10
	Laser Sight	Secondary	20
	Bipod	Underslung Rail	30
	Tactical Light	Secondary	40
	ACOG (4x)	Optics	50
	Straight Pull Bolt	Primary	60
	Suppressor	Secondary	70
	Holographic (HOLO)	Optics	80
	Reflex (RDS)	Optics	90
	IRNV (IR 1x)	Optics	100
	PKS-07 (7x)	Optics	125
	M145 (3.4x)	Optics	150
	PSO-1 (4x)	Optics	175
	PKA-S (HOLO)	Optics	200
	KOBRA (RDS)	Optics	235
	PKA-A (3.4x)	Optics	270

M39 EMR

The M39 EMR (Enhanced Marksman Rifle) is a highly modernized M14 designed to be utilized by USMC designated marksmen.

Issued with match-grade 7.62mm NATO long-range ammunition, the M39 is significantly lighter and more accurate than the original M14.

The M39 is limited to semi-automatic fire, but supports a number of accessories, including a standard Rifle Scope (8x).

Ammo: 7.62x51mm NATO

Rate of Fire: Semi-Auto

Max Capacity: 20

Unlock: 252,000 Co-Op score

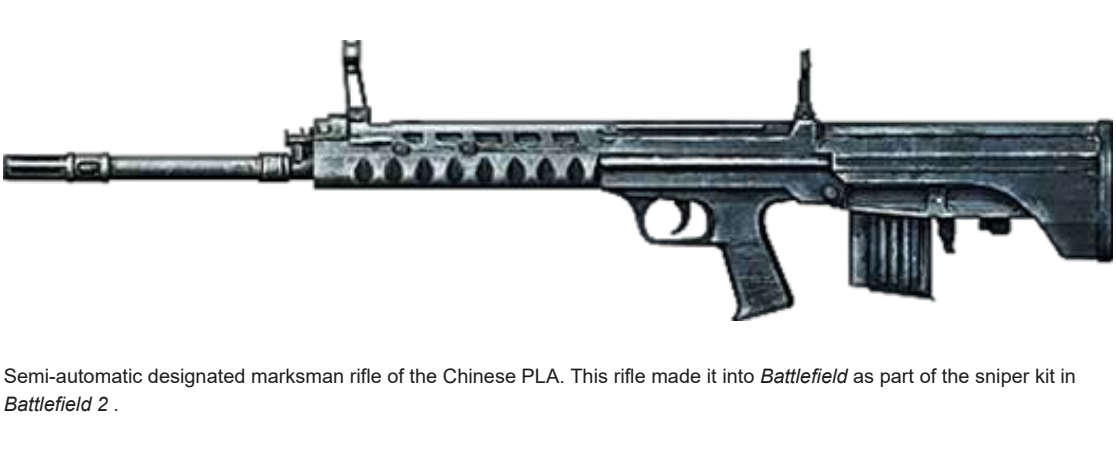
Fire Modes:

Mode	Enabled
Single-Shot	x
Burst	
Automatic	

Unlock Progression

Image	Accessory	Slot	Kills
	ACOG (4x)	Optics	10
	Laser Sight	Secondary	20
	Foregrip	Underslung Rail	30
	Tactical Light	Secondary	40
	Holographic (HOLO)	Optics	50
	Bipod	Underslung Rail	60
	Suppressor	Secondary	70
	Ballistic (12x)	Optics	80
	Reflex (RDS)	Optics	90
	IRNV (IR 1x)	Optics	100
	PKS-07 (7x)	Optics	125
	M145 (3.4x)	Optics	150
	PSO-1 (4x)	Optics	175
	PKA-S (HOLO)	Optics	200
	KOBRA (RDS)	Optics	235
	PKA-A (3.4x)	Optics	270

QBU-88



Semi-automatic designated marksman rifle of the Chinese PLA. This rifle made it into *Battlefield* as part of the sniper kit in *Battlefield 2* .

Ammo: 5.8x42mm

Rate of Fire: Semi-Auto

Magazine Capacity: 10

Unlock: Spec Ops assignment

Fire Modes:

Mode	Enabled
Single-Shot	x
Burst	
Automatic	

Unlock Progression:

Image	Accessory	Slot	Kills
	PSO-1 (4x)	Optics	10
	Laser Sight	Secondary	20
	Foregrip	Underslung Rail	30
	Tactical Light	Secondary	40
	PKA-S (HOLO)	Optics	50
	Bipod	Underslung Rail	60
	Suppressor	Secondary	70
	Ballistic (12x)	Optics	80
	KOBRA (RDS)	Optics	90
	IRNV (IR 1x)	Optics	100
	Rifle Scope (6x)	Optics	125
	PKA-A (3.4x)	Optics	150
	ACOG (4x)	Optics	175
	Holographic (HOLO)	Optics	200
	Reflex (RDS)	Optics	235
	M145 (3.4x)	Optics	270

L96

A British-made, high performance, bolt-action rifle. This rifle made a significant impact in *Battlefield 2* when it was released in the *Battlefield 2: Euro Force* pack.

Ammo: 7.62x51mm NATO

Rate of Fire: Bolt-Action

Magazine Capacity: 5

Unlock: Creeping Death assignmbent

Fire Modes:

Mode	Enabled
Single-Shot	x
Burst	
Automatic	

Unlock Progression

Image	Accessory	Slot	Kills
	Ballistic (12x)	Optics	10
	Laser Sight	Secondary	20
	Bipod	Underslung Rail	30
	Tactical Light	Secondary	40
	ACOG (4x)	Optics	50
	Straight Pull Bolt	Primary	60
	Suppressor	Secondary	70
	Holographic (HOLO)	Optics	80
	Reflex (RDS)	Optics	90
	IRNV (IR 1x)	Optics	100
	PKS-07 (7x)	Optics	125
	M145 (3.4x)	Optics	150
	PSO-1 (4x)	Optics	175
	PKA-S (HOLO)	Optics	200
	KOBRA (RDS)	Optics	235
	PKA-A (3.4x)	Optics	270

M417

This bigger brother of M416 features a heavier 16-inch barrel as well as an enlarged receiver capable of handling the heavy 7.62 round. The high precision and stopping power of this rifle make it ideal as a DMR, and it sees service in many armed forces worldwide.

Ammo: 7.62 x 51 mm NATO

Rate of Fire: Semi-Auto

Magazine Capacity: 20

Range: Very Long

Unlock: Team Player assignment

- Get 10 T-UGS assists
- Capture 20 flags

Fire Modes:

Mode	Enabled
Single-Shot	x
Burst	
Automatic	

Unlock Progression

Image	Accessory	Slot	Kills
	ACOG (4x)	Optics	10
	Laser Sight	Secondary	20
	Foregrip	Underslung Rail	30
	Tactical Light	Secondary	40
	Holographic (HOLO)	Optics	50
	Bipod	Underslung Rail	60
	Suppressor	Secondary	70
	Ballistic (12x)	Optics	80
	Reflex (RDS)	Optics	90
	IRNV (IR 1x)	Optics	100
	PKS-07 (7x)	Optics	125
	M145 (3.4x)	Optics	150
	PSO-1 (4x)	Optics	175
	PKA-S (HOLO)	Optics	200
	KOBRA (RDS)	Optics	235
	PKA-A (3.4x)	Optics	270

JNG-90

Easily identified by its massive muzzle break, the JNG-90 serves as the standard sniper rifle of the Turkish army. This modern rifle has integral rail systems and many other accessory options, making it adaptable to shifting situations. It provides the shooter great stopping power, as well as sub MOA accuracy.

Ammo: 7.62 x 51 mm NATO

Rate of Fire: Bolt-Action

Magazine Capacity: 10

Range: Very Long

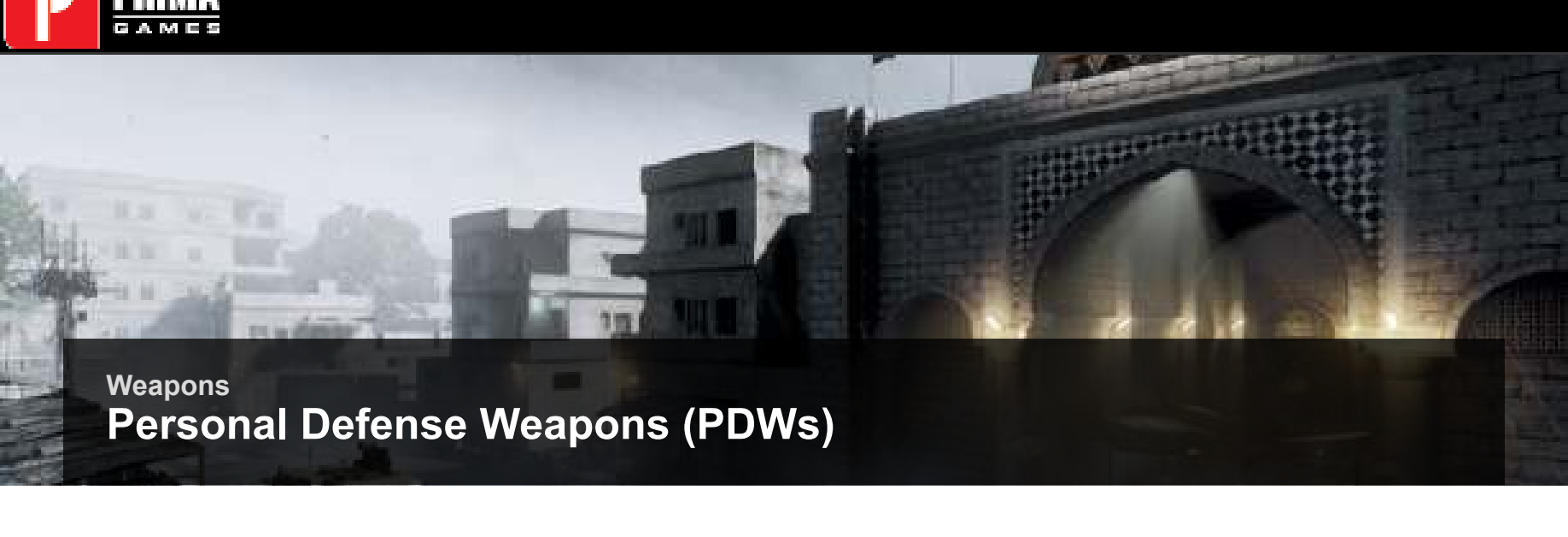
Unlock: Bullet Point assignment

- Complete Team Player assignment
- 50 kills with sniper rifles
- Win 3 Rounds of Conquest Domination

Mode	Enabled
Single-Shot	x
Burst	
Automatic	

Unlock Progression

Image	Accessory	Slot	Kills
	Ballistic (12x)	Optics	10
	Laser Sight	Secondary	20
	Bipod	Underslung Rail	30
	Tactical Light	Secondary	40
	ACOG (4x)	Optics	50
	Straight Pull Bolt	Primary	60
	Suppressor	Secondary	70
	Holographic (HOLO)	Optics	80
	Reflex (RDS)	Optics	90
	IRNV (IR 1x)	Optics	100
	PKS-07 (7x)	Optics	125
	M145 (3.4x)	Optics	150
	PSO-1 (4x)	Optics	175
	PKA-S (HOLO)	Optics	200
	KOBRA (RDS)	Optics	235
	PKA-A (3.4x)	Optics	270



Weapons

Personal Defense Weapons (PDWs)

These compact and lightweight weapons are best deployed in close quarters due to their short range. But what they lack in accuracy and damage output, they make up for in rate of fire.

In Battlefield 3, the PDWs are available to all classes. So consider choosing one of these weapons when tasked with assaulting or defending a building interior or other confined space.

These weapons are unlocked with promotions in rank. So the more you play (with any kit), the more PDWs you'll unlock.

PP-2000

Though chambered in the standard 9x19mm caliber, the PP-2000 is designed to use Russian overpressure rounds at high velocity to penetrate body armor.

The high muzzle velocity of the PP-2000 gives it a flatter trajectory than other 9mm weapons, and its compact size make it ideal as a personal defense weapon.

When equipped with the 40-round extended magazine, the PP-2000 also functions admirably in a CQB assault role.

Ammo: 9x19mm Parabellum

Rate of Fire: 600 rpm

Magazine Capacity: 20

Unlock: Rank 7 (Lance Corporal II)

Fire Modes:

Mode	Enabled
Single-Shot	x
Burst	
Automatic	x

Unlock Progression

Image	Accessory	Slot	Kills
	KOBRA (RDS)	Optics	10
	Laser Sight	Secondary	20
	Suppressor	Secondary	30
	PKA-S (HOLO)	Optics	40
	Tactical Light	Secondary	50
	Extended Mag	Primary	60
	PKA-A (3.4x)	Optics	70
	ACOG (4x)	Optics	80
	Reflex (RDS)	Optics	90
	IRNV (IR 1x)	Optics	100
	Holographic (HOLO)	Optics	125
	M145 (3.4x)	Optics	150

UMP-45

The German-built UMP-45 is a fully automatic personal defense weapon noted for its versatility and optimal mobility.

Essentially an improved version of the MP5, the UMP-45 is functionally similar but substantially cheaper to manufacture and includes several modern upgrades such as the top and forward accessory rails.

The UMP-45 is well-rounded and capable as a personal defense weapon.

Ammo: .45ACP

Rate of Fire: 600 rpm

Magazine Capacity: 25

Unlock: Rank 16 (Sergeant III)

Fire Modes:

Mode	Enabled
Single-Shot	x
Burst	x
Automatic	x

Unlock Progression

Image	Accessory	Slot	Kills
	Reflex (RDS)	Optics	10
	Laser Sight	Secondary	20
	Suppressor	Secondary	30
	Holographic (HOLO)	Optics	40
	Tactical Light	Secondary	50
	Flash Suppressor	Secondary	60
	M145 (3.4x)	Optics	70
	ACOG (4x)	Optics	80
	KOBRA (RDS)	Optics	90
	IRNV (IR 1x)	Optics	100
	PKA-S (HOLO)	Optics	125
	PKA-A (3.4x)	Optics	150

PDW-R

Developed as a personal defense weapon, the PDW-R differs from most others by utilizing the standard 5.56mm NATO rounds of the M16 or M4.

This allows the PDW-R to share magazines and supply lines with standard troops, while its short length and bullpup configuration allow the PDW-R to be easily operated in CQB.

Though it lacks the accuracy of a rifle, the PDW-R has a greater punch at longer ranges than other PDWs.

Ammo: 5.56mmx45mm NATO

Rate of Fire: 600 rpm

Magazine Capacity: 30

Unlock: Rank 32 (Sergeant Major)

Fire Modes:

Mode	Enabled
Single-Shot	x
Burst	
Automatic	x

Unlock Progression

Image	Accessory	Slot	Kills
	Reflex (RDS)	Optics	10
	Laser Sight	Secondary	20
	Suppressor	Secondary	30
	Holographic (HOLO)	Optics	40
	Tactical Light	Secondary	50
	Flash Suppressor	Secondary	60
	M145 (3.4x)	Optics	70
	ACOG (4x)	Optics	80
	KOBRA (RDS)	Optics	90
	IRNV (IR 1x)	Optics	100
	PKA-S (HOLO)	Optics	125
	PKA-A (3.4x)	Optics	150

P90

Developed in Belgium as a personal defense weapon for vehicle crews, Special Forces and counter-terrorist groups, the P90 is a compact and capable weapon system.

The three forward rails allow an operator to mount a wide variety accessories, and the 5.7x28mm special armor-piercing ammunition is fired at nearly rifle velocity.

With a standard 50-round magazine, the P90 is an effective offensive CQB weapon for highly mobile personnel.

Ammo: 5.7x28mm

Rate of Fire: 900 rpm

Magazine Capacity: 50

Unlock: Rank 40 (Second Lieutenant)

Fire Modes:

Mode	Enabled
Single-Shot	x
Burst	
Automatic	x

Unlock Progression

Image	Accessory	Slot	Kills
	Reflex (RDS)	Optics	10
	Laser Sight	Secondary	20
	Suppressor	Secondary	30
	Holographic (HOLO)	Optics	40
	Tactical Light	Secondary	50
	Flash Suppressor	Secondary	60
	M145 (3.4x)	Optics	70
	ACOG (4x)	Optics	80
	KOBRA (RDS)	Optics	90
	IRNV (IR 1x)	Optics	100
	PKA-S (HOLO)	Optics	125
	PKA-A (3.4x)	Optics	150

AS VAL

The AS VAL is an integrally suppressed, Soviet-designed assault rifle developed for use in the Spetsnaz.

Chambered for a special high-performance armor-piercing 9x39mm round, the AS VAL includes mounts for using optical, red dot, or even night vision scopes.

The AS VAL is designed to be fired only with the suppressor attached, and this therefore prevents the rifle from mounting underslung attachments.

Ammo: 9x39mm

Rate of Fire: 900 rpm

Magazine Capacity: 30

Unlock: Rank 45 (Colonel)

Fire Modes:

Mode	Enabled
Single-Shot	x
Burst	
Automatic	x

Unlock Progression:

Image	Accessory	Slot	Kills
	PSO-1 (4x)	Optics	10
	Tactical Light	Secondary	20
	KOBRA (RDS)	Optics	30
	PKA-S (HOLO)	Optics	40
	Laser Sight	Secondary	50
	IRNV (IR 1x)	Optics	60
	PKS-07 (7x)	Optics	70
	PKA-A (3.4x)	Optics	80
	ACOG (4x)	Optics	90
	Reflex (RDS)	Optics	100
	Holographic (HOLO)	Optics	125
	Rifle Scope (6x)	Optics	150
	M145 (3.4x)	Optics	175

MP7

Another contender for the newly developing PDW market, the MP7 is currently in service with the German Bundeswehr and the Norwegian Armed Forces.

The MP7 includes an improved stock, additional safeties, and added rails for mounting lights, lasers, and sights. The weapon is also capable of being suppressed, and therefore has excellent close-combat stealth performance.

Ammo: 4.6x30mm

Rate of Fire: 950 rpm

Magazine Capacity: 20

Unlock: 189,000 Co-Op score

Fire Modes:

Mode	Enabled
Single-Shot	x
Burst	
Automatic	x

Unlock Progression

Image	Accessory	Slot	Kills
	Reflex (RDS)	Optics	10
	Laser Sight	Secondary	20
	Suppressor	Secondary	30
	Holographic (HOLO)	Optics	40
	Tactical Light	Secondary	50
	Flash Suppressor	Secondary	60
	M145 (3.4x)	Optics	70
	ACOG (4x)	Optics	80
	KOBRA (RDS)	Optics	90
	IRNV (IR 1x)	Optics	100
	PKA-S (HOLO)	Optics	125
	PKA-A (3.4x)	Optics	150

PP-19

Russian-made submachine gun with a unique cylindrical 50-round magazine. Based on proven AK-47 design, this weapon saw action in *Battlefield 2* as part of the Russian anti-tank kit.

Ammo: 9x18mm

Rate of Fire: 700 rpm

Magazine Capacity: 50

Unlock: Familiar Territory assignment

Fire Modes:

Mode	Enabled
Single-Shot	x
Burst	
Automatic	x

Unlock Progression

Image	Accessory	Slot	Kills
	KOBRA (RDS)	Optics	10
	Laser Sight	Secondary	20
	Suppressor	Secondary	30
	PKA-S (HOLO)	Optics	40
	Tactical Light	Secondary	50
	Extended Mag	Primary	60
	PKA-A (3.4x)	Optics	70
	ACOG (4x)	Optics	80
	Reflex (RDS)	Optics	90
	IRNV (IR 1x)	Optics	100
	Holographic (HOLO)	Optics	125
	M145 (3.4x)	Optics	150

M5K

A tactical machine pistol based on one of the world's most successful submachine gun designs. With the shoulder stock completely removed and the shortened receiver, this ultracompact personal defense weapon is capable of very high rates of fire, as well as great stopping power at close range.

Ammo: 9 x 19 mm

Rate of Fire: 900 rpm

Magazine Capacity: 25

Range: Short

Unlock: Hold the Trigger assignment

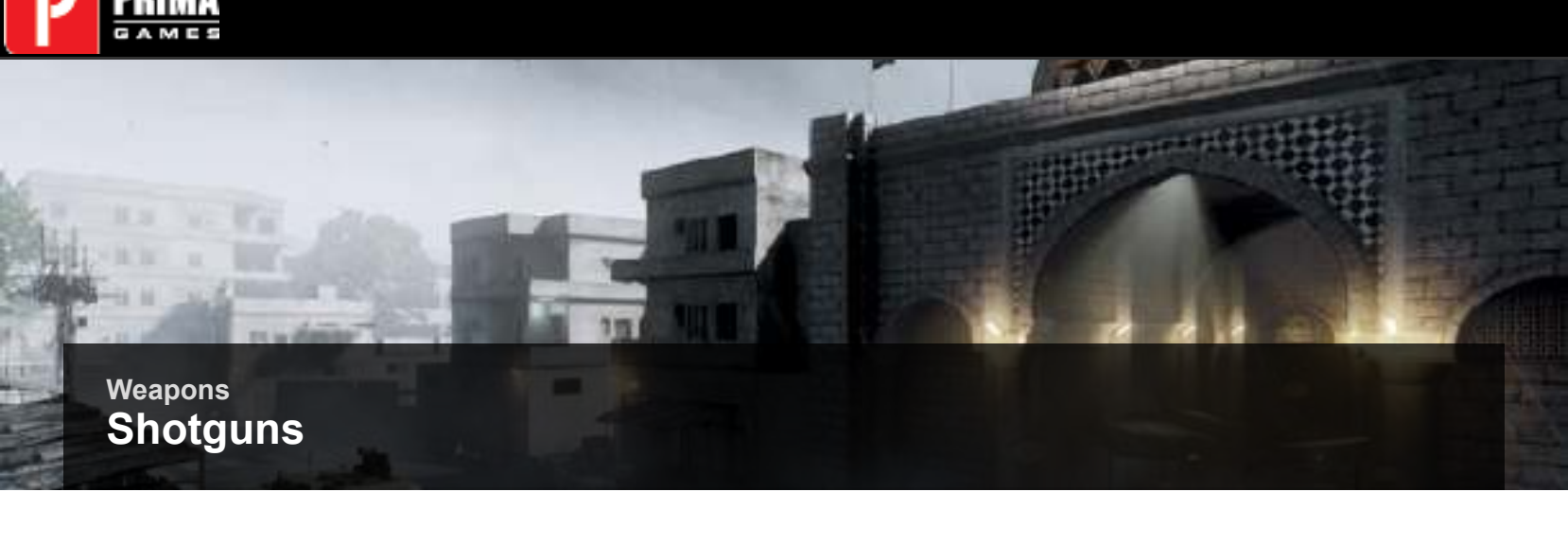
- Complete These Hurt Too assignment
- Finish Top 5 Gun Master
- 100 kills with PDWs

Fire Modes:

Mode	Enabled
Single-Shot	
Burst	
Automatic	x

Unlock Progression

Image	Accessory	Slot	Kills
	Reflex (RDS)	Optics	10
	Laser Sight	Secondary	20
	Suppressor	Secondary	30
	Holographic (HOLO)	Optics	40
	Tactical Light	Secondary	50
	Flash Suppressor	Secondary	60
	M145 (3.4x)	Optics	70
	ACOG (4x)	Optics	80
	KOBRA (RDS)	Optics	90
	IRNV (IR 1x)	Optics	100
	PKA-S (HOLO)	Optics	125
	PKA-A (3.4x)	Optics	150



Weapons

Shotguns

Nobody misses with a shotgun. Although these weapons lack the accuracy and finesse of the other weapons, their brutal power is a worthwhile trade-off.

At close range, these weapons are unmatched, capable of killing with one shot.

Like the PDWs, shotguns can be equipped by every kit and their unlocks are tied to your global score. So the more promotions your earn, the more shotguns you'll unlock.

870MCS

The 870MCS is an American-made pump-action shotgun that has been used by Special Forces units for decades. In urban environments, the 870MCS is especially effective due to its high stopping power at close range.

The ability to load different types of shells makes the 870MCS able to adapt to a wide variety of situations, while a narrow choke gives the 870MCS slightly more range than other shotguns.

Ammo: 12 gauge

Rate of Fire: Pump-Action

Magazine Capacity: 4

Unlock: Rank 1 (Private First Class)

Fire Modes:

Mode	Enabled
Single-Shot	x
Burst	
Automatic	

Unlock Progression

Image	Accessory	Slot	Kills
	Reflex (RDS)	Optics	10
	12G Flechette	Secondary	20
	Extended Mag	Primary	30
	Holographic (HOLO)	Optics	40
	Tactical Light	Primary	50
	12G Frag	Secondary	60
	ACOG (4x)	Optics	70
	Laser Sight	Optics	80
	12G Slug	Secondary	90
	IRNV (IR 1x)	Optics	100
	Rifle Scope (6x)	Optics	125
	M145 (3.4x)	Optics	150
	Flash Suppressor	Primary	175
	KOBRA (RDS)	Optics	200
	PKA-S (HOLO)	Optics	235
	PSO-1 (4x)	Optics	270
	PKS-07 (7x)	Optics	300
	PKA-A (3.4x)	Optics	350

M1014

An Italian semi-automatic shotgun, delivered to USMC in 1999, the M1014 fires 12 gauge rounds without the need for the pump action seen on the M870.

A reliable and versatile weapon, the M1014 is also equipped with a rail for the mounting of various accessories and an open choke that results in a wide pellet spread.

Ammo: 12 gauge

Rate of Fire: Semi-Auto

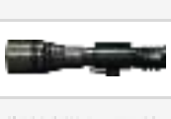
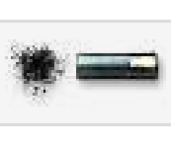
Magazine Capacity: 4

Unlock: Rank 22 (Gunnery Sergeant II)

Fire Modes:

Mode	Enabled
Single-Shot	x
Burst	
Automatic	

Unlock Progression

Image	Accessory	Slot	Kills
	Reflex (RDS)	Optics	10
	12G Flechette	Secondary	20
	Extended Mag	Primary	30
	Holographic (HOLO)	Optics	40
	Tactical Light	Primary	50
	12G Frag	Secondary	60
	ACOG (4x)	Optics	70
	Laser Sight	Optics	80
	12G Slug	Secondary	90
	IRNV (IR 1x)	Optics	100
	Rifle Scope (6x)	Optics	125
	M145 (3.4x)	Optics	150
	Flash Suppressor	Primary	175
	KOBRA (RDS)	Optics	200
	PKA-S (HOLO)	Optics	235
	PSO-1 (4x)	Optics	270
	PKS-07 (7x)	Optics	300
	PKA-A (3.4x)	Optics	350

Saiga 12K

This Russian-made magazine-fed 12 gauge shotgun is based on the proven AK-47 action and equipped with a folding stock. It is reliable, fast to reload, and capable of mounting a variety of accessories.

The Saiga 12K is popular with Russian police and security services, and it is an effective close-combat weapon with a wide pellet spread.

Ammo: 12 gauge

Rate of Fire: Semi-Auto

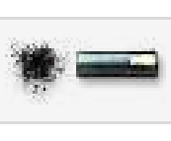
Magazine Capacity: 6

Unlock: Rank 34 (Sergeant Major II)

Fire Modes:

Mode	Enabled
Single-Shot	x
Burst	
Automatic	

Unlock Progression

Image	Accessory	Slot	Kills
	KOBRA (RDS)	Optics	10
	12G Flechette	Secondary	20
	Extended Mag	Primary	30
	PKA-S (HOLO)	Optics	40
	Tactical Light	Primary	50
	12G Frag	Secondary	60
	PSO-1 (4x)	Optics	70
	Laser Sight	Optics	80
	12G Slug	Secondary	90
	IRNV (IR 1x)	Optics	100
	PKS-07 (7x)	Optics	125
	PKA-A (3.4x)	Optics	150
	Flash Suppressor	Primary	175
	Reflex (RDS)	Optics	200
	Holographic (HOLO)	Optics	235
	ACOG (4x)	Optics	270
	Rifle Scope (6x)	Optics	300
	M145 (3.4x)	Optics	350

DAO-12

A Battlefield 2 classic, originally developed in South Africa, the DAO-12 is essentially the combination of a revolver and a shotgun.

The fixed drum magazine is made of individual chambers, each holding a single round, which are fired only when placed in line with the barrel.

A spring winding mechanism makes reloading an empty weapon a time-consuming process and the short barrel results in a wide pellet spread.

Ammo: 12 gauge

Rate of Fire: Semi-Auto

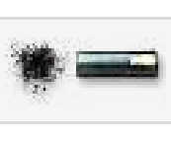
Magazine Capacity: 12

Unlock: Rank 38 (Chief Warrant Officer Four)

Fire Modes:

Mode	Enabled
Single-Shot	x
Burst	
Automatic	

Unlock Progression

Image	Accessory	Slot	Kills
	Reflex (RDS)	Optics	10
	12G Flechette	Secondary	20
	Extended Mag	Primary	30
	Holographic (HOLO)	Optics	40
	Tactical Light	Primary	50
	12G Frag	Secondary	60
	ACOG (4x)	Optics	70
	Laser Sight	Optics	80
	12G Slug	Secondary	90
	IRNV (IR 1x)	Optics	100
	Rifle Scope (6x)	Optics	125
	M145 (3.4x)	Optics	150
	Flash Suppressor	Primary	175
	KOBRA (RDS)	Optics	200
	PKA-S (HOLO)	Optics	235
	PSO-1 (4x)	Optics	270
	PKS-07 (7x)	Optics	300
	PKA-A (3.4x)	Optics	350

USAS-12

A South Korean-produced automatic shotgun, the USAS-12 was specifically developed for the combat shotgun role.

Feeding from a box magazine and capable of both automatic and semi-automatic fire, the USAS-12's high weight makes recoil manageable.

The open choke results in a wide pellet spread.

Ammo: 12 gauge

Rate of Fire: 600 rpm

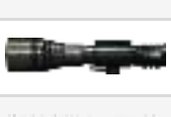
Magazine Capacity: 6

Unlock: Rank 43 (Major)

Fire Modes:

Mode	Enabled
Single-Shot	x
Burst	
Automatic	x

Unlock Progression

Image	Accessory	Slot	Kills
	KOBRA (RDS)	Optics	10
	12G Flechette	Secondary	20
	Extended Mag	Primary	30
	PKA-S (HOLO)	Optics	40
	Tactical Light	Primary	50
	12G Frag	Secondary	60
	PSO-1 (4x)	Optics	70
	Laser Sight	Optics	80
	12G Slug	Secondary	90
	IRNV (IR 1x)	Optics	100
	PKS-07 (7x)	Optics	125
	PKA-A (3.4x)	Optics	150
	Flash Suppressor	Primary	175
	Reflex (RDS)	Optics	200
	Holographic (HOLO)	Optics	235
	ACOG (4x)	Optics	270
	Rifle Scope (6x)	Optics	300
	M145 (3.4x)	Optics	350

MK3A1

Experimental shotgun prototype capable of fully automatic 12 gauge fire. This controversial design was available as the engineer unlock in *Battlefield 2* .

Ammo: 12 gauge

Rate of Fire: 240 rpm

Magazine Capacity: 10

Unlock: Scarred Veteran assignment

Fire Modes:

Mode	Enabled
Single-Shot	
Burst	
Automatic	x

Unlock Progression

Image	Accessory	Slot	Kills
	Reflex (RDS)	Optics	10
	12G Flechette	Secondary	20
	Extended Mag	Primary	30
	Holographic (HOLO)	Optics	40
	Tactical Light	Primary	50
	12G Frag	Secondary	60
	ACOG (4x)	Optics	70
	Laser Sight	Optics	80
	12G Slug	Secondary	90
	IRNV (IR 1x)	Optics	100
	Rifle Scope (6x)	Optics	125
	M145 (3.4x)	Optics	150
	Flash Suppressor	Primary	175
	KOBRA (RDS)	Optics	200
	PKA-S (HOLO)	Optics	235
	PSO-1 (4x)	Optics	270
	PKS-07 (7x)	Optics	300
	PKA-A (3.4x)	Optics	350

SPAS-12

This Italian-made iconic shotgun has seen great success since its introduction on the market during the 1980s. It's become popular worldwide thanks to its capacity to handle a great variety of shell types. Its unique magazine design further simplifies the use of varied ammunition, allowing the SPAS-12 to remain in high regard with police and military units worldwide.

Ammo: 12 gauge

Rate of Fire: Pump-action

Magazine Capacity: 5

Range: Short

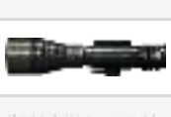
Unlock: These Hurt Too assignment

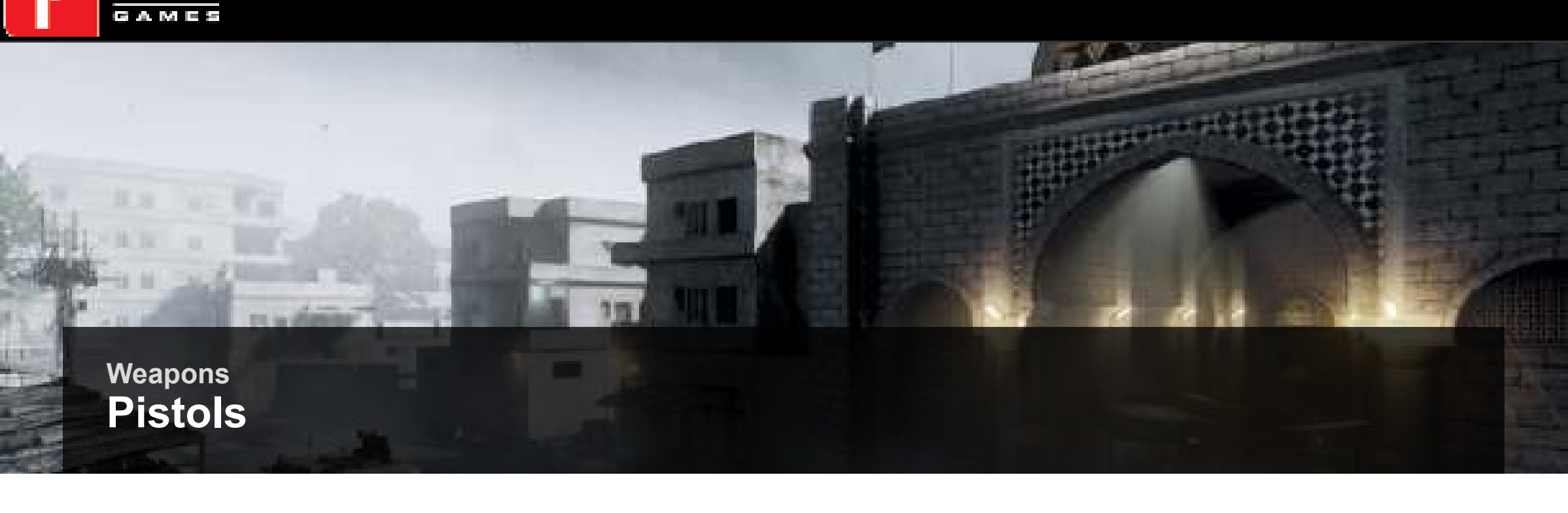
- 20 kills with pistols
- 20 kills with shotguns

Fire Modes:

Mode	Enabled
Single-Shot	x
Burst	
Automatic	

Unlock Progression

Image	Accessory	Slot	Kills
	Reflex (RDS)	Optics	10
	12G Flechette	Secondary	20
	Extended Mag	Primary	30
	Holographic (HOLO)	Optics	40
	Tactical Light	Primary	50
	12G Frag	Secondary	60
	ACOG (4x)	Optics	70
	Laser Sight	Optics	80
	12G Slug	Secondary	90
	IRNV (IR 1x)	Optics	100
	Rifle Scope (6x)	Optics	125
	M145 (3.4x)	Optics	150
	Flash Suppressor	Primary	175
	KOBRA (RDS)	Optics	200
	PKA-S (HOLO)	Optics	235
	PSO-1 (4x)	Optics	270
	PKS-07 (7x)	Optics	300
	PKA-A (3.4x)	Optics	350



Weapons

Pistols

Don't write off these sidearms as mere peashooters. The pistols pack a serious punch and can save your life during desperate close-quarters duels—remember, it's faster to draw your pistol than it is to load a fresh magazine in your primary weapon.

Also, when suppressed, the pistols do not suffer from a loss of accuracy, making them a great weapon to equip when you're under heavy fire.

Like the PDWs and shotguns, the pistols can be equipped by any kit, and fill the sidearm slot in the loadout screen. New pistols are unlocked as you earn promotions.

M9

The M9 was selected as the primary sidearm of the entire United States military in 1985.

Developed in Italy, the M9 was selected in a series of often-disputed trials, only narrowly beating out other contenders, because of its high quality and low price. The M9 is the primary sidearm of the USMC.

Ammo: 9x19mm Parabellum

Rate of Fire: Semi-Auto

Magazine Capacity: 15

Unlock: Standard-Issue (US)

Fire Modes:

Mode	Enabled
Single-Shot	x
Burst	
Automatic	

M9 Variants

Image	Accessory	Slot	Kills
	M9 TACT.	Tactical Light	Rank 10 (Corporal I)
	M9 SUPP.	Suppressor	Rank 25 (Master Sergeant II)

Note

RU players can unlock the M9 by obtaining the first Service Star for the MP443.

MP443

Designed to replace the dated PMM pistol, the MP443 Grach pistol was developed in 1993 and fires high powered armor-piercing 9mm Russian rounds.

The pistol is a combined construction of polymers and steel and has been adopted by select Special Forces units in the Russian military.

Ammo: 9x19mm Parabellum

Rate of Fire: Semi-Auto

Magazine Capacity: 18

Unlock: Standard-Issue (RU)

Note

US players can unlock the MP443 by obtaining the first Service Star for the M9.

Fire Modes:

Mode	Enabled
Single-Shot	x
Burst	
Automatic	

MP443 Variants

Image	Accessory	Slot	Kills
	MP443 TACT.	Tactical Light	Rank 13 (Sergeant)
	MP443 SUPP.	Suppressor	Rank 28 (First Sergeant II)

G17C

The G17C pistol is part of a large series of pistols from an Austrian manufacturer. Chambered in 9mm, this full-size combat pistol features a polymer frame and anticorrosion surfaces that make it incredibly reliable.

The G17C is popular with both police and military units worldwide. This G17C has been equipped with an integral Laser Sight that makes unaimed fire more accurate.

Ammo: 9x19mm Parabellum

Rate of Fire: Semi-Auto

Magazine Capacity: 17

Unlock: Rank 4 (Private First Class III)

Fire Modes:

Mode	Enabled
Single-Shot	x
Burst	
Automatic	

G17C Variants

Image	Accessory	Slot	Kills
	G17 SUPP.	Suppressor	Rank 19 (Staff Sergeant II)

G18

Essentially an automatic version of the G17C, the G18 was developed for the Austrian EKO Cobra counterterrorist force.

Classified as a machine pistol, the G18 has been equipped with a number of modifications to allow greater control over its very rapid fire.

Regardless, the G18 in automatic mode is incredibly difficult to fire effectively at anything other than extremely short ranges.

Ammo: 9x19mm Parabellum

Rate of Fire: 1,100 rpm

Magazine Capacity: 20

Unlock: Rank 41 (First Lieutenant)

Fire Modes:

Mode	Enabled
Single-Shot	x
Burst	
Automatic	

G18 Variants

Image	Accessory	Slot	Kills
	G18 SUPP.	Suppressor	Rank 30 (Master Gunnery Sergeant I)

.44 Magnum

A .44 Magnum, the most powerful handgun in the world; this particular model features a ported barrel, a compact frame for easy carry, and of course, a round that will blow your head clean off.

The .44 Magnum is the most powerful side arm available, but the recoil and weight of the weapon makes fast follow-up shots extremely difficult.

Ammo: .44 Magnum

Rate of Fire: Semi-Auto

Magazine Capacity: 6

Unlock: Rank 36 (Chief Warrant Officer Two)

Fire Modes:

Mode	Enabled
Single-Shot	x
Burst	
Automatic	

.44 Magnum Variants

Image	Accessory	Slot	Kills
	.44 SCOPED	3x Scope	Rank 44 (Lieutenant Colonel)

MP412 REX

Developed for export in Russia (REX stands for revolver for export), the MP443 is a compact .357 Magnum handgun with an interesting tilt open and auto extraction design.

While not as powerful as the .44 Magnum, the .357 Magnum round from the MP412 offers excellent stopping power and the compact package offers a slightly higher rate of accurate fire.

Ammo: .357 Magnum

Rate of Fire: Semi-Auto

Magazine Capacity: 6

Unlock: 63,000 Co-Op points

Fire Modes:

Mode	Enabled
Single-Shot	x
Burst	
Automatic	

93R

A modified version of the M9 pistol, the 93R is able to fire in 3-round bursts.

The 93R is equipped with a forward-folding foregrip and an extended barrel that is ported to reduce recoil.

Trained shooters are able to fire busts in rapid succession, and the pistol is typically seen in service only with elite special-purpose units.

Ammo: 9x19mm Parabellum

Rate of Fire: 1,100 rpm

Magazine Capacity: 20

Unlock: 315,000 Co-Op points

Fire Modes:

Mode	Enabled
Single-Shot	x
Burst	
Automatic	x

M1911

The M911 is one of the most popular pistols in the world. Adopted in 1911 for the US armed forces, the M1911 served as the primary side arm until 1985.

Many clones and copies of the M1911 exist, and the internal action is used in nearly all modern pistols.

Modernized and updated versions of the M1911 are still in use by MEU(SOC) US Marine Corps Special Forces.

Ammo: .45ACP

Rate of Fire: Semi-Auto

Magazine Capacity: 9

Unlock: BF Veteran Status

Fire Modes:

Mode	Enabled
Single-Shot	x
Burst	
Automatic	

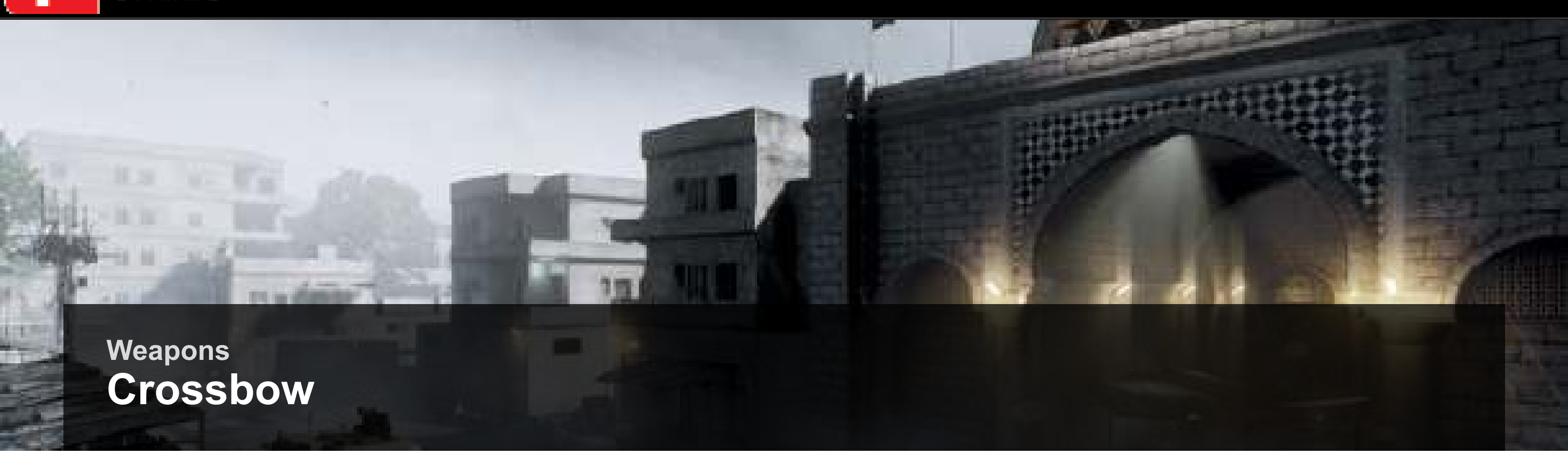
M1911 Variants

Image	Accessory	Slot	Kills
	M1911 SUPP.	Suppressor	BF Veteran Status
	M1911 TACT.	Tactical Light	BF Veteran Status
	M1911 S-TAC	Suppressor/Tactical Light	BF Veteran Status

Note

Battlefield veterans gain access to the M1911 automatically. If you don't own any previous Battlefield games you can unlock this weapon by becoming a member of the EA Gun Club, at https://gunclub.ea.com .

Simply log in to the website using your EA.com or Origin.com account.



Weapons

Crossbow

The earthquake-ravaged landscapes in Aftermath aren't the only things that are a little worse for wear. A complete logistical breakdown has forced soldiers from both sides of the conflict to wage war with what little resources they have at their disposal. The results are some truly inventive, yet crude, implements forged from scavenged weapons, vehicles, and other miscellaneous debris. The improvised weapons and vehicles introduced in this expansion may not look pretty, but they're more than capable of getting the job done.

Xbows and Bolts

Improvised from a heavily modified M4, the Xbow is a single-shot projectile weapon, much like a bolt-action sniper rifle. The difference lies in how ammunition is handled. The crossbow fires arrow-like bolts instead of bullets. In addition to the default Standard Bolt, there are three other bolts to unlock and choose—you can only select bolts you've unlocked by completing specific assignments. Each bolt has its own characteristics that affect range and damage output. This allows you to choose the proper ammo for different tactical situations. For example, the Standard Bolt does nothing to vehicles, but the High-Explosive (HE) Bolt can inflict some serious damage to all units, including tanks. By pressing the fire mode select button, you switch bolt types on the fly—the firing mode icons are replaced by bolt type indicators while wielding the Xbow or Xbow Scoped. Unlike standard firearms, the Xbows aren't fed through magazines. Instead, bolts must be loaded manually, one at a time. As a result, the Xbows are difficult to use in chaotic close-quarter firefights. It's best to equip this weapon when engaging single, unsuspecting opponents. Each soldier can carry a maximum of 10 bolts for their Xbow. But new bolts can be acquired from the support class's ammo box or from the new ammo crates available during Scavenger mode. The best part about the Xbows is that they're available to all classes and don't occupy a weapon slot. Instead, they occupy the soldier's first gadget slot. This gives each soldier the opportunity to carry a pistol and primary weapon in addition to their Xbow. However, it also means you'll need to leave behind valuable gadgets like medic kits, rocket launchers, and ammo boxes in favor of carrying an Xbow.

Xbow

Ammo: Standard Bolt (default)

Rate of Fire: Single-Shot

Magazine Capacity: 1

Range: Short to Intermediate

Unlock: Sticks and Stones assignment

- Win 3 rounds in Scavenger

Field Notes

Of the two Xbows, this is the easiest to unlock—just keep playing Scavenger mode until your team racks up three wins. This Xbow is equipped with a KOBRA (RDS) Red Dot Sight, which allows for quick target acquisition but no magnification. When first firing this weapon, be prepared for significant bolt drop when engaging targets at a distance beyond a few meters. To compensate for the drop, aim high. The weapon also takes a long time to reload. So if you miss with your first shot, consider switching to your primary weapon to finish off the target.

Xbow Scoped

Ammo: Standard Bolt (default)

Rate of Fire: Single-Shot

Magazine Capacity: 1

Range: Intermediate to Long

Unlock: Go Play Close Quarters assignment

- Total of 150 meters headshots with sniper rifles
- Total of 150 meters headshots with assault rifles
- Total of 150 meters headshots with carbines

Field Notes

Unlocking this weapon is easier than it sounds. You must simply accrue a series of headshots with sniper rifles, assault rifles, and carbines. The distance of each headshot is applied to the 150 meter total required for each weapon—you do not need to score one 150 meter headshot with each weapon. This Xbow variant is fitted with a PKS-07 (7x) scope that makes it the perfect long-range weapon when paired with the extremely accurate Balanced Bolt. The powerful magnification of the scope makes the weapon difficult to use in close quarters, so reserve this Xbow for those impressive long-range kills.

Service Stars

Like all weapons, you earn a service star for every 100 kills you score with the Xbow or Xbow Scoped. A maximum of 100 service stars can be earned for each weapon.

Bolts

Bolts are smaller and heavier than arrows fired by bows. They use similar ballistics as bullets, but travel slightly slower. Cumbersome to load and slow in travel, bolts make up for their drawbacks by packing some serious power. As long as a target is within optimal range, scoring a center mass hit or headshot with a bolt is almost always lethal.

Standard Bolt

Damage: Medium

Range: Short to Intermediate

Unlock: Default ammo for Xbow and Xbow Scoped

Field Notes

The Standard Bolt is immediately available upon unlocking the Xbow or Xbow Scoped weapons. Fitted with a barbed tip, this bolt experiences significant drop over distance, even when engaging targets within 25 meters. To compensate for range, aim high. Although its accuracy leaves much to be desired, the Standard Bolt hits with a lot of force, often killing opponents with a single hit.

Scan Bolt

Damage: Medium

Range: Short to Intermediate

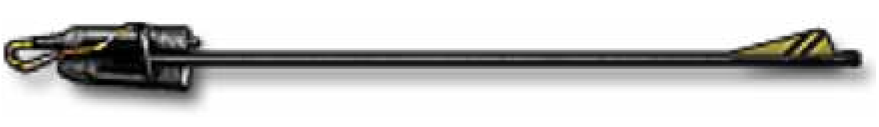
Unlock: It Is OK To Thank Me assignment

- Get 20 spot assists
- Designate 10 vehicles
- Get 1 designated assist

Field Notes

The Scan Bolt combines the lethality of the Standard Bolt with the reconnaissance benefits of a T-UGS motion sensor. It displays enemy movement on the minimaps of your teammates. Unlocking this bolt is fairly straightforward, but it helps to have access to the recon class's SOFLAM to designate vehicles and get a designated assist. If you don't have the SOFLAM yet, you can laser-designate vehicles from the third seat in a tank equipped with the CITV Station gadget or by using a helicopter's Laser Painter pilot upgrade. Once unlocked, fire this bolt into high-traffic areas to help direct your teammates toward opponents—this is a great way to score some Motion Sensor Assists. The bolt is also lethal when fired directly at an opponent. The motion sensor will continue detecting enemy movement at the spot where your victim fell.

HE Bolt



Damage: High

Range: Short

Unlock: A Good Demo Man assignment

- Get 5 kills with hand grenades
- Get 5 kills with underslung grenades
- Get 5 kills with C4

Field Notes

To unlock this devastating bolt you must first score a few kills with a variety of explosive weapons. The HE Bolt is a modified Standard Bolt with a small C4 charge taped to the tip. Due to the extra weight on the tip, the bolt flies only a few meters before dropping to the ground and exploding on impact. Due to the extreme bolt drop, always aim high, just as you would when firing a grenade launcher—but aim even higher. The C4 charge exhibits minimal splash damage, but inflicts massive damage when scoring a direct hit, particularly against infantry. In a pinch, this bolt can also damage vehicles, including tanks. But the HE Bolt does significantly less damage than an engineer's rocket launcher or a standard C4 charge carried by support troops. Still, for classes with no anti-vehicle capability, it's a nice addition.

Balanced Bolt

Damage: Medium

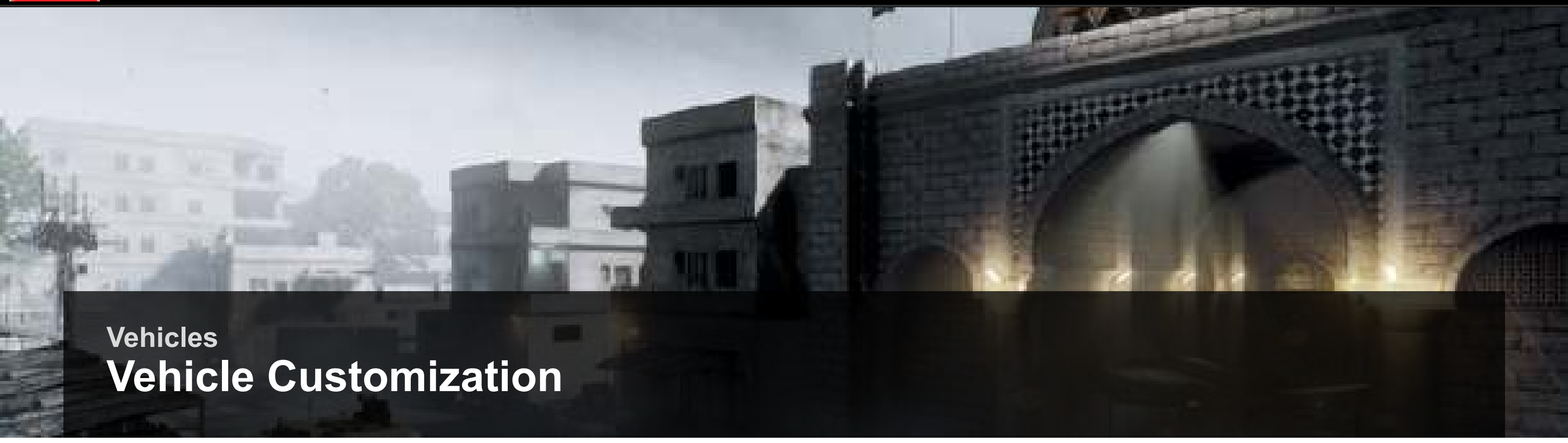
Range: Long

Unlock: Stay Away From My Tent assignment

- Get 50 kills with sniper rifles
- Get 10 headshot kills with sidearm

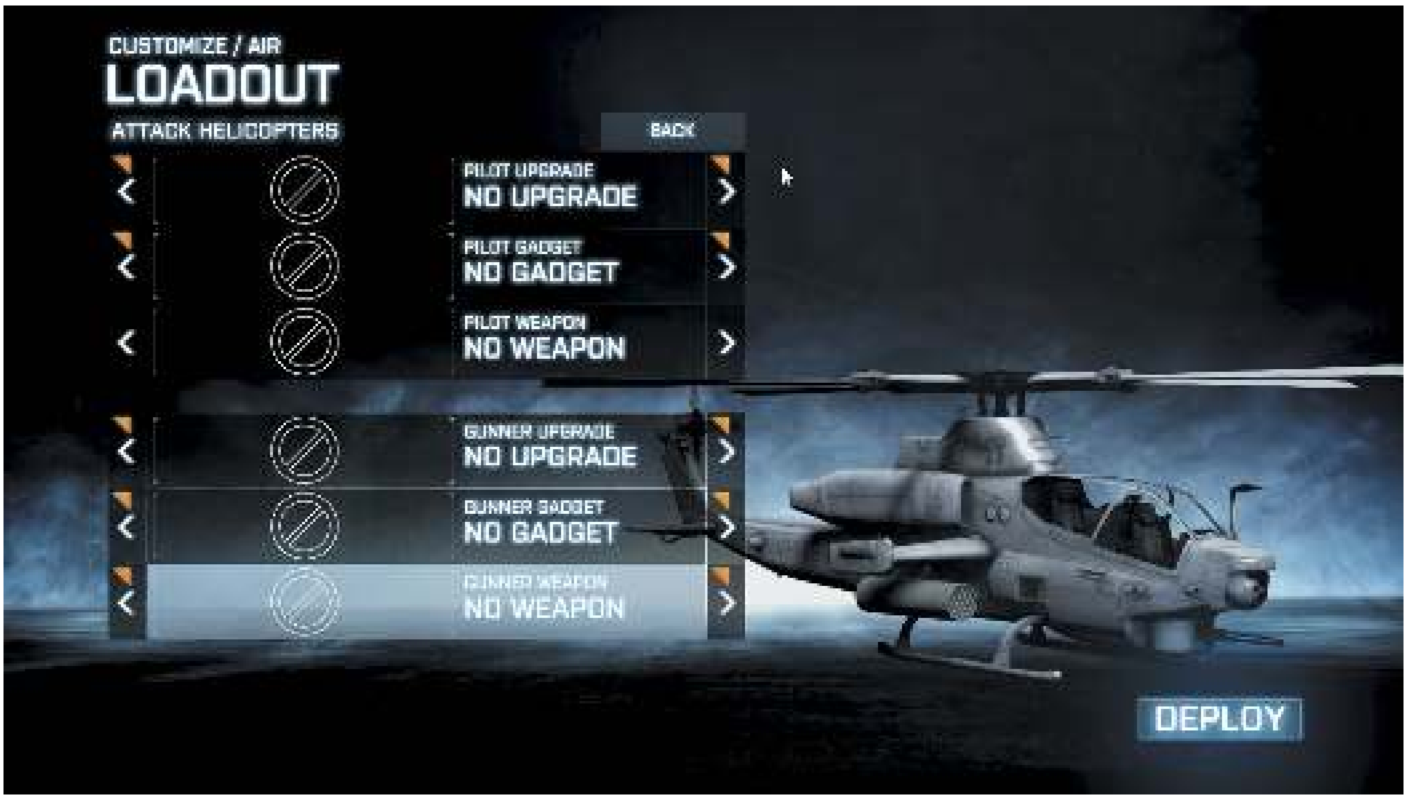
Field Notes

The Xbows reach their full potential with this highly accurate, long-range bolt. But before you can load one of these bad boys, you must unlock it by scoring several headshots with sniper rifles and pistols. Once the Balanced Bolt is available, try it out against a distant target. Unlike the other bolts, the Balanced Bolt experiences very little drop, even when engaging targets beyond 50 meters. Aim directly at your target to score a hit. Pair this bolt with the Xbow Scoped to take advantage of the magnification offered by the PKS-07 (7x) scope. The powerful scope makes it much easier to score lethal headshots from any range.



Vehicles

Vehicle Customization



CUSTOMIZE / AIR

LOADOUT

ATTACK HELICOPTERS

PILOT UPGRADE: NO UPGRADE

PILOT GADGET: NO GADGET

PILOT WEAPON: NO WEAPON

GUNNER UPGRADE: NO UPGRADE

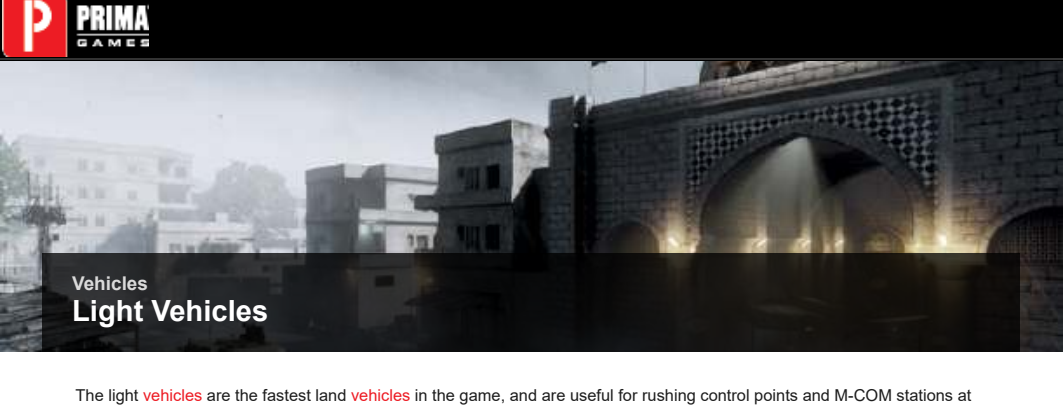
GUNNER GADGET: NO GADGET

GUNNER WEAPON: NO WEAPON

One of the highlights of any Battlefield game are the vehicles. Nothing can be more entertaining than hopping into a tank and cruising across the landscape, laying waste to both enemy vehicles and structures alike. Battlefield 3 continues this rich tradition and lets you hop aboard boats, tanks, helicopters, and jets to quickly move across the battlefield with speed and devastating firepower.

Vehicle Customization

In Battlefield 3, most of the vehicles can be customized by means of unlockable upgrades, gadgets and weapons. The more you use a vehicle from a particular class, the more points you earn. Unlocks are awarded at regular intervals in a linear progression. Once an unlock is awarded, you can assign it through the same loadout screen you use to customize the soldier classes. With the exception of attack helicopters, all vehicles have three assignable slots: one upgrade slot, one gadget slot, and one weapon slot. Attack helicopters benefit from six slots, three for the pilot and three for the gunner. Upgrades are passive and require no action to take advantage of their benefits. Meanwhile, gadgets and weapons require some interaction on the part of the driver or pilot to deploy. So as you progress through your multiplayer career, you will have to make some tough decisions as to what unlocks you wish to equip. Some unlocks improve offensive capabilities while others impact survivability. Experiment with the different options until you find a combination that best suits the tactical situation and your style of play. The unlock progression for each vehicle type is provided in this chapter. We list the point requirements for each as well as a brief description of every upgrade, gadget, and weapon. There are no unlocks available for light vehicles and transport helicopters.



Vehicles

Light Vehicles

The light vehicles are the fastest land vehicles in the game, and are useful for rushing control points and M-COM stations at the start of a battle. But their light armor and exposed positions make them death traps if driven into heavy action. Most explosive munitions can disable these vehicles with one hit, potentially killing the driver and passengers. Their greatest defensive asset is their speed and off-road capability. To ensure survival, use these vehicles to traverse terrain on a map's periphery; stay away from heated battles near control points and M-COM stations. Although these vehicles can attain high speeds on roads, most roads are traveled by larger and more deadly vehicles like tanks and IFVs. So stay off-road and out of sight. Such tactics are essential when staging raids on distant enemy-held control points or M-COM stations. There are no vehicle unlocks or loadout options for the light vehicles.

Growler ITV

Nationality: US

Description: Used by the USMC starting in 2009, the Growler is the only transport vehicle that fits in the V-22 Osprey.

Vehicle Performance

Speed	■■■□□
Armor	■□□□□
Firepower	■□□□□

Vehicle Occupancy

Seat	Position	Weapon
1	Driver	None
2	Gunner	12.7mm Machine Gun
3	Passenger	Troop Kit

Field Notes

The Growler ITV is fast and maneuverable, but the open-cockpit design leaves the driver and passengers vulnerable to incoming small arms fire. Never drive this vehicle into the middle of an intense firefight. Instead, use it for quick raids on distant control points.

VDV Buggy

Nationality : RU

Description : Russian paratrooper light buggy.

Vehicle Performance

Speed	■■■□□
Armor	■□□□□
Firepower	■□□□□

Vehicle Occupancy

Seat	Position	Weapon
1	Driver	None
2	Gunner	12.7mm Machine Gun
3	Passenger	Troop Kit

Field Notes

Like the US Growler ITV, the VDV Buggy is a fast attack vehicle ideal for launching sneaky flanking attacks on lightly defended enemy positions. Due to its lack of armor, take extra steps to keep this vehicle out of the line of fire. While the machine gun turret is great for suppressing enemy infantry, the gunner position is completely exposed.

M1114 HMMWV

Nationality : US

Description : This vehicle has served in every division of the US Armed Forces for 20 years; increased armor was added as a response to urban threats.

Vehicle Performance

Speed	■■□□□
Armor	■■□□□
Firepower	■□□□□

Vehicle Occupancy

Seat	Position	Weapon
1	Driver	None
2	Gunner	HMG .50
3	Passenger	None
4	Passenger	None

Field Notes

The familiar HMMWV is the most common light vehicle when playing as the US. The vehicle's body and doors can repel most small arms fire, but the windows leave the driver and passengers somewhat exposed. Consider keeping this vehicle back from the action and using its machine gun turret (with zoom capability) to engage enemy infantry and helicopters.

GAZ-3937 Vodnik

Nationality : RU

Description : Dependable armored 4x4 that was introduced in 1997.

Vehicle Performance

Speed	■■□□□
Armor	■■□□□
Firepower	■□□□□

Vehicle Occupancy

Seat	Position	Weapon
1	Driver	None
2	Gunner	HMG .50
3	Passenger	None
4	Passenger	None

Field Notes

The Vodnik performs much like the HMMWV, but has a slightly taller profile making it a bit unstable on uneven terrain. Watch your speed, particularly when turning. Otherwise you may roll the vehicle, forcing you to find another ride or continue your journey on foot.

RHIB

Nationality : US and RU

Description : The Rigid Hull Inflatable Boat (RHIB) is a vessel whose hull is partially rigid and partially inflatable to allow it to traverse long distances at high speed.

Vehicle Performance

Speed	■■■□□
Armor	■□□□□
Firepower	■□□□□

Vehicle Occupancy

Seat	Position	Weapon
1	Driver	None
2	Gunner	Light Machine Gun
3	Passenger	None
4	Passenger	None

Field Notes

The RHIB is used by both teams and usually spawns next to bodies of water or within the lower deck of US aircraft carriers. Despite its light machine gun mounted on the bow, this is a transport vehicle, not a gunboat. The boat cannot sustain heavy damage. Even worse, it provides zero protection for its occupants. Instead of launching frontal assaults, circumvent the enemy's defenses and launch surprise attacks on rear positions.

Skid Loader

Description : Neutral

The Skid Loader is a small four-wheeled construction vehicle capable pushing or carrying material with its front-mounted bucket.

These compact vehicles are extremely agile and maneuverable, making them easy to use in crowded construction sites.

Vehicle Performance

Speed	■■□□□
Armor	■□□□□
Firepower	□□□□□

Vehicle Occupancy

Seat	Position	Weapon
1	Driver	None
2	Passenger	Troop Kit
3	Passenger	Troop Kit

Field Notes

Unlike the other vehicles, the Skid Loader is completely new to the Battlefield series and can usually be found on maps with construction sites. These vehicles are not affiliated with either side and spawn independently, regardless of which team controls nearby flags. Although it has no weapons, the Skid Loader can be used as a light transport; it is capable of carrying three soldiers at a decent speed. The view from the cramped cockpit is rather limited, so always switch to an external view when driving one of these vehicles.

DPV

Nationality : US

Designed as a fast attack vehicle for Special Operations units, the DPV is known for its lightweight yet rugged construction. While it's not effective against armored vehicles, it poses a significant threat to infantry.

Vehicle Performance

Speed	■■■□□
Armor	■□□□□
Firepower	■□□□□

Vehicle Occupancy

Seat	Position	Weapon
1	Driver	None
2	Gunner	Heavy Machine Gun
3	Passenger	Troop Kit

Field Notes

What the DPV (Desert Patrol Vehicle) lacks in armor it makes up for in speed and agility. Like the other light vehicles, the DPV is best utilized for high-speed flanking attacks, and is ideal for raiding distant control points during Conquest matches. The open cockpit design offers zero protection against small arms fire, so avoid driving through large concentrations of enemy infantry. Instead, stay off-road, moving through the less traveled areas of the map to avoid enemy vehicles and mines.

Quad Bike

Nationality : US and RU Description: Fast unarmored transport vehicle with two seats.

Vehicle Performance

Speed	■■■□□
Armor	■□□□□
Firepower	□□□□□

Vehicle Occupancy

Seat	Position	Weapon
1	Driver	None
2	Passenger	Troop Kit

Field Notes

The quad bike is the fastest ground vehicle available, making it ideal for zipping across the battlefield at high speed while avoiding the slower, heavily armored vehicles. The driver has no access to weapons, but the passenger riding on the back can equip all weapons in their troop kit. But at high speed, firing from the back of a fast-moving quad bike is highly inaccurate.

Rhino

Nationality : US and RU

Description : Modified van with remote turret and open passenger seats.

Vehicle Performance

Speed	■■□□□
Armor	■■□□□
Firepower	■□□□□

Vehicle Occupancy

Seat	Position	Weapon
1	Driver	HMG .50
2	Passenger	Troop Kit
3	Passenger	Troop Kit
4	Passenger	Troop Kit

Field Notes

The Rhino is a heavily modified civilian van that is available to both teams. The remote heavy machine gun turret on top of the van is controlled by the driver, so it's got the feel of driving an IFV or tank. With sheets of metal welded over the most of the van's front windows, the driver operates the vehicle from the turret's camera view. In addition to the HMG turret, the Rhino has four passenger positions, which allows troops to fire their own weapons from the side and rear windows. The open windows provide some cover as well as a good view of the vehicle's periphery, which is ideal for targeting enemy support soldiers hoping to slap a C4 charge to the side of the vehicle.

Tip

An engineer riding in the Rhino can repair the vehicle from the passenger seat. Simply aim the Repair Tool at a piece of the vehicle's interior to perform repairs while on the go. When an engineer, assault, and support soldier fill the passenger seats, the Rhino can be a force to reckon with. While the engineer repairs and fires rockets, the assault soldier can heal and revive the other passengers when not firing their assault rifle or grenade launcher. Meanwhile, the support soldier can drop an ammo box inside the vehicle to keep the rest of the squad supplied while occasionally tossing C4 charges or mines out the back of the vehicle to take out any pursuers.

Phoenix

Nationality : US

Description : Modified armored jeep with grenade launcher and HMG.

Vehicle Performance

Vehicle Performance

Speed	■■■□□
Armor	■■□□□
Firepower	■■□□□

Vehicle Occupancy

Seat	Position	Weapon
1	Driver	None
2	Gunner	HMG .50
3	Grenadier	Grenade Launcher

Field Notes

The Phoenix is a modified M1114 HMMWV fitted with two roof-mounted turrets. The turret on the back is equipped with an automatic grenade launcher that is ideal for targeting groups of enemy infantry—the weapon can rapidly fire up to nine grenades before it must be reloaded. The grenade launcher turret can rotate only 180 degrees, so it's best if the vehicle is facing the target. A heavy machine gun is attached to the front turret. This turret can rotate a full 360 degrees, but the rear grenade launcher turret blocks its view when facing the vehicle's rear. With no adequate weapon coverage from behind, the Phoenix is extremely vulnerable to flanking attacks. So stay on the move to avoid getting C4 stuck to the back of your ride.

Barsuk

Nationality : RU

Description : Modified armored jeep with grenade launcher and HMG.

Vehicle Performance

Speed	■■□□□
Armor	■■□□□
Firepower	■■□□□

Vehicle Occupancy

Seat	Position	Weapon
1	Driver	None
2	Gunner	HMG .50
3	Grenadier	Grenade Launcher

Field Notes

This modified GAZ-3937 Vodnik performs similarly to the Phoenix. However, the turret positions are reversed: the grenade launcher is on the front, and the heavy machine gun is on the back. While the front-mounted grenade launcher can rotate only 180 degrees, the rear-mounted machine gun can traverse a full 360 degrees. This allows the gunner on the back the ability to engage targets in all directions. Since the machine gun is mounted slightly higher than the grenade launcher turret, visibility is unobstructed when engaging targets straight ahead as well. Given the improved visibility of the rear gunner, the Barsuk is harder to sneak up on from the rear—or any direction for that matter. Structurally, the Barsuk has a slightly higher profile than the Phoenix, therefore it is a bit unstable on uneven terrain. Watch your speed when turning, otherwise you may inadvertently roll the vehicle onto its side.

Caution

The turret positions atop the Phoenix and Barsuk are completely exposed, leaving the weapon operators vulnerable to incoming fire. To avoid getting sniped, stay on the move when moving through enemy-controlled territory.

ASRAD

Nationality : US

Description : Armored jeep modified with a roof-mounted ASRAD cannon.

Vehicle Performance

Speed	■■□□□
Armor	■■□□□
Firepower	■■■□□

Vehicle Occupancy

Seat	Position	Weapon
1	Driver	None
2	Gunner	ASRAD
3	Passenger	Troop Kit
4	Passenger	Troop Kit

Field Notes

The ASRAD is a M1114 HMMWV that has been outfitted with a rooftop-mounted ASRAD cannon. While identical to the familiar HMMWV in terms of armor and speed, the addition of an ASRAD cannon makes this vehicle especially efficient in the destruction of aircraft. Aside from being an anti-aircraft vehicle, switching to secondary fire when in the gunner's position disables the lock-on capability of the cannon, enabling the gunner to fire upon land-based targets as well. With this in mind, it is possible to engage a tank or IFV, but given the lighter armor of the ASRAD it is best to attack these heavier vehicles while passing or make use of the vehicle's maneuverability to fire on them from behind.

Caution

While the occupants of the vehicle are relatively safe within the vehicle, the open windows present a hazard when attacked by explosives or a skilled marksman.

Vodnik AA

Nationality : RU

Description : Armored jeep modified with a roof-mounted ASRAD cannon.

Vehicle Performance

Speed	■■□□□
Armor	■■□□□
Firepower	■■■□□

Vehicle Occupancy

Seat	Position	Weapon
1	Driver	None
2	Gunner	ASRAD
3	Passenger	Troop Kit
4	Passenger	Troop Kit

Field Notes

The Vodnik is no stranger to the battlefield. This time, it has been outfitted with an ASRAD cannon, making it particularly deadly to aircraft. As with its US counterpart, the ASRAD , switching to secondary fire while in the gunner's position enables the ability to fire the ASRAD unguided against targets. One advantage to the Vodnik AA over the ASRAD is that the Vodnik AA is an amphibious vehicle, meaning that traversal of waterways is possible should the vehicle be used for flanking or if it needs to make a quick escape. Like the ASRAD , though, the addition of an ASRAD cannon makes the vehicle useful against land-based targets and infantry.

Dirtbikes

Nationality : US and RU

Description : Fast unarmored transport vehicle capable of carrying two persons.

Vehicle Performance

Speed	■■■■□
Armor	■□□□□
Firepower	■□□□□

Vehicle Occupancy

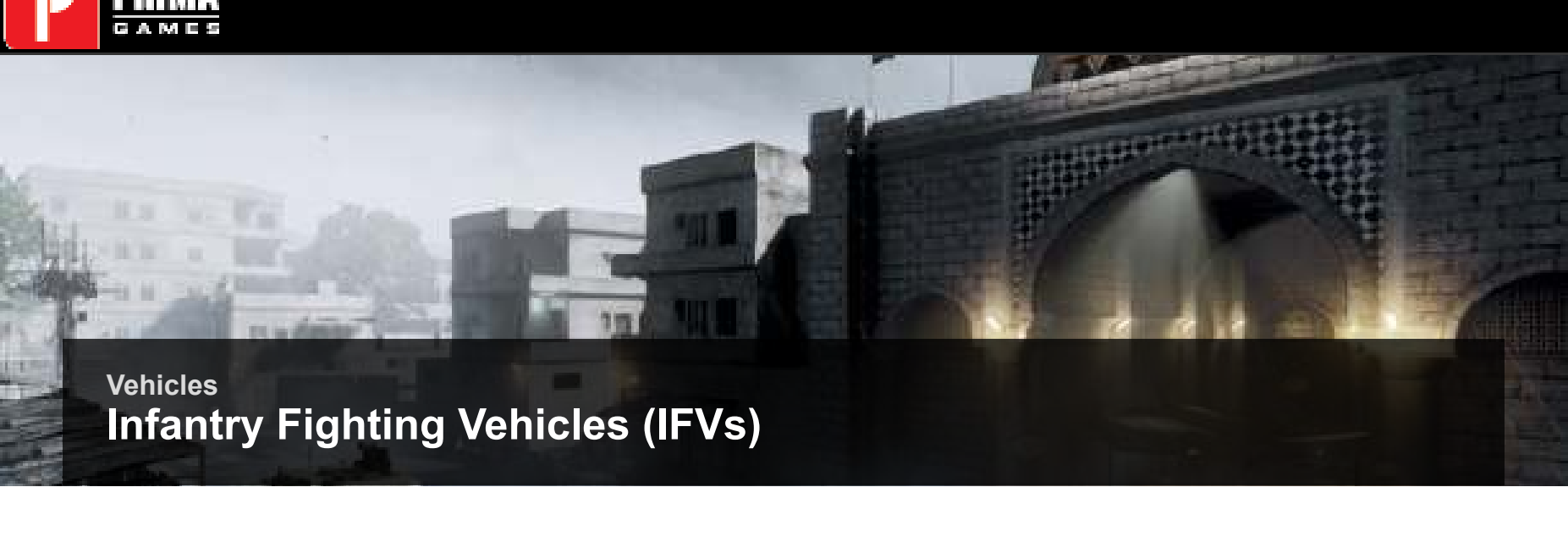
Seat	Position	Weapon
1	Driver	None
2	Passenger	Troop Kit

Field Notes

One of the fastest and the most maneuverable of the ground vehicles, the dirtbike is an unimposing transport vehicle that can quickly and efficiently navigate the battlefield, and it's small enough to enter buildings as well. While the driver may be unarmed, the passenger has full access to his own troop kit. While accuracy with a firearm is difficult when traveling at the high speeds the dirtbike is capable of, explosives, such as grenades and C4, are highly effective drive-by weapons.

[Light Vehicle Tactics]

- The roof-mounted machine guns found on most of these vehicles are excellent anti-aircraft guns. Fire a steady burst of automatic fire at enemy helicopters to make them spin out of control. On the HMMWV and Vodnik, the gunner operates the machine gun turret from within the vehicle, which protects the gunner from small arms fire. Each turret also has a zoom function, making them great weapons for spotting and engaging enemies at long range.
- Think twice before loading your entire squad into one of these vehicles. All it takes is one hit from a tank or rocket launcher to disable your ride, potentially killing a large number of your squad members. If the vehicle becomes disabled, bail out and seek cover before the flaming wreck explodes.
- Given their speed, the light vehicles are great for scoring road kills. Simply drive directly toward enemy troops at high speed and run them down before they can dash out of your way.
- Passengers in the Growler ITV and VDV Buggy can fire the weapons from their troop kits. But accurately targeting enemies while driving in moving vehicle is tough. It's often better to save your ammo for when the vehicle reaches its destination.
- At the start of a battle, don't drive off in one of these vehicles until a few teammates hop inside.
- On most maps, these vehicles serve as your team's primary means of transportation. Stranding teammates at your base won't win you any fans.
- However, your squad mates can spawn into the vehicle if there are open seats.
- One of the highlights of any Battlefield game is the vehicles. Nothing can be more entertaining than hopping into a tank and cruising across the landscape, laying waste to both enemy vehicles and structures.
- Many of the vehicles from *Battlefield 3* have returned in the *Back to Karkand* maps, along with some new vehicles that were originally featured in *Battlefield 2* .
- Quad bikes have no armor, leaving the driver and passenger completely exposed. Furthermore, the vehicle can be quickly destroyed by small-arms fire, so keep moving and avoid areas of high enemy concentration.
- Quad bikes make excellent car bombs. Stick two or three C4 charges to the front of a quad bike and then drive it into the side or rear of an enemy tank or tank destroyer. While traveling at high speed, jump off the quad bike approximately 20 meters before impacting the enemy vehicle. The quad bike will continue traveling in a straight line toward the enemy vehicle. When the driverless quad bike makes contact, detonate the C4 to score an unorthodox vehicle kill.
- It's possible to accurately fire guided anti-vehicle weapons like the Javelin, IGLA, or Stinger from the back of a moving quad bike. This combination can make the quad bike a formidable threat on a battlefield filled with tanks and aircraft.
- Given their speed, quad bikes are great for scoring road kills. Simply drive directly toward enemy troops at high speed and run them down before they can dash out of your way.
- At the start of a battle, don't drive off in one of these vehicles until a teammate hops on the back. On most maps, these vehicles serve as your team's primary means of transportation. Stranding teammates at your base won't win you any fans. However, your squadmates can spawn into the vehicle if there is an available seat.
- Quad bikes can perform some amazing jumps. Look for ramps or other sloped terrain to send this vehicle flying through the air.
- Park a Rhino near a control point, loaded with C4. Use the Rhino to bait enemies in, then detonate the C4 once they're close enough.
- Avoid prolonged solo use of the Rhino, as it is prone to being disabled or destroyed if proactive repairs are not made.
- While driving the Rhino, avoid tanks and IFVs at all costs because they will quickly destroy the vehicle with one or two direct cannon rounds.
- The best method to keep this murder bus in operation is to have passengers repairing the vehicle as it comes under fire. While sitting in the passenger seat you are also able to drop ammo boxes and medic kits, in turn, healing and resupplying the occupants of the vehicle.
- The Rhino has little to no cover, which means that occupants are exposed to incoming fire. But in contrast, these openings also give a clear view of anyone attempting to plant C4 on the vehicle.
- The Rhino is also great for getting through tight spaces, so don't be afraid to lose a tank by turning down a small alley. Driving through narrow openings also lends itself well to getting across a map quickly to flank control points during Conquest matches.
- In light engagements, the Phoenix and Barsuk are useful as a stationary turrets. Just be sure that an escape route is already available in the event that the fire-fight escalates.
- The Phoenix and Barsuk are highly effective patrol vehicles. Make use of their speed and firepower to control objectives and choke points.
- Before riding a dirtbike, it is possible to throw an ammo crate or medic kit onto it. This effectively heals and resupplies the driver and passenger while they are on it.
- Sometimes, the most direct path is not the safest. In times like these, keep an eye out for the ramps that are located throughout the maps. Dirtbikes can take advantage of these to make quick escapes or get the jump on enemy forces.
- Dirtbikes make great bombs, too! These vehicles tend to be plentiful and maintain their momentum for some time after bailing out. So, if you don't mind destroying yours, strap some C4 to it and drive at breakneck speed toward your target and bail out; just don't forget to detonate the charge.
- The cannon on both the ASRAD and Vodnik AA has a high effective range. Use this to your advantage to protect control points and M-COMs from afar, instead of engaging the enemy at close range, where the vehicles' vulnerability to explosives can be exploited.



Vehicles

Infantry Fighting Vehicles (IFVs)

The Infantry Fighting Vehicles are the most versatile vehicles in the game; they are sometimes referred to as light tanks.They lack the heavy armor of tanks, but still have a lot of firepower. Their main weapon is an auto-cannon, that fires high-explosive rounds in quick succession as long as you hold down the fire button. But the auto-cannon can only fire six rounds before a new rack must be loaded, resulting in a brief interruption. The IFVs also have a machine gun turret—the driver controls the auto-cannon while the gunner controls the machine gun. The four passenger seats are equipped with port- and starboard-mounted machine guns, making it ideal for hauling around your entire squad.

[IFV Service Stars]

You earn a service star for every 90,000 points you score with the IFVs. 100 IFV service stars are available.

IFV Unlock Progression

Image	Name	Loadout Slot	Points	Description
	IR Smoke	Gadget	800	Smoke grenades enhanced with metal filaments that when launched remove laser designation, spoof incoming guided missiles, and prevent enemies from revealing your position to teammates.
	ATGM Launcher	Weapon	2300	Wire-guided anti-tank missile launchers are mounted on the turret.
	Belt Speed	Upgrade	4700	An enhanced mechanism decreases the minimum time between firing bursts with your main weapon.
	Coaxial LMG	Weapon	8300	A light machine gun mounted coaxially to your main weapon.
	Thermal Optics	Gadget	13100	A secondary weapon sight with thermal optics that highlights soldiers and vehicles for efficient target identification.
	Proximity Scan	Upgrade	19200	External sensors detect and reveal enemy units on your minimap.
	Zoom Optics	Gadget	26900	A secondary weapon sight with up to 3x magnification.
	Maintenance	Upgrade	36000	Preventative maintenance procedures improve your vehicle's recovery from damage.
	APFSDS-T Shell	Weapon	47000	Armor-piercing fin-stabilized discarding sabot (with tracer) ammo that deals more direct damage but has no explosive element.
	Thermal Camo	Upgrade	60000	Antireflective coating on your vehicle increases enemy locking and tracking difficulty, and decreases the time you are revealed to the enemy when spotted.
	Guided Missile	Weapon	74000	Laser-guided anti-tank missile launchers are mounted on the turret; they lock on to and track enemy land vehicles and can acquire laser-designated targets even if they are out of line of sight.
	Reactive Armor	Upgrade	90000	Reactive armor panels and/or slats absorb the impact from anti-tank weapons, protecting you from damage but becoming destroyed in the process.

LAV-25

Nationality : US

Description : The LAV-25 is an eight-wheeled amphibious Infantry Fighting Vehicle (IFV) used by the United States Marine Corps.

Vehicle Performance

Speed	🟨🟨⬜⬜⬜
Armor	🟨🟨🟨🟧⬜
Firepower	🟨🟨🟨🟧⬜

Vehicle Occupancy

Seat	Position	Weapon
1	Driver	25mm Chain Gun
2	Gunner	HMG .50
3	Passenger	Machine Gun
4	Passenger	Machine Gun
5	Passenger	Machine Gun
6	Passenger	Machine Gun

Field Notes

Sporting thick armor and bristling with weapons, the LAV-25 is the ideal troop transport for the US team. While the vehicle is very effective against enemy infantry, it is vulnerable to attacks by tanks, helicopters, and jets. So if such threats are in the area, consider dropping off your passengers as soon as possible.

BMP-2M

Nationality : RU

Description : The BMP-2M is a second-generation, amphibious infantry fighting vehicle introduced in the 1980s in the Soviet Union.

Vehicle Performance

Speed	🟨🟨⬜⬜⬜
Armor	🟨🟨🟨🟧⬜
Firepower	🟨🟨🟨🟧⬜

Vehicle Occupancy

Seat	Position	Weapon
1	Driver	30mm Auto-Cannon
2	Gunner	12.7mm Machine Gun
3	Passenger	Machine Gun
4	Passenger	Machine Gun
5	Passenger	Machine Gun
6	Passenger	Machine Gun

Field Notes

The Russian BMP-2M has a sleek, low profile when compared to its boxy American counterpart. This makes it a little easier to conceal the vehicle behind low hills and other pieces of cover. Hold back from the front lines and pepper enemy infantry (and helicopters) with the vehicle's auto-cannon and machine gun.

AAV-7A1 AMTRAC

Nationality : US

Description : The AAV-7A1 is the current amphibious troop transport of the United States Marine Corps.

Vehicle Performance

Speed	🟨🟨⬜⬜⬜
Armor	🟨🟨🟨🟧⬜
Firepower	🟨⬜⬜⬜⬜

Vehicle Occupancy

Seat	Position	Weapon
1	Driver	None
2	Gunner	7.62mm Machine Gun
3	Passenger	None
4	Passenger	None
5	Passenger	None
6	Passenger	None

Field Notes

Technically the AMTRAC is not an IFV, so it does not benefit from the unlocks associated with the vehicle class. However, it performs just like an IFV, as it's capable of carrying six players. It also serves as a mobile spawn point for the US team. Park this vehicle anywhere, and as long as seats are available, any teammate can spawn directly into the AMTRAC.

BTR-90

Nationality : RU

Description : The BTR-90 is the Russian Army's next-generation armored personnel carrier. Presented publicly for the first time in 1994, the BTR-90 is larger and more powerful than its predecessors.

Vehicle Performance

Speed	🟨🟨⬜⬜⬜
Armor	🟨🟨🟨🟧⬜
Firepower	🟨🟨🟨🟧⬜

Vehicle Occupancy

Seat	Position	Weapon
1	Driver	30mm Cannon
2	Gunner	12.7mm Machine Gun
3	Passenger	Machine Gun
4	Passenger	Machine Gun
5	Passenger	Machine Gun
6	Passenger	Machine Gun

Field Notes

The BTR-90 is a Russian Infantry Fighting Vehicle (IFV) sporting a powerful 30mm cannon as well as a turret-mounted heavy machine gun. The cannon can fire six high-explosive rounds in quick succession. But after six rounds are fired, there is a brief pause while a new rack of ammo is loaded.

Make an effort to fully reload the cannon after each use. This can be done manually by pressing the reload button or simply by emptying the current magazine. The BTR-90 benefits from the same upgrades, weapons, and gadgets as the other IFVs, so don't forget to customize the vehicle's loadout prior to spawning into the game.

[IFV Tactics]

- Never charge into a group of enemy infantry. IFVs are well armored, but they can't withstand more than two or three rocket hits, not to mention mines.Instead, hold back and engage infantry from a safe distance, where they can't sneak up behind you. The auto-cannon and machine gun turrets on these vehicles are devastating against infantry.
- All the IFVs are amphibious and can travel across deep bodies water. Use this to your advantage by staging attacks from unpredictable directions. This is a great way to take enemies by surprise. But these vehicles move very slow while in the water, so watch out for helicopters and jets overhead. When engaging an IFV, try to maneuver so you can score a side or rear hit, where the vehicle's armor is thinnest. Likewise, when driving one of these vehicles, be mindful of these weak spots and try to keep the vehicle's front armor facing the enemy at all times.
- Be careful when transporting your entire squad in an IFV. A hit from a helicopter or jet's Guided Missile could send your whole squad back to the respawn screen.
- Like jets and helicopters, IFVs can fire a Guided Missile capable of locking on to targets designated with the recon kit's SOFLAM. So once you've unlocked this weapon, keep your IFV back from the action and wait for enemy vehicles to be painted with a laser. A red diamond icon appears on the HUD when an enemy target has been designated.
- Completely different tactics apply when driving the AMTRAC. This slow troop transport only has a light machine gun for defense, making it vulnerable against tanks and other heavy vehicles. When using this vehicle as a forward spawn point, park it in a relatively safe location that's still close to the action. This is very effective when attacking M-COM stations during Rush matches because the attacking team can maintain a presence close to the objectives.

Tank Destroyers

The new tank destroyers are essentially infantry fighting vehicles (IFVs) fitted with large tank cannons. Although faster and more maneuverable than tanks, the tank destroyers lack the thick armor of their bigger, badder counterparts. As a result, it's important to keep a defensive mind-set when driving one of these vehicles, particularly when facing off against enemy tanks—always keep the tank destroyer's thick front armor facing your target. In addition to dishing out some serious anti-tank firepower, tank destroyers can also serve as troop transport. Like the IFVs, the passenger positions in tank destroyers are equipped with machine gun ports, ideal for defending the vehicle's flanks from enemy infantry.. In many battles, tank destroyers offer the safest method of moving teammates to the front lines. So don't drive away from your base until you've filled as many seats as possible—hitching a ride in one of these armored vehicles is always preferable to hiking across a dangerous battlefield.

Tank Destroyer Service Stars

You earn a service star for every 40,000 points you score with a tank destroyer; 100 tank destroyer service stars are available.

Tank Destroyer Unlock Progression

Image	Name	Loadout Slot	Points	Description
	IR Smoke	Gadget	400	Smoke grenades enhanced with metal filaments that when launched remove laser-designation, spoof incoming guided missiles, and prevent enemies from revealing your position to teammates.
	Coaxial LMG	Weapon	800	A light machine gun mounted coaxially to your main weapon.
	Autoloader	Upgrade	1600	An enhanced mechanism decreases the minimum time between firing rounds in your main weapon.
	Zoom Optics	Gadget	3000	A secondary weapon sight with up to 3x magnification.
	Maintenance	Upgrade	6000	Preventative maintenance procedures improve your vehicle's recovery from damage.
	Proximity Scan	Upgrade	10000	External sensors detect and reveal enemy units on your minimap.
	Guided Shell	Weapon	16000	A Smart Target-Activated Fire and Forget shell that can lock on to and track enemy land vehicles and can acquire laser-designated targets even if they are out of line-of-sight.
	Thermal Optics	Gadget	22000	A secondary weapon sight with thermal optics that highlights soldiers and vehicles for efficient target identification.
	Thermal Camo	Upgrade	28000	Anti-reflective coating on your vehicle increases enemy locking and tracking difficulty and decreases the time you are revealed to the enemy after being spotted.
	Canister Shell	Weapon	34000	A tank shell encasing thousands of tungsten balls fired though the cannon muzzle like a shotgun.
	Reactive Armor	Upgrade	40000	Reactive armor panels and/or slats absorb the impact from anti-tank weapons, protecting you from damage but being destroyed in the process.

M1128

Nationality : US

Description : The M1128 is an eight-wheeled tank destroyer used by the USA and Canada.

Vehicle Performance

Speed	🟨🟨⬜⬜⬜
Armor	🟨🟨🟨🟧⬜
Firepower	🟨🟨🟨🟧⬜

Vehicle Occupancy

Seat	Position	Weapon
1	Driver	105mm Cannon
2	Passenger	Machine Gun
3	Passenger	Machine Gun
4	Passenger	Machine Gun
5	Passenger	Machine Gun

Field Notes

With the exception of its large 105mm cannon, the M1128 looks and performs similarly to the LAV-25. This is a relatively fast and maneuverable eight-wheeled vehicle capable of repelling all small-arms fire. However, the M1128 is vulnerable to attacks by tanks, helicopters, and jets. So be ready to drop off your passengers if you come under heavy attack.

SPRUT-SD

Russian light and highly mobile tank destroyer based on the BMD-3 chassis.

Nationality : RU

Description :

Vehicle Performance

Speed	🟨🟨⬜⬜⬜
Armor	🟨🟨🟨🟧⬜
Firepower	🟨🟨🟨🟧⬜

Vehicle Occupancy

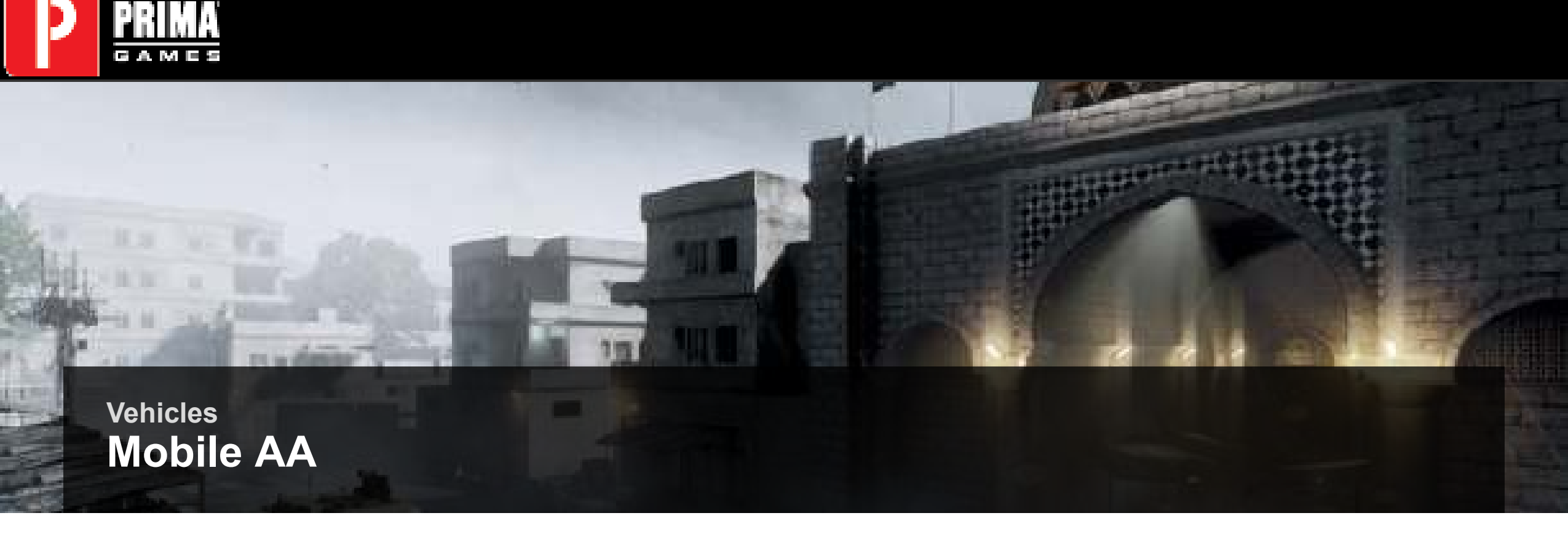
Seat	Position	Weapon
Seat	**Position**	**Weapon**
1	Driver	125mm Cannon
2	Passenger	Machine Gun
3	Passenger	Machine Gun
4	Passenger	Machine Gun
5	Passenger	Machine Gun

Field Notes

The Russian SPRUT-SD has a sleek low profile when compared to its boxy American counterpart. This makes it a little easier to conceal the vehicle behind low hills and other pieces of cover. But the SPRUT-SD is most effective when on the move. Use its speed and large passenger capacity to transport troops to the front lines or flank slower tanks.

[Tank Destroyer Tactics]

- Never charge into a group of enemy infantry. Tank destroyers are well-armored, but they can't withstand more than two or three rocket hits, not to mention mines. Instead, hold back and engage infantry from a safe distance, where they can't sneak up behind you. HE ammunition, unlocked by completing the Explosive Danger assignment, is most effective against infantry. The coaxial LMG also gives the driver better protection against infantry.
- Unlike their IFV counterparts, tank destroyers are not amphibious, so avoid driving these heavy vehicles into deep bodies of water.
- When engaging a tank destroyer, try to maneuver so you can score a side or rear hit, where the vehicle's armor is thinnest. Likewise, when driving one of these vehicles, be mindful of these weak spots and try to keep the vehicle's front armor facing the enemy at all times.
- Be careful when transporting your entire squad in a tank destroyer. A hit from a helicopter or jet's guided missile could send your whole squad back to the respawn screen.
- Complete the Wired Attack assignment as quickly as possible to gain access to the TOW missile upgrade. This works just like the ATGM Launcher upgrade found on the IFVs. While waiting for the main gun to reload, fire a missile at your target to keep up the offensive pressure. The added firepower can make all the difference when caught in a dangerous duel with an enemy tank.
- The fire extinguisher is a worthwhile upgrade and it's relatively easy to unlock. As an engineer, just complete 20 repairs on friendly vehicles to complete the Need Repair assignment to unlock this upgrade. Once equipped, the fire extinguisher can be used to put out a fire if your vehicle becomes disabled. This allows you to maintain speed and maneuverability, allowing you to reach a safer location before conducting repairs.



Vehicles

Mobile AA

Despite their rugged armored appearance, these vehicles aren't intended for toe-to-toe slugfests with enemy tanks. In fact, their armor isn't different from that found on the IFVs. But these vehicles are designed for the sole purpose of shooting down enemy aircraft. Move them to strategically advantageous locations to provide your forces protection from air strikes. The auto-cannons on these vehicles are great for shredding helicopters and jets alike. But these weapons can also be very effective when targeting infantry and light vehicles. These vehicles are rare, so take steps to protect them by keeping them repaired.

Mobile AA Unlock Progression

Image	Name	Loadout Slot	Points	Description
	IR Smoke	Gadget	400	Smoke grenades enhanced with metal filaments that when launched remove laser-designation, spoof incoming guided missiles, and prevent enemies from revealing your position to teammates.
	Anti-Air Missile	Weapon	1200	Anti-aircraft missile launchers are mounted on the turret and will lock on to and track enemy air vehicles.
	Belt Speed	Upgrade	2500	An enhanced mechanism decreases the minimum time between firing bursts with your main weapon.
	Zoom Optics	Gadget	4400	A secondary weapon sight with up to 3x magnification.
	Proximity Scan	Upgrade	7000	External sensors detect and reveal enemy units on your minimap.
	Thermal Optics	Gadget	10000	A secondary weapon sight with thermal optics that highlights soldiers and vehicles for efficient target identification.
	Air Radar	Upgrade	14000	The range of your minimap increases greatly and reveals all friendly and enemy aircraft.
	Maintenance	Upgrade	19000	Preventative maintenance procedures improve your vehicles recovery from damage.
	Thermal Camo	Upgrade	25000	Antireflective coating on your vehicle increases enemy locking and tracking difficulty and decreases the time you are revealed to the enemy when spotted.
	Reactive Armor	Upgrade	32000	Reactive armor panels and/or slats absorb the impact from anti-tank weapons, protecting you from damage but becoming destroyed in the process.

[Mobile AA Service Stars]

★

You earn a service star for every 32,000 points you score with the mobile AA vehicles. 100 mobile AA service stars are available.

LAV-AD

Nationality : US

Description : The LAV-AD includes the Avenger anti-air system on a LAV-25 chassis.

Vehicle Performance

Speed	🟨🟨🟨☐☐
Armor	🟨☐☐☐☐
Firepower	🟨☐☐☐☐

Vehicle Occupancy

Seat	Position	Weapon
1	Driver	None
2	Gunner	12.7mm Machine Gun
3	Passenger	Troop Kit

Field Notes

The LAV-AD looks just like the LAV-25, but it performs quite differently. For one, it has only a driver seat and cannot be used to transport troops. But the five-barreled 25mm cannon attached to its turret is great for tearing apart enemy helicopters or jets. The weapon is equally devastating against infantry and light vehicles. It can even damage tanks.

9K22 Tunguska-M

Nationality : RU

Description : This mobile surface-to-air gun and missile system has been in service since 1982. It was developed in response to range shortcomings in the ZU-23 Shilka design.

Vehicle Performance

Speed	🟨🟨☐☐☐
Armor	🟨🟨🟨🟧☐
Firepower	🟨🟨🟨☐☐

Vehicle Occupancy

Seat	Position	Weapon
1	Driver	25mm AA Cannon

Field Notes

Offensively, the Tunguska performs identically to the LAV-AD and is ideal for ripping apart aircraft, light vehicles, and infantry with its rapid-firing 30mm cannons. However, this hulking tracked vehicle is a bit more sluggish than its wheeled counterpart, and therefore a bit more difficult to maneuver in tight spaces.

[Mobile AA Tactics]

Before moving out, analyze your team's air defenses and move the vehicle to an area where it can protect your team. Make an effort to park it in a well-protected area that is out of sight from advancing enemy tanks and infantry. While scanning the skies for targets, it's easy to lose sight of the battle happening around you.

Instead of constantly rotating the turret looking for targets, rely on the minimap to spot enemy jets and helicopters. If your vehicle is spotted by teammates, these threats appear as red icons on the minimap. So rotate the turret in the direction of these icons, then scan the sky for the target—if still spotted, a red icon appears above the aircraft, making it easy to track. The Air Radar upgrade automatically marks the positions of all enemy aircraft on the minimap.

The mobile AA vehicles have unlimited ammo, but the cannons tend to overheat when fired for long, uninterrupted bursts. To prevent overheating, fire in bursts that last no longer than four seconds. A brief pause in firing allows the guns to cool down.

When attacking one of these vehicles, try to hit them from the side or rear, where their armor is weakest. Although they fill a very specialized role, these vehicles have thick armor capable of withstanding heavy damage. Tanks and IFVs are best suited for taking out these vehicles.

These vehicles have only one weapon unlock in the form of the Anti-Air Missile. This is a heat-seeking missile similar to those fired by the Stinger and IGLA missiles carried by engineers. When selected, these missiles automatically track targets in the center of your screen, indicated by a red bounded box. Keep tracking the target across the sky until a lock is achieved, then fire the missile. The pilot you're tracking is made aware of the missile lock and may deploy IR Flares in an effort to break the lock. So consider waiting for the pilot to dump their flares before reacquiring a lock and firing a missile. If the lock is achieved quickly, the pilot won't have a chance to deploy a second set of flares.

Mobile Artillery in Armored Kill

The new M142 and BM-23 mobile artillery units launch volleys of high-explosive rockets over great distances, giving each team the ability to bombard targets from across the map. Each vehicle is capable of launching up to six rockets in quick succession. From the gunner position, use the ladder-like reticle to adjust your aim, moving the rocket tubes both vertically and horizontally. When making vertical adjustments, the higher the pitch of the rocket tubes, the farther the rockets will travel. The rockets are by no means precision weapons and greatly benefit from the assistance of a forward spotter, helping you adjust your aim. If your rockets are falling short of the target, increase the pitch of the rocket tubes. Likewise, if the rockets are overshooting the target, reduce the pitch of the rocket tubes. When fired at great distances, the rockets impact beyond your visual range. So if you don't have the feedback of a forward spotter, you're firing blind. After firing six rockets, the vehicle automatically begins the long reload process. During this time the vehicle is completely defenseless unless fitted with one of the unlockable weapon upgrades. At close range mobile artillery units are vulnerable to attacks by infantry, tanks, and aircraft. So keep these units back from the front lines, where they're less likely to be harassed by enemies.

Mobile Artillery Service Stars

★

You earn a service star for every 9,000 points you score with a mobile artillery unit; 100 mobile artillery service stars are available.

Mobile Artillery Unlock Progression

Image	Name	Loadout Slot	Points	Description
	IR Smoke	Gadget	400	Smoke grenades enhanced with metal filaments that when launched remove laser-designation, spoof incoming guided missiles, and prevent enemies from revealing your position to teammates.
	Autoloader	Upgrade	800	An enhanced mechanism decreases the minimum time between firing rounds in your main weapon.
	Proximity Scan	Upgrade	1600	External sensors detect and reveal enemy units on your minimap.
	ATACMS Missile	Weapon	2500	Locks on ground vehicles and laser-designated targets.
	Maintenance	Upgrade	3500	Preventative maintenance procedures improve your vehicle's recovery from damage.
	Zoom Optics	Gadget	4500	A secondary weapon sight with up to 3x magnification.
	Thermal Camo	Upgrade	5500	Anti-reflective coating on your vehicle increases enemy locking and tracking difficulty and decreases the time you are revealed to the enemy after being spotted.
	TOW	Weapon	7000	Wire-guided anti-tank missile launcher.
	Proximity Defense	Gadget	9000	Incendiary smoke that damages enemies within the proximity.

M142

Nationality : US

Description : Mobile rocket artillery used by the US Marine Corps and Fire Brigade.

Vehicle Performance

Speed	🟨🟨☐☐☐
Armor	🟨🟨☐☐☐
Firepower	🟨🟨🟨☐☐

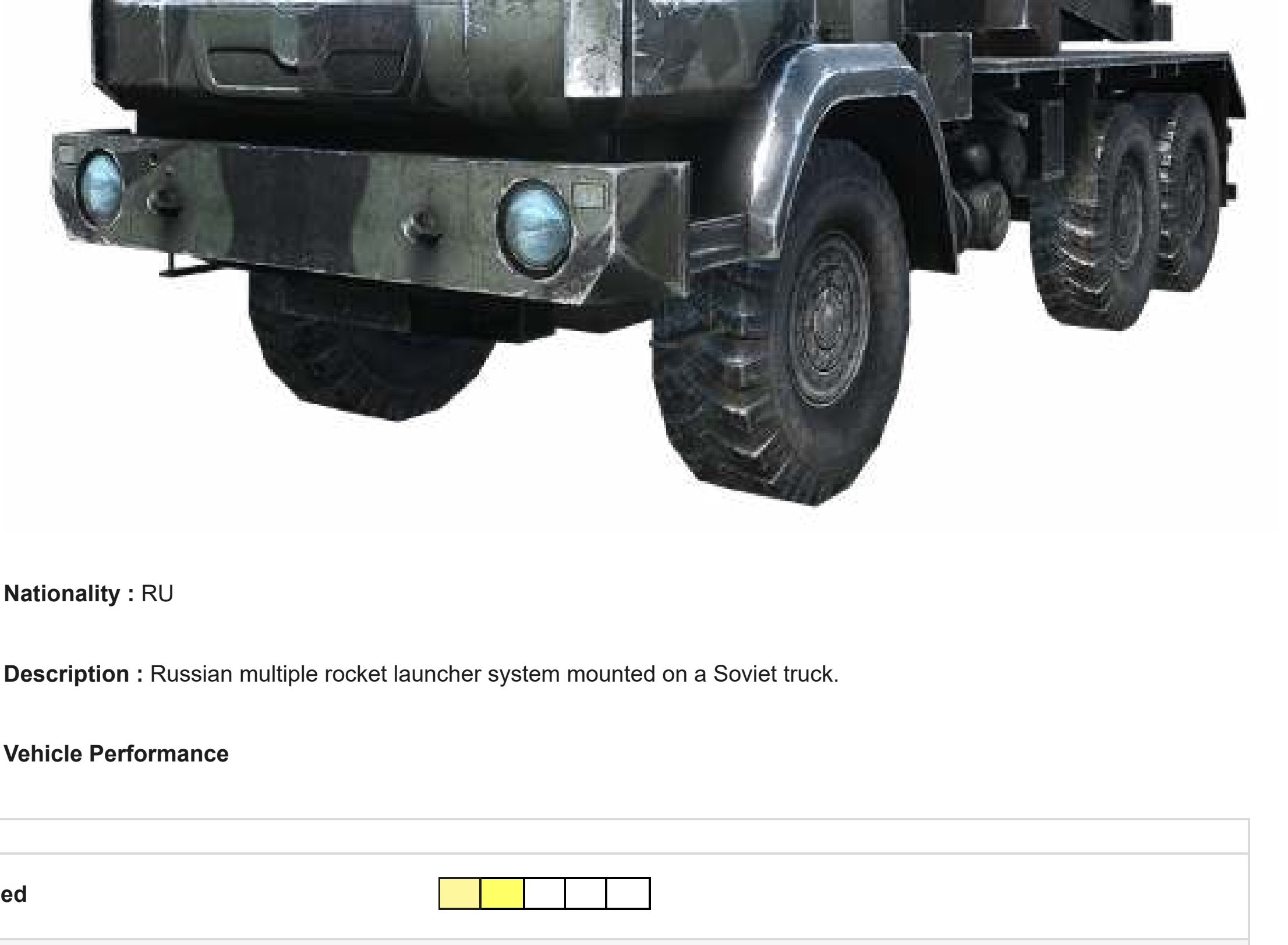
Vehicle Occupancy

Seat	Position	Weapon
1	Driver	None
2	Gunner	227mm Rockets

Field Notes

The hulking M142 is approximately the size of a bus. So don't expect to get anywhere fast in this vehicle. Fortunately, it's best deployed behind the front lines, so its sluggish acceleration and wide turn radius shouldn't be much of a drawback. While the outer skin of the vehicle can repel small-arms fire, the driver can be shot through the narrow front and side windows.

BM-23



Nationality : RU

Description : Russian multiple rocket launcher system mounted on a Soviet truck.

Vehicle Performance

Speed	🟨🟨☐☐☐
Armor	🟨🟨☐☐☐
Firepower	🟨🟨🟨☐☐

Vehicle Occupancy

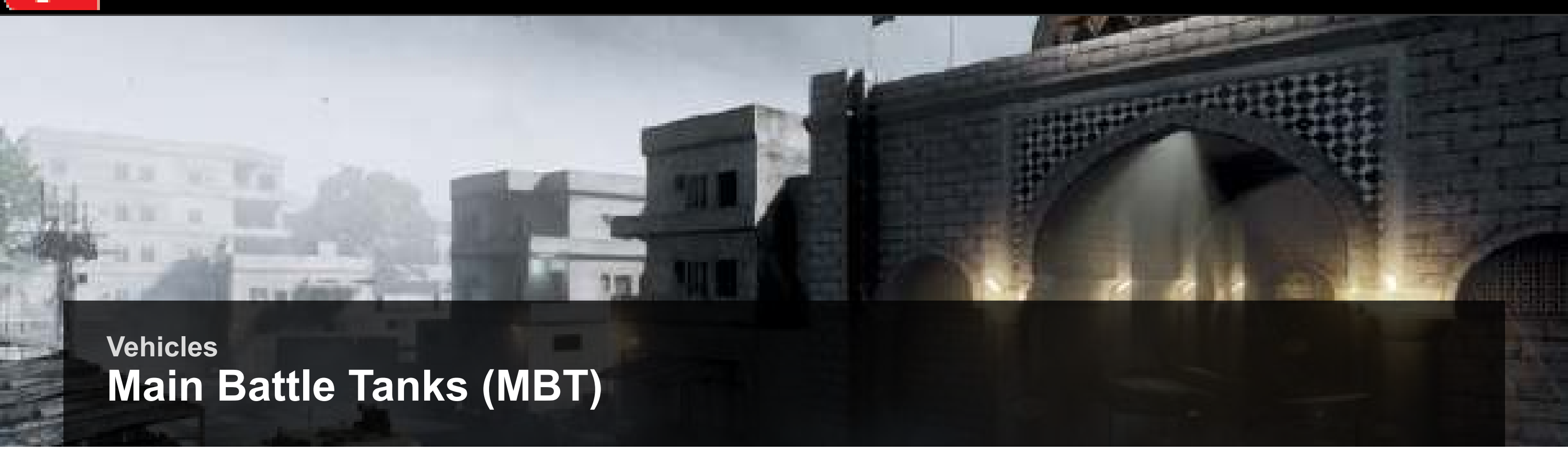
Seat	Position	Weapon
1	Driver	None
2	Gunner	300mm Rockets

Field Notes

The BM-23 is the direct descendant of Katyusha rocket launchers dating back to World War II—and Battlefield 1942. Unfortunately, accuracy hasn't improved much. The BM-23 is a bit smaller and more nimble than its American counterpart. But the large windows of the truck's cab make the driver extremely vulnerable to small-arms fire.

[Mobile Artillery Tactics]

- Despite their impressive display, the standard rockets fired by the mobile artillery units don't cause much splash damage. It practically takes a direct hit to significantly damage an armored vehicle like a tank or tank destroyer. But the impact of multiple rockets in a small area can have a significant psychological effect on infantry, causing them to scramble for cover. So even if you don't score too many kills with these vehicles, they play a big role in suppressing enemy troops during attacks on control points and M-COM stations. Complete the Rocket Specialist assignment to unlock air-burst rockets for greater effectiveness against infantry.
- Always employ a squadmate to act as a forward observer when firing rockets at targets beyond your visual range. Being able to speak with your forward observer through a headset makes a huge difference when it comes to accurately placing rockets on target.
- The rockets have an effective range of approximately 650 meters when the rocket tubes are raised to their maximum angle and when the vehicle is parked on even terrain. However, you can get a bit more distance from the rockets by parking the unit on an elevated slope. This allows you fire the rockets at a steeper trajectory, resulting in greater range.
- Make a habit of parking these vehicles in remote areas of the map where they're less likely to be disturbed by enemies traveling between control points or other high-traffic areas. However, once you start firing rockets, your position will be easy to spot. So make a habit of moving the vehicle after you've fired a volley of rockets. Staying in one position too long can make you an easy target for enemy aircraft and counter-artillery bombardments.
- When encountering enemy vehicles at close range, these vehicles are defenseless unless equipped with one of the unlocked weapon upgrades, such as the ATACMS or TOW missiles. These weapons are far more accurate against nearby targets than the standard rockets. Enemy infantry are more problematic. The Proximity Defense upgrade deploys toxic smoke around the vehicle, giving you a chance to escape.



Vehicles

Main Battle Tanks (MBT)

While tanks are still at the top of the food chain during ground combat, they're far from invincible. Rockets fired by infantry, helicopters, and jets pose a big threat, as do other tanks. A tank's side and rear armor are the weakest. For this reason, keep the front armor facing a threat at all times, especially when engaging other tanks. The rounds fired by a tank's main gun travel in an arced trajectory. So compensate for range by elevating the barrel and aiming above your target. Use the horizontal lines on the tank's HUD to determine the proper elevation setting to score a hit.

MBT Unlock Progression

Image	Name	Loadout Slot	Points	Description
	IR Smoke	Gadget	800	Smoke grenades enhanced with metal filaments that when launched remove laser-designation, spoof incoming guided missiles, and prevent enemies from revealing your position to teammates.
	Coaxial LMG	Weapon	2100	A light machine gun mounted coaxially to your main weapon.
	Autoloader	Upgrade	4400	An enhanced mechanism decreases the minimum time between firing rounds in your main weapon.
	Zoom Optics	Gadget	7600	A secondary weapon sight with up to 3x magnification.
	Maintenance	Upgrade	12000	Preventative maintenance procedures improve your vehicles recovery from damage.
	Coax HMG	Weapon	17700	A heavy machine gun mounted coaxially to your main weapon.
	Proximity Scan	Upgrade	24700	External sensors detect and reveal enemy units on your minimap.
	Guided Shell	Weapon	33200	A smart target-activated fire and forget shell that can lock on to and track enemy land vehicles and can acquire laser-designated targets even if they are out of line of sight.
	Thermal Optics	Gadget	43200	A secondary weapon sight with thermal optics that highlights soldiers and vehicles for efficient target identification.
	Thermal Camo	Upgrade	54800	Antireflective coating on your vehicle increases enemy locking and tracking difficulty and decreases the time you are revealed to the enemy from being spotted.
	Canister Shell	Weapon	68100	A tank shell encasing thousands of tungsten balls that is fired though the cannon muzzle like a shotgun.
	Reactive Armor	Upgrade	83200	Reactive armor panels and/or slats absorb the impact from anti-tank weapons, protecting you from damage but becoming destroyed in the process.
	CITV Station	Gadget	100000	Access to a third turret position in the tank from which you can laser-designate targets and use a proximity scanner. You can enter a tank in this seat even if other players are occupying both the driver and remote gunner positions.

[MBT Service Stars]

You earn a service star for every 100,000 points you score with the MBTs. 100 MBT service stars are available.

M1 Abrams

Nationality : US

Description : The M1 Abrams is the principal battle tank of the US Marine Corps.

Vehicle Performance

Speed	🟨⬜⬜⬜⬜
Armor	⬜🟨🟨🟧🟥
Firepower	⬜🟨🟨🟧🟥

Vehicle Occupancy

Seat	Position	Weapon
1	Driver	120mm Cannon
2	Gunner	HMG .50

Field Notes

Powered by a turbine engine that produces a distinct whining sound, the M1 Abrams sounds more like a jet than a tank. The green horizontal lines in the center of the tank's HUD can be used to gauge barrel elevation when firing at distant targets. But hitting targets at extreme ranges requires more guesswork, as there are no lines to reference. Fire a shot, watch where it lands, then either elevate or lower the barrel to zero in on your target.

T-90A

Nationality : RU

Description : The T-90A is derived from the T-72, and is the most modern tank in service with the Russian Ground Forces and Naval Infantry.

Vehicle Performance

Speed	🟨⬜⬜⬜⬜
Armor	⬜🟨🟨🟧🟥
Firepower	⬜🟨🟨🟧🟥

Vehicle Occupancy

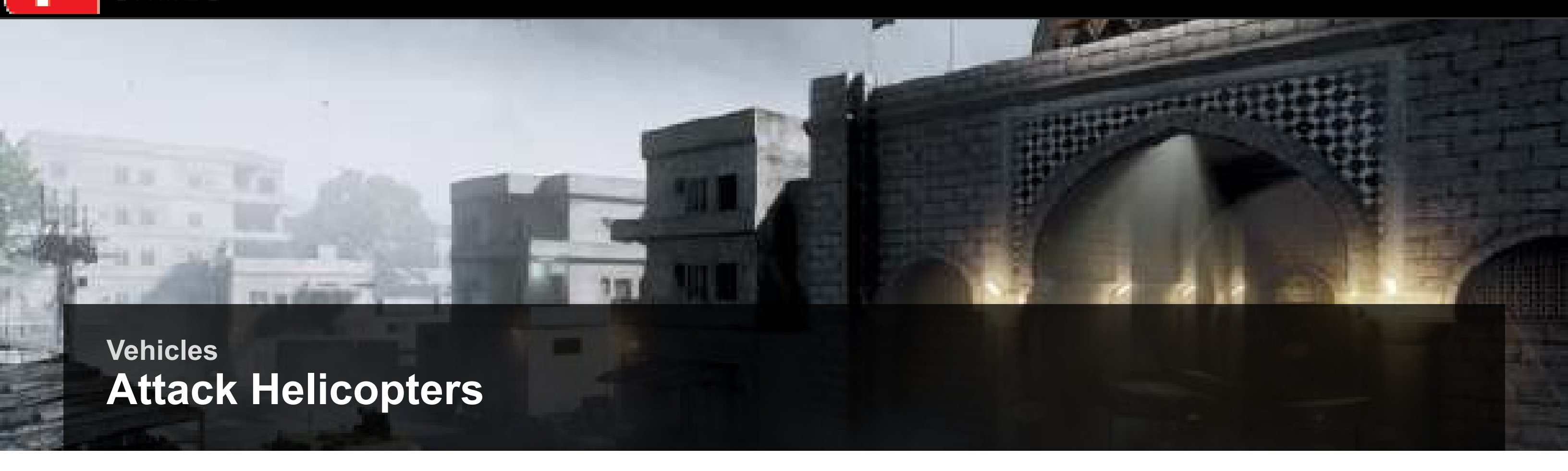
Seat	Position	Weapon
1	Driver	125mm Cannon
2	Gunner	12.7mm Machine Gun

Field Notes

The T90A is well balanced when countering the US M1 Abrams, but its HUD offers a bit more help when engaging targets at long range. Use the green vertical line beneath the tank's center crosshairs to better gauge barrel elevation. The horizontal notches on this line can be used as reference points when firing the main gun—if the first notch was too low, elevate your aim to the second notch, and so on.

[MBT Tactics]

- Tanks are designed for one purpose: killing other tanks. Statistically, the M1 Abrams and T-90A are identical, providing an even playing field for both drivers during tank duels. But there are a few tactics you can use to gain the upper hand. For one, try to maneuver so you can target the enemy tank's weaker side or rear armor. >Likewise, rotate your tank so both the chasis and turret are facing the enemy tank's main gun. This allows the thick front armor to absorb the majority of the damage. Unlocks like the Autoloader and Reactive Armor upgrades can also make a huge difference in a tank duel.
- Tanks are best deployed as stand-off weapons. Use the power and range of the cannon to engage enemy vehicles at long range. This is easiest when firing the Guided Shell weapon unlock. These shells are capable of locking onto laser-designated targets painted by the SOFLAM or CITV Station.
- When the CITV Station gadget is unlocked, a third seat is added to the tank. The crew member occupying this third seat mans a laser-designator. When used in combination with the Guided Shell, a tank with a CITV Station can paint and engage their own targets without having to rely on a recon soldier's SOFLAM.
- The Canister Shell unlock is a devastating antipersonnel weapon, effectively turning a tank's main gun into a massive shotgun. But like a shotgun, this shell is most effective at close to intermediate range. Only use this in defensive situations. Never go hunting for infantry in a tank, especially in urban environments. If you spot enemy infantry on the periphery, immediately back up while firing before one of them can toss a mine or C4 in your direction.
- Consider playing as an engineer when driving a tank. As you take damage, retreat, hop out, and use the repair tool to fix your ride. Better yet, have your engineer gunner get out and repair while you continue firing the main gun. This tactic gives you a huge advantage during tank duels and is the only way to keep a disabled tank in the fight.
- Helicopters and jets are a tank's worst enemy. However, the machine gun turret is completely capable of damaging these airborne threats. But when counterattacking, stay on the move so as to not give your opponent an easy target to strafe. If you have the IR Smoke gadget unlock, use it to conceal your position and break the locks of laser-guided munitions.
- The tank's driver seat offers poor visibility. Unless a teammate is manning the machine gun turret and actively scanning the perimeter for threats, switch to an external view when driving a tank through city streets. This allows you to spot enemy troops attempting to sneak up on your tank—support troops can ruin your day by sticking C4 to the back of your ride.



Vehicles

Attack Helicopters

The attack helicopters are the most devastating vehicles in the game, but only when crewed by a capable pilot and gunner. A two-man crew is essential for each attack helicopter to live up to its deadly potential. The pilot can fire the chopper's unguided rockets, which are ideal for taking out tanks and other ground vehicles. But it's the gunner who benefits from the awesome firepower provided by the chin-mounted turret. Like the auto-cannons found on the IFVs, the cannons on attack helicopters fire small explosive rounds. The gunner can use this weapon to rack up dozens of infantry kills. Despite their impressive offensive capability, attack helicopters are vulnerable to heavy machine gun fire and heat-seeking missiles fired by engineers or other aircraft. But with some fancy flying and the aid of upgrades and gadgets, it's possible to minimize the danger posed by these threats. Unlike other vehicles, attack helicopters have six loadout slots—three for the pilot and three for the gunner. This allows an experienced crew to become more powerful with each attained unlock.

[Attack Helicopter Service Stars]

You earn a service star for every 60,000 points you score with the attack helicopters. 100 attack helicopter service stars are available.

Attack Helicopter Unlock Progression

Image	Name	Loadout Slot	Points	Description
	IR Flares	Gadget	300	Infrared flare launchers that when launched will distract incoming missiles and cause them to miss their locked target.
	Heat Seekers	Pilot Weapon	800	Heat-seeking missiles launched by the pilot that lock on to and track enemy aircraft.
	Stealth	Upgrade	1600	Engine tuning and fuselage coating materials disguise your vehicle's infrared signature, thereby increasing enemy locking and tracking difficulty and decreasing the time you are revealed to the enemy when spotted.
	Autoloader	Upgrade	2800	An enhanced mechanism decreases the minimum time between firing bursts with your main weapon.
	Zoom Optics	Gunner Gadget	4400	A secondary weapon sight for the gunner position with up to 3x magnification.
	Proximity Scan	Upgrade	6500	External sensors detect and reveal enemy units on your minimap.
	Air Radar	Upgrade	9000	The range of your minimap increases greatly and reveals all friendly and enemy aircraft.
	Guided Missile	Gunner Weapon	12000	Guided missiles launched by the helicopter gunner that lock on to and track enemy land vehicles and can acquire laser-designated targets even if they are out of line of sight.
	Extinguisher	Pilot Gadget	16000	A controlled air pressure release in the engine compartment will extinguish engine fires when activated, helping a disabled aircraft return to normal operation and recover from damage.
	Maintenance	Upgrade	20000	Preventative maintenance procedures improve your vehicles recovery from damage.
	Thermal Optics	Gunner Gadget	25000	A secondary weapon sight for the gunner position using thermal optics that highlights soldiers and vehicles for efficient target identification.
	Laser Painter	Pilot Upgrade	30500	Nose-mounted targeting systems designate an enemy vehicle in your line of sight automatically, painting them as a target for teammates using laser-guided weapons.
	Below Radar	Upgrade	37000	When flying at low altitudes your heat signature is decreased, hiding you from enemy radar and preventing enemy air-to-air missile systems from locking on to you.
	ECM Jammer	Pilot Gadget	44000	Electronic countermeasures including chaff launchers and deceptive transmitters prevent your aircraft from being locked on to by enemy weapon systems for a short time when activated.
	Guided Rocket	Upgrade	51000	The pilot's rockets are equipped with semi-active guidance systems, increasing accuracy and thereby range of effectiveness.
	TV Missile	Gunner Weapon	60000	TV-guided missiles launched by the helicopter gunner that are flown by direct-feed video.

AH-1Z Viper

Nationality : US

Description : The AH-1Z Viper (also called SuperCobra or Zulu Cobra) is a twin-engine helicopter based on the AH-1W.

Vehicle Performance

Speed	🟨🟨🟨🟧⬜
Armor	🟨🟨⬜⬜⬜
Firepower	🟨🟨🟨🟧⬜

Vehicle Occupancy

Seat	Position	Weapon
1	Pilot	70mm Rockets
2	Passenger	20mm Cannon

Field Notes

When piloting the Viper, use the I-shaped reticle in the middle of the HUD to aim your rockets. You can fire up to 14 rockets in one salvo, but then the rockets must reload. Likewise, the gunner can fire only 30 cannon rounds in quick succession before the weapon must be reloaded. The time it takes to reload these weapons can be reduced by applying Autoloader to both the pilot and gunner upgrade slots.

Mi-28 Havoc

Nationality : RU

Description : The Mil Mi-28 (NATO reporting name Havoc) is a Russian all-weather day or night, two-seat anti-armor attack helicopter.

Vehicle Performance

Speed	🟨🟨🟨🟧⬜
Armor	🟨🟨⬜⬜⬜
Firepower	🟨🟨🟨🟧⬜

Vehicle Occupancy

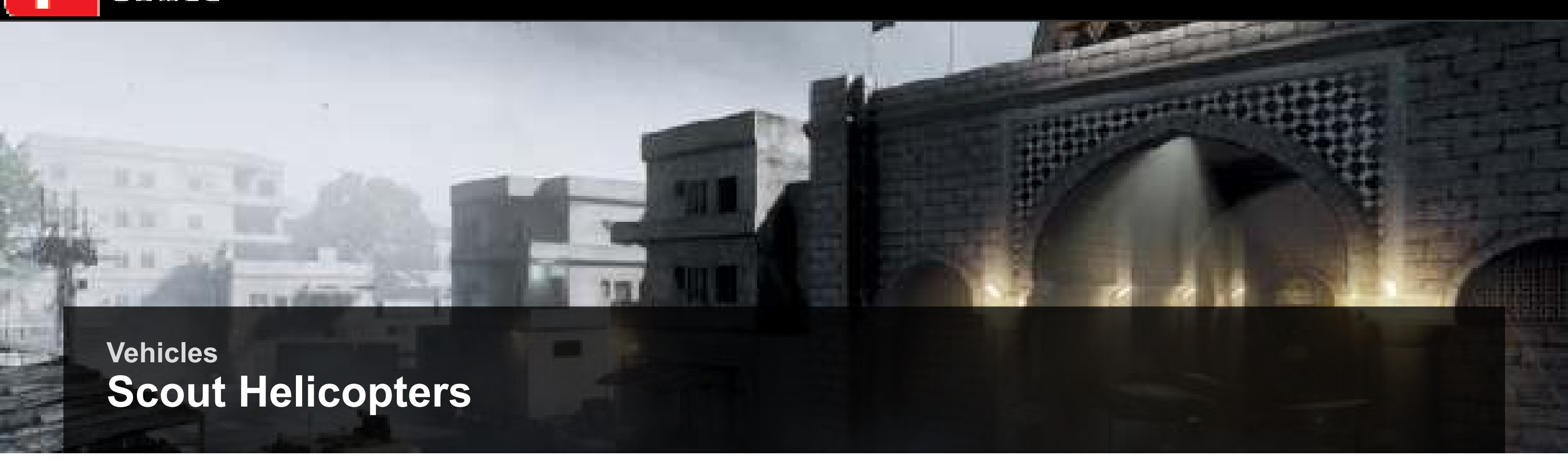
Seat	Position	Weapon
1	Pilot	S-8 Rockets
2	Passenger	30mm Chain Gun

Field Notes

The Havoc performs identically to the US team's Viper, even utilizing the same HUD layout. In the default configuration, the pilot can fire rockets while the gunner controls the chin-mounted chain gun. Both weapons are effective against infantry as well as light and armored vehicles. When not firing, the gunner position is great for spotting targets, particularly when the Zoom Optics or Thermal Optics gadgets are selected.

[Attack Helicopter Tactics]

- If you're planning to fly an attack helicopter, discuss loadouts with your gunner before spawning into the game. Make sure you don't have any duplicate upgrade or gadget loadout slots assigned. For example, there is no benefit for both the pilot and gunner to have the Stealth upgrade selected. So mix up your loadouts to maximize the effectiveness of this powerful vehicle.
- With the new vehicle damage system, it's possible to recover from light damage simply by flying away from danger. If you stay away from enemy fire for a few seconds, you chopper automatically returns to full health. However, if your helicopter catches fire, there are only two ways to repair it. You can land and have an engineer use their Repair Tool or you can use the Extinguisher gadget to put out the flames.
- Add Heat Seekers to the pilot's weapon loadout slot when you're confronted with enemy jets and choppers.
- This gives the attack helicopter the ability to shoot down enemy aircraft. Heat-seeking missiles can only lock on to enemy aircraft in flight.
- Once a lock is achieved, fire the missile and watch it streak toward the target.
- The Below Radar and IR Flares upgrades greatly increase your chances of survival. Both upgrades make it difficult for heat-seeking missiles to achieve a lock. If you haven't unlocked these upgrades, stay low to the ground, utilizing nap-of-the-earth (NOE) flight to put objects such as hills and trees between your chopper and hostile missile launchers. By breaking line of sight with a heat-seeking missile, you can prevent a lock prior to launch.
- The chin turrets on the Viper and Havoc are absolutely devastating against infantry. So when piloting these choppers, try to give your gunner a stable firing platform to increase the weapon's accuracy. Instead of dipping the chopper's nose forward, fly laterally, keeping the nose pointed toward the enemy. Strafing left and right keeps the chopper moving while allowing your gunner to accurately engage enemy ground targets.
- The Guided Missile is very effective but requires a laser target designator, such as the recon kit's SOFLAM, to paint a target. Once the Laser Painter upgrade is unlocked, the pilot of an attack helicopter can paint their own targets, allowing the gunner to fire a Guided Missile. The gunner can fire the TV Missile without having to wait for a lock or laser designation, but it must be manually guided into a target.
- As soon as it's available, choose the Extinguisher unlock for your gadget slot. If your chopper ever becomes disabled, it's incredibly difficult to control, potentially leading to a crash. But if you immediately deploy the Extinguisher, the controls are restored. Still, you may want to seek cover while the helicopter regenerates health.



Vehicles

Scout Helicopters

The scout helicopters bridge the gap between the attack helicopters and the transport helicopters. Initially the scout helicopters have only light armament in the form of gun pods that are ideal for strafing infantry and light vehicles. But new and more powerful weapons can be unlocked to turn these small, agile helicopters into formidable weapons platforms. Over time, both Heat Seekers and Guided Missiles can be unlocked and equipped, allowing these helicopters to serve a more active role in shooting down enemy aircraft and destroying enemy armor. But with three passenger seats, the scout helicopter is best utilized as a quick way to move troops around the battlefield.

[Scout Helicopter Service Stars]

You earn a service star for every 48,000 points you score with the scout helicopters. 100 scout helicopter service stars are available.

Scout Helicopter Unlock Progression

Image	Name	Loadout Slot	Points	Description
	IR Flares	Gadget	400	Infrared flare launchers that when launched will distract incoming missiles and cause them to miss their locked target.
	Heat Seekers	Weapon	1200	Heat-seeking missiles launched by the pilot that lock on to and track enemy aircraft.
	Stealth	Upgrade	2500	Engine tuning and fuselage coating materials disguise your vehicle's infrared signature, thereby increasing enemy locking and tracking difficulty and decreasing the time you are revealed to the enemy when spotted.
	Autoloader	Upgrade	4400	An enhanced mechanism decreases the minimum time between firing bursts with your main weapon.
	Proximity Scan	Upgrade	7000	External sensors detect and reveal enemy units on your minimap.
	Air Radar	Upgrade	10000	The range of your minimap increases greatly and reveals all friendly and enemy aircraft.
	Extinguisher	Gadget	14000	A controlled air pressure release in the engine compartment will extinguish engine fires when activated, helping a disabled aircraft return to normal operation and recover from damage.
	Maintenance	Upgrade	19000	Preventative maintenance procedures improve your vehicle's recovery from damage.
	Guided Missile	Weapon	25000	Guided missiles launched by the pilot that lock on to and track enemy land vehicles and can acquire laser-designated targets even if they are out of line of sight.
	Below Radar	Upgrade	32000	When flying at low altitudes your heat signature is decreased, hiding you from enemy radar and preventing enemy air-to-air missile systems from locking on to you.
	Laser Painter	Upgrade	40000	Nose-mounted targeting systems designate an enemy vehicle in your line of sight automatically, painting them as a target for teammates using laser-guided weapons.
	ECM Jammer	Gadget	48000	Electronic countermeasures including chaff launchers and deceptive transmitters prevent your aircraft from being locked on to by enemy weapon systems for a short time when activated.

AH-6J Little Bird

Nationality : US

Description : This is an improved attack version of the MH-6.

Vehicle Performance

Speed	🟨🟨🟨🟧⬜
Armor	🟨🟨⬜⬜⬜
Firepower	🟨🟨⬜⬜⬜

Vehicle Occupancy

Seat	Position	Weapon
1	Pilot	Gun Pod
2	Passenger	Troop Kit
3	Passenger	Troop Kit
4	Passenger	None

Field Notes

When piloting the Little bird, be mindful of your passengers in the second and third positions riding on the helicopter's landing skids. These passengers are completely exposed to incoming fire. So fly low and fast to prevent these troops from being hit. Consider dropping these passenger off before performing any strafing runs.

Z-11W

Nationality : RU

Description : This is an armed military version of the Z-11 Chinese light utility helicopter.

Vehicle Performance

Speed	🟨🟨🟨🟧⬜
Armor	🟨🟨⬜⬜⬜
Firepower	🟨🟨⬜⬜⬜

Vehicle Occupancy

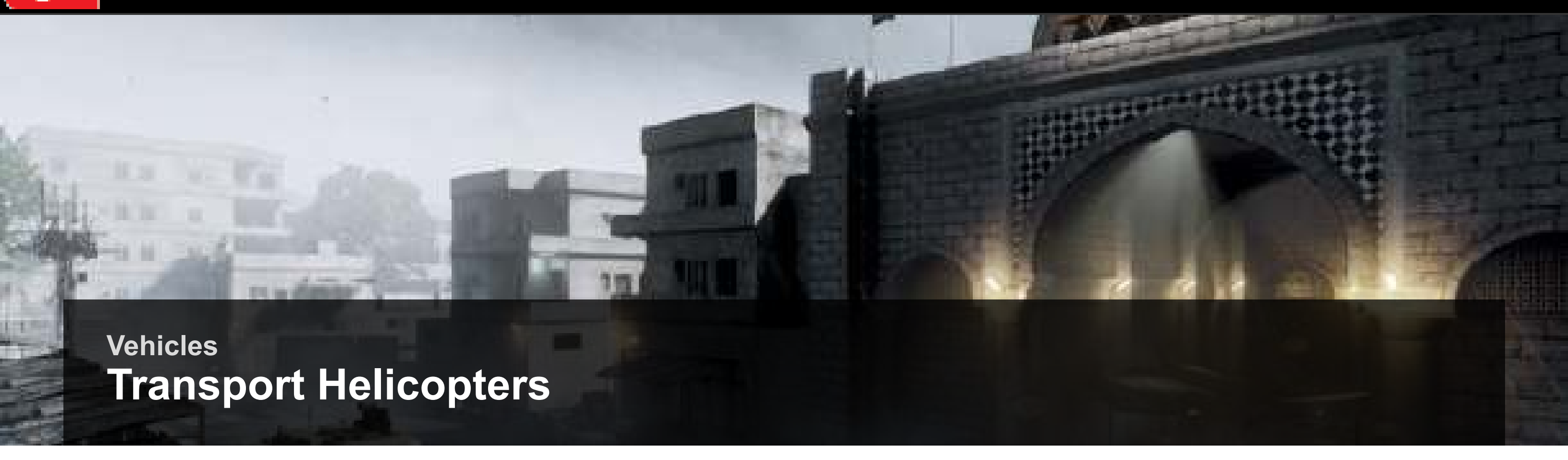
Seat	Position	Weapon
1	Pilot	Gun Pod
2	Passenger	Troop Kit
3	Passenger	Troop Kit
4	Passenger	None

Field Notes

The Z-11W is slightly larger than the Little Bird, but it still possesses the same speed and maneuverability. In this chopper, the passengers in the second and third positions ride within the cargo compartment in the back. This gives them a bit more protection from incoming fire than riding on the landing skid.

[Scout Helicopter Tactics]

- On some maps, the scout helicopters are the fastest way to transport troops. So don't take off until every seat is full. Instead of landing, fly over your destination so you passengers can bail out and parachute down to the ground. This is the best way to quickly secure control points during Conquest matches. For more precise troop insertions, these helicopters are small and agile enough to land on rooftops or other elevated positions usually inaccessible to infantry. So consider dropping recon troops on high perches so they can monitor the battlefield from above.
- The reticle in the center of the pilot's HUD is the aiming point for the chopper's gun pods. The gun pods are fixed and always fire straight ahead. This requires you to dip the nose of the chopper while engaging targets on the ground. When pitching the nose down, the chopper will lose altitude. Applying full rotor speed can reduce the speed of descent, but you will still need to pitch the nose of the chopper up to avoid crashing. So when performing strafing runs, don't get greedy. Fire a quick burst then pull away before you crash.
- The gun pods are best deployed against infantry and light vehicles. But with sustained, accurate fire, they can damage armored vehicles, too, including IFVs and tanks. As usual, try to hit these vehicles from the side or rear to inflict the most damage.
- Once the Laser Painter is unlocked a scout helicopter becomes a self-sufficient tank killer. The Laser Painter upgrade allows the chopper to designate its own targets and fire on them with the Guided Missile weapon unlock. It's up to the pilot to both designate the target and fire the missile. Start by orienting the chopper within line of sight of an enemy vehicle to automatically attain a lock. At this point a Guided Missile can be fired, which will automatically home in on the laser.
- Given their speed and maneuverability, the scout helicopters serve as great air-to-air weapons platforms when armed with the Heat Seekers unlock. When an enemy aircraft is within view, instead of chasing it, simply rotate the chopper so you're always facing the target. This gives the missile enough time to lock on. While carrying these missiles, the pilot can still switch back to the gun pods for strafing runs. So once unlocked, there's no reason not to have the Heat Seekers unlock assigned to the weapon slot. But when the Guided Missile is unlocked, you'll have to make a choice between the two.



Vehicles

Transport Helicopters

Each transport helicopter is capable of holding five players, making them ideal for transporting squads to any spot on the battlefield. During Conquest matches, these large choppers are the best way to capture neutral control points at the start of a battle. But the transport helicopter's impressive troop capacity is also its weakness, and may result in a big score for a fighter pilot or any other unit armed with heat-seeking missiles. To avoid such threats, fly low and fast, using trees, hills, and buildings to mask you movements. As long as you avoid line of sight with your enemies, they can't attain a lock and fire a missile. There are no vehicle unlocks or loadout options for transport helicopters.

UH-1Y Venom

Nationality : US

Description : The modern version of the Twin Huey helicopters used by the Marines since the 1970s, this new variant was introduced in 2008.

Vehicle Performance

Speed	🟨🟨🟨🟧⬜
Armor	🟨🟨⬜⬜⬜
Firepower	🟨🟨⬜⬜⬜

Vehicle Occupancy

Seat	Position	Weapon
1	Pilot	None
2	Gunner	Minigun
3	Gunner	Minigun
4	Passenger	Troop Kit
5	Passenger	Troop Kit

Field Notes

The Venom is the US team's fastest high-capacity troop transport. It is also armed with port and starboard mounted miniguns. The miniguns have a blazing rate of the fire, ideal for engaging troops and light vehicles. With sustained fire, they can even damage armored vehicles such as tanks and IFVs.

KA-60 Kasatka

Nationality : RU

Description : This new utility helicopter from Kamov is entering service with the Russian Air Force to replace the aging Mi-8.

Vehicle Performance

Speed	🟨🟨🟨🟧⬜
Armor	🟨🟨⬜⬜⬜
Firepower	🟨🟨⬜⬜⬜

Vehicle Occupancy

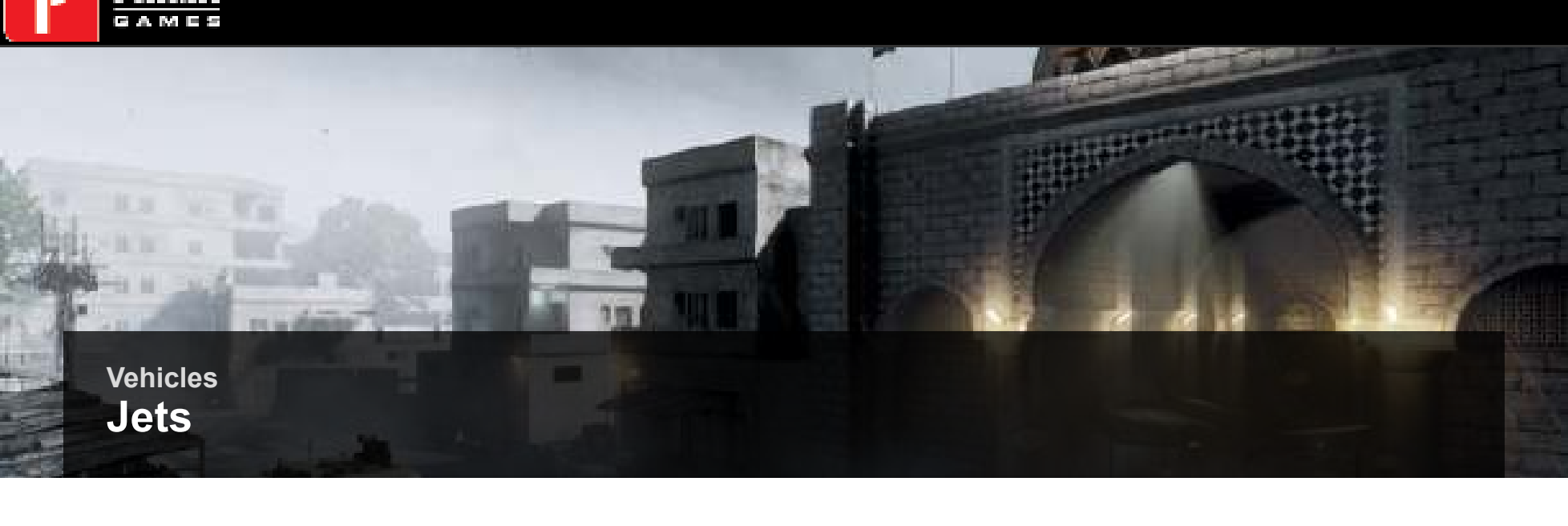
Seat	Position	Weapon
1	Pilot	None
2	Gunner	Minigun
3	Passenger	Minigun
4	Passenger	Troop Kit
5	Passenger	Troop Kit

Field Notes

The KA-60 performs much like the US team's Venom, but the pilot sits on the starboard side. This can be a bit disorienting at first, compared to piloting the other choppers where the pilot either sits in the middle or on the port side. So when maneuvering the chopper at low altitude, be mindful of the port side to avoid clipping trees, towers, and other objects.

[Transport Helicopter Tactics]

- Unless you have experience flying helicopters, don't try to fly a transport helicopter filled with teammates. This is the wrong time to take a flying lesson. If you want more experience flying, find a server with a low player count and experiment taking off, flying, and landing.
- It takes a few seconds for a transport helicopter's rotor to spin up before takeoff. So after securing an enemy base in Rush matches, watch for enemies lurking about during these vulnerable seconds as you can die fast if you get hit with a rocket or tank round. Also, take steps to ensure the enemy doesn't steal your choppers.
- The transport helicopters can be used to quickly capture control points during Conquest matches—hover over the flag to convert it. The more players onboard, the faster it will be captured. However, watch out for defenders below. A hovering chopper makes a juicy target. It's much safer to drop troops via parachute onto a control point.
- Use the miniguns to blow apart light cover offered by walls and rooftops. This is a great way to expose M-COM stations located inside small structures during Rush matches.
- The miniguns are capable of high rates of fire, but they have a tendency to overheat, rendering them inoperable for a few seconds. So lay off the trigger occasionally to give the barrels a chance to cool down. For a better view of distant targets, use the minigun's zoom function.
- When piloting a transport helicopter, orbit around a contentious point so the gunners on the port and starboard sides can provide supporting fire with the miniguns. While orbiting around one location, usually only one gunner has the best view. So consider switching directions so both gunners get a chance to lay down some fire. A transport helicopter spitting out thousands of rounds is likely to draw attention so be prepared to escape to a safe distance if you detect a missile lock. Drop altitude fast in an attempt to break line of sight with a missile before it is launched.



Vehicles

Jets

The jets make their triumphant return in Battlefield 3, providing air superiority as well as close air support. Jets are the fastest vehicles in the game and can travel a significant distance outside the map's combat zone, along with helicopters. This is useful when engaged in a dogfight with an enemy jet. But eventually a jet must turn around to avoid flying off the map. If your jet is heavily damaged, make sure you're within the map's combat zone before bailing out. Initially, each jet is equipped only with a cannon that is useful for strafing ground targets or peppering enemy aircraft with rapid fire. >But as you score more points with the jets, more weapon unlocks become available, including Heat Seekers, the Guided Missile, and Rocket Pods. Only one of these weapons can be assigned to the weapon slot, so you must decide what kind of role your jet will fill before spawning into the game.

[Jet Service Stars]

You earn a service star for every 35,000 points you score with the jets. 100 jet service stars are available.

Jet Unlock Progression

Image	Name	Loadout Slot	Points	Description
	IR Flares	Gadget	300	Infrared flare launchers that when launched will distract incoming missiles and cause them to miss their locked target.
	Heat Seekers	Weapon	700	Heat-seeking missiles launched by the pilot that lock on to and track enemy aircraft.
	Stealth	Upgrade	1500	Engine tuning and fuselage coating materials disguise your vehicle's infrared signature, thereby increasing enemy locking and tracking difficulty and decreasing the time you are revealed to the enemy when spotted.
	Autoloader	Upgrade	2700	An enhanced mechanism that decreases the minimum time between firing bursts with your main weapon.
	Proximity Scan	Upgrade	4200	External sensors detect and reveal enemy units on your minimap.
	Rocket Pods	Weapon	6200	A set of unguided FFAR Rocket Pods mounted under the wings.
	Air Radar	Upgrade	8600	The range of your minimap increases greatly and reveals all friendly and enemy aircraft.
	Extinguisher	Gadget	11600	A controlled air pressure release in the engine compartment will extinguish engine fires when activated, helping a disabled aircraft return to normal operation and recover from damage.
	Below Radar	Upgrade	15000	When flying at low altitudes, your heat signature is decreased, hiding you from enemy radar and preventing enemy air-to-air missile systems from locking on to you.
	Maintenance	Upgrade	19000	Preventative maintenance procedures improve your vehicles recovery from damage.
	Guided Missile	Weapon	24000	Laser-guided missiles launched by the pilot which lock on to and track enemy land vehicles and can acquire laser-designated targets even if they are out of line of sight.
	Beam Scanning	Upgrade	29000	A computer upgrade for advanced weapon systems that helps you lock on to enemy targets faster when using heat-seeking or laser-guided missiles.
	ECM Jammer	Gadget	35000	Electronic countermeasures including chaff launchers and deceptive transmitters prevent your aircraft from being locked on to by enemy weapon systems for a short time when activated.

A-10 Warthog

Nationality : US

Description : Designed for a USAF requirement to provide Close Air Support (CAS) of ground forces by attacking ground targets with limited AA capability.

Vehicle Performance

Speed	🟨🟨🟨🟧⬜
Armor	🟨🟨🟨⬜⬜
Firepower	🟨🟨🟨⬜⬜

Vehicle Occupancy

Seat	Position	Weapon
1	Pilot	30mm Cannon

Field Notes

Designed as a tank killer, the A-10 excels in a ground attack role. Its massive 30mm cannon can pierce the thick armor of tanks and IFVs, disabling them with a single strafing pass. The aircraft benefits from a relatively low stall speed, allowing you to reduce speed during strafing runs, giving you more time to fire the cannon and rockets.

SU-25TM Frogfoot

Nationality : RU

Description : Soviet-designed Close Air Support (CAS) plane nicknamed Grach. NATO reporting name is Frogfoot.

Vehicle Performance

Speed	🟨🟨🟨🟧⬜
Armor	🟨🟨🟨⬜⬜
Firepower	🟨🟨🟨⬜⬜

Vehicle Occupancy

Seat	Position	Weapon
1	Pilot	30mm Cannon

Field Notes

Like the A-10, the RU team's SU-25TM is best deployed as a ground attack aircraft. However, with the addition of the Heat Seekers weapon unlock, the aircraft can also serve as a fighter. While banking, apply the air brake to perform tight turns. But don't forget to apply throttle after the turn to prevent stalling.

F/A-18E Super Hornet

Nationality : US

Description : A multi-role jet fighter aircraft introduced in 1983 and used today by the USMC.

Vehicle Performance

Speed	⬜🟨🟨🟧🟥
Armor	🟨🟨⬜⬜⬜
Firepower	🟨🟨🟨⬜⬜

Vehicle Occupancy

Seat	Position	Weapon
1	Pilot	20mm Cannon

Field Notes

The Super Hornet is a high-speed multi-role aircraft capable of serving as an air superiority fighter or a ground attack jet. Like the other aircraft, its cannon is well suited for strafing ground targets as well as shooting down enemy aircraft. Use the jet's afterburner to produce a quick jolt of speed that is ideal during takeoffs.

SU-35BM Flanker-E

Nationality : RU

Description : A long-range multi-role fighter, modernized and deployed starting in 2011. The last of the Flanker series by Sukhoi.

Vehicle Performance

Speed	⬜🟨🟨🟧🟥
Armor	🟨🟨⬜⬜⬜
Firepower	🟨🟨🟨⬜⬜

Vehicle Occupancy

Seat	Position	Weapon
1	Pilot	30mm Cannon

Field Notes

The Flanker-E is always deployed opposite of the Super Hornet. So consider choosing the Heat Seekers weapon upgrade and hunting down the US jet. Wait until you're behind the enemy aircraft before switching to missiles. This gives you a better chance of achieving a lock, allowing you to follow closely behind as the Super Hornet tries to escape.

F-35B Joint Strike Fighter

Nationality : US

Description : Designed as a fast attack vehicle for Special Operations units, the DPV is known for its lightweight yet rugged construction. While it's not effective against armored vehicles, it poses a significant threat to infantry.

Vehicle Performance

Speed	⬜🟨🟨🟧🟥
Armor	🟨🟨⬜⬜⬜
Firepower	🟨🟨🟨⬜⬜

Vehicle Occupancy

Seat	Position	Weapon
1	Pilot	25mm Cannon

Field Notes

The VTOL functionality of the F-35B makes it a unique jet in the game. By throttling down, the jet enters VTOL mode, allowing it to both land and take off vertically. But the VTOL function can also come in handy during combat.

While dog fighting, VTOL mode can be activated sporadically to rapidly decrease air speed and thus allow for tighter turns. This also is helpful if an enemy fighter is on your tail; enter VTOL mode to cause them to cruise right by, instantly turning the tables.

VTOL mode can also be used to slow the aircraft during strafing runs. However, think twice before entering a stable hover over enemy territory. While hovering, the F-35B is not as agile as a helicopter, which makes it vulnerable to attacks from the ground.

[Jet Tactics]

There's no longer a need to camp runways waiting for jets to spawn at your base. You can spawn directly into a waiting jet (or helicopter) from the spawn screen. Simply choose the name of a jet from the list of available spawn points to hop in the pilot's seat.

Pay close attention to the floating circle icon in the center of the jet's HUD. This is the angle of attack indicator, representing the true direction your aircraft is traveling. If the icon is firmly in the center of the HUD, you are traveling straight ahead. However, if the icon drifts to the bottom of the HUD, you're experiencing a stall. Immediately apply throttle and gently lift the nose of the aircraft to increase lift before you crash.

All jets are equipped with afterburners. Press and hold the sprint key/button to activate the afterburners, producing a sudden increase in speed. Apply afterburners when taking off or when trying to prevent a stall. Do not use the afterburner when attempting to make tight turns. This increases the turn radius of the aircraft, putting you at a disadvantage during dogfights. Instead, decrease throttle during tight turns to reduce the aircraft's turn radius.

Jets travel so quickly that it's difficult for them to identify both air and ground targets. Teammates on the ground or in slower moving helicopters can greatly aid jets by spotting ground targets such as tanks and IFVs. This temporarily marks targets on the HUD, making it much easier for jets to set up strafing runs. Recon troops equipped with SOFLAMs are equally important when firing the Guided Missile weapon unlock. This weapon requires a laser-designated target before it can be fired.

When aligning your aircraft prior to a strafing run, use the strafe controls to apply left and right rudder. Making these slight lateral adjustments makes it much easier to align your jet with the target. After making a strafing pass, continue flying straight for a couple of seconds, then perform a half loop. If you made no lateral adjustments, you'll still be lined up with you target, assuming it hasn't moved.

IR Flares or Extinguisher? This is a choice you'll have to make when assigning an unlock to the jet's gadget slot. Since the IR Flares are the first unlock, stick with them until the Extinguisher is available. IR Flares make it tough for heat-seeking missiles to acquire a lock, allowing you to escape. But the Extinguisher practically repairs any damage dealt by a heat-seeking missile or any other weapon by putting out the flames.

Due to the jets' high speed, it's difficult to lock on to a slow chopper with the Heat Seekers weapon unlock. Your jet will often zoom past the helicopter before it can acquire a lock. Therefore, consider using the cannon when engaging enemy choppers. This requires more skill, but if your aim is true, the enemy helicopter is toast. The cannon is also a good option when dog fighting enemy jets, because IR Flares can't fool this weapon.

The Rocket Pods weapon unlock works similar to the rockets fired by the attack helicopters. When selected, an I-shaped reticle appears at the center of the HUD. Use this reticle to aim the rockets during strafing runs. You can fire up to 14 rockets per salvo, at which point the weapon must reload. So when making a pass, simply hold down the trigger to fire all 14 rockets. By the time you circle around for another pass, a new salvo of rockets should be ready to fire. The Autoloader upgrade significantly reduces the reload time for the Rocket Pods.

Gunship

The gunship is a new gameplay concept introduced by Armored Kill, rewarding one team with a powerful airborne weapons platform. In Conquest matches there is one control point on each of the new maps that spawns a gunship. Once captured, the control point grants the controlling team access to the gunship. During Rush matches, the attacking US team always has access to a gunship. Unlike in other aircraft, there is no pilot position in the gunship. Instead, the aircraft orbits around the map on its own with two crew positions accessible from the Spawn screen. Each gunner position is equipped with a port-mounted cannon as well as a top-mounted anti-aircraft turret. The 25mm cannon is capable of rapid fire, spitting out up to 30 rounds of high-explosive rounds in quick succession before entering a short reload phase. The 105mm cannon is essentially a tank gun mounted on the side of the aircraft. This heavy weapon fires one armor-piercing shell at a time, capable of disabling most ground vehicles with a single hit. In addition to serving as an awesome ground-attack aircraft, the gunship is also a mobile spawn point, dropping troops over the battlefield along its circular flight path.

Nationality : US and RU

Description : Heavily armored ground-attack vehicle with mounted HMG and cannon.

Vehicle Performance

Speed	🟨🟨🟨🟧⬜
Armor	🟨🟨🟨⬜⬜
Firepower	⬜🟨🟨🟧🟥

Vehicle Occupancy

Seat	Position	Weapon
1	Gunner	25mm Cannon/Anti-Air Turret
2	Gunner	105mm Cannon/Anti-Air Turret

Field Notes

This converted cargo aircraft is equipped with two powerful cannons capable of tearing apart any ground vehicle. But this slow-moving aircraft is an easy target for enemy aircraft and anti-aircraft units on the ground. Fortunately, the gunship can take heavy damage before falling out of the sky. The anti-aircraft turrets and IR flares help defend the gunship against enemy aircraft and incoming missiles.

Gunship Tactics

- Before using the gunship's para-drop option to deploy, monitor the gunship's position on the Spawn screen's map. Don't jump out of the plane until the gunship is flying next to your intended destination. This will allow you to drop close to your target and perform a low-altitude deployment of your parachute. Freefall as long as possible to avoid becoming an easy target for enemy troops on the ground. The longer you drift in your parachute, the more likely you are to be spotted and hunted down.
- What the gunship's 25mm cannon lacks in stopping power, it makes up for in volume and rate of fire. This weapon functions similar to the chin turrets found on the AH-1Z and Mi-28 attack helicopters. A steady barrage of 25mm rounds can disable and eventually destroy a tank. For a closer view of the target, activate the zoom function for 3x magnification. While the weapon is reloading, scan the skies by switching to the anti-aircraft turret.
- Due to the gunship's constant movement, accurately firing the 105mm cannon can be a little tricky. For starters, don't fight the controls. Instead, aim ahead of your target and let the gunship's movement do the rest. As the reticle passes over the target, fire. The white dot in the center of the reticle is your aim point—wherever this dot is aimed, your shell will go, regardless of the gunship's movement. Like the 25mm cannon, this weapon is also equipped with a 3x zoom magnification option, offering a slightly more detailed view of the target. The camera's default infrared display also makes it easy to spot the heat signatures of enemy vehicles and troops—look for the bright, white dots.
- Each crew position has access to an anti-aircraft turret mounted atop the aircraft. These turrets can rotate 360 degrees and fire streams of hot lead at enemy aircraft, similar to the Centurion C-RAM or PANTSIR S-1. Since the turrets are mounted on top of the aircraft, they have no way of targeting enemy aircraft flying below the gunship. So when attacking a gunship in a jet or helicopter, stay just below the aircraft's wings to stay outside the coverage of its anti-aircraft turrets.
- The gunship can sustain heavy damage, but it cannot be repaired. The aircraft's health does not regenerate on its own, either, unlike other vehicles. Since all damage is permanent, take extra steps to keep the gunship airborne. Shoot down enemy jets and helicopters with the anti-aircraft turrets and deploy IR flares to fool incoming missiles. Keep a close eye on the gunship's health and be ready to bail out before it reaches 1 percent. When the gunship's health reaches zero, the aircraft simply explodes, giving you no time to bail out. It takes a full minute for a new gunship to appear, assuming your team still controls the associated control point during Conquest matches. In Rush matches the attacking team always has access to a gunship.

Dropship

One of the most strategically viable additions to the battlefield is the Dropship. This heavily armored support vehicle is afforded to a team that can control and maintain a specific control point within the field. While the aircraft itself is unarmed, the ability to deploy infantry and IFVs into the fray at a moment's notice will make this deployment platform a highly contested asset throughout the course of any battle.

Nationality : US and RU

Description : Heavily armored airborne deployment platform capable of deployment of infantry and IFVs.

Vehicle Performance

Speed	⬜🟨🟨🟧🟥
Armor	⬜🟨🟨🟧🟥
Firepower	⬜⬜⬜⬜⬜

Vehicle Occupancy

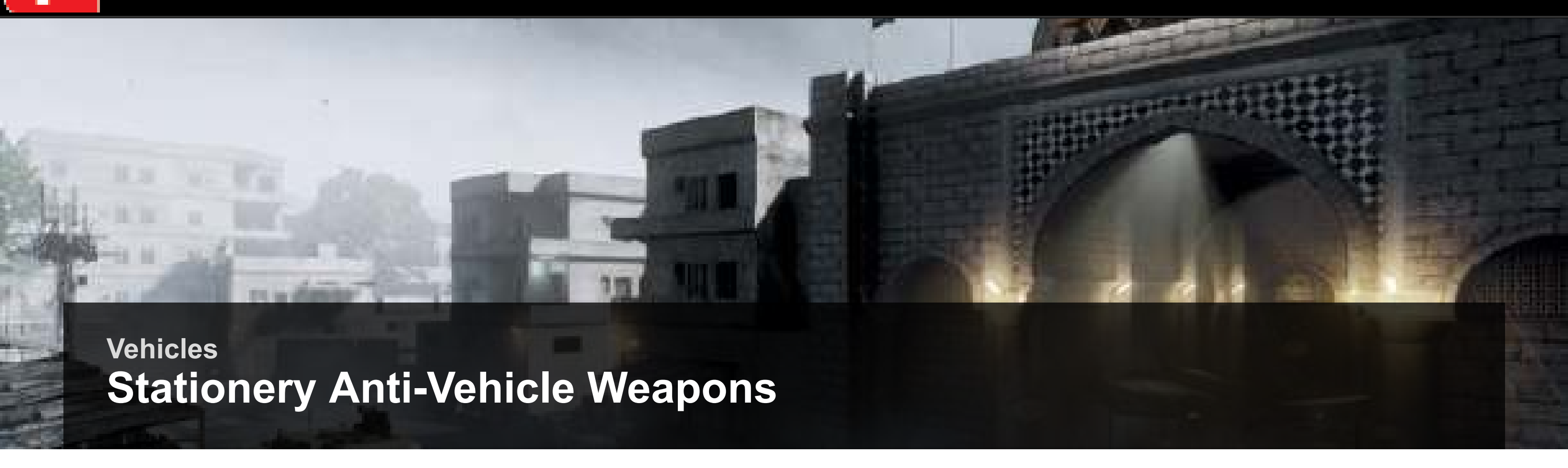
Seat	Position	Weapon
N/A	N/A	N/A

Field Notes

Logistically, the dropship is an invaluable asset for the team in control of it. Able to drop infantry units and formidable IFVs into the field, the controlling team should expect the dropship to be subject to enemy attack the moment it appears over the battlefield. Any nearby allied aircraft should work to defend the vehicle from attack, keeping in mind that the countermeasures deployed from the dropship against locked-on weapons take a moment to reload after use. Paratroopers should also keep in mind that they are susceptible to splash damage while standing within the cargo bay of the aircraft prior to deployment.

Dropship Tactics

- For units deploying into the field, they should be mindful of the dropship's position (indicated by a flashing beacon on the spawn screen minimap). Coordination of the airdrop behind enemy lines provides a chance to flank them.
- Only one airdropped IFV can be deployed at a time (except for Conquest 64 that affords two IFVs). Should the IFV be destroyed, there is a brief waiting period before another IFV can be deployed.
- During its descent, an airdropped IFV is vulnerable to attack. On the same note, the IFV can also fire its weapons, but its accuracy is greatly reduced when in the air.
- Before an airdrop, coordinate with your teammates on the ground to bombard the drop site prior to deployment



Vehicles

Stationery Anti-Vehicle Weapons

When the weapons you're carrying aren't enough to hold back the enemy vehicles, look for stationary weapons to gain some extra firepower. Anti-tank missile launchers and anti-air guns are available on most multiplayer maps. These weapons are fixed and can't be relocated, but each can rotate 360 degrees. Simply stand next to one of these weapons and interact with it to take control. All stationary weapons have unlimited ammo.

M220 TOW Launcher

Nationality : US

Description : The Tube-launched, Optically-tracked, Wire guided missile (TOW) has been in service with the US military since the 1970s.

Field Notes

The TOW launcher fires a wire-guided anti-tank missile capable of inflicting heavy damage to any vehicle it strikes. Once launched, the missile must be guided manually into the target. This leaves the operator vulnerable to attack while operating the weapon system. So make sure a squad or teammate has your back while using this weapon.

Centurion C-RAM

Nationality : US

Description : Land-based version of the Phalanx CIWS, deployed in Iraq to protect against missile and airborne attacks.

Field Notes

The Centurion C-RAM is usually deployed at US bases and on US aircraft carriers. Man this weapon station at the start of a round to protect advancing troops and vehicles from air strikes by enemy jets and helicopters. The cannon is similar to the one attached to the LAV-AD, capable of intense rapid fire. The weapon also has a zoom function making it easier to engage distant targets.

9M133 Kornet Launcher

Nationality : RU

Description : The Kornet is a modern anti-tank missile system developed in Russia and deployed by armed forces around the world.

Field Notes

The Kornet launcher functions identically to the TOW launcher and can usually be found at bases and other defensive positions, particularly during Rush matches. When engaging tanks or other armored vehicles, don't attack their front armor. Not only does this inflict minimal damage, but the tank crew is likely to spot the launch of the missile, resulting in a quick retaliation. Instead, try to hit the side or rear armor of a tank where you can inflict more damage and stand a better chance of remaining undetected.

Pantsir S-1

Nationality : RU

Description : Russia's SA-19/SA-N-11 (Tunguska) mobile AA artillery system parked on a stationary platform.

Field Notes

The Panstsir S-1 functions identically to the 9K22 Tunguska-M, but it can't move. So you must make the most of this weapon's platform wherever it is parked, usually at the RU team's base. Use it to protect vulnerable helicopters and aircraft sitting on the tarmac—these are popular targets for enemy pilots. To improve your field of view, consider chopping down nearby trees with the rapid firing cannons.

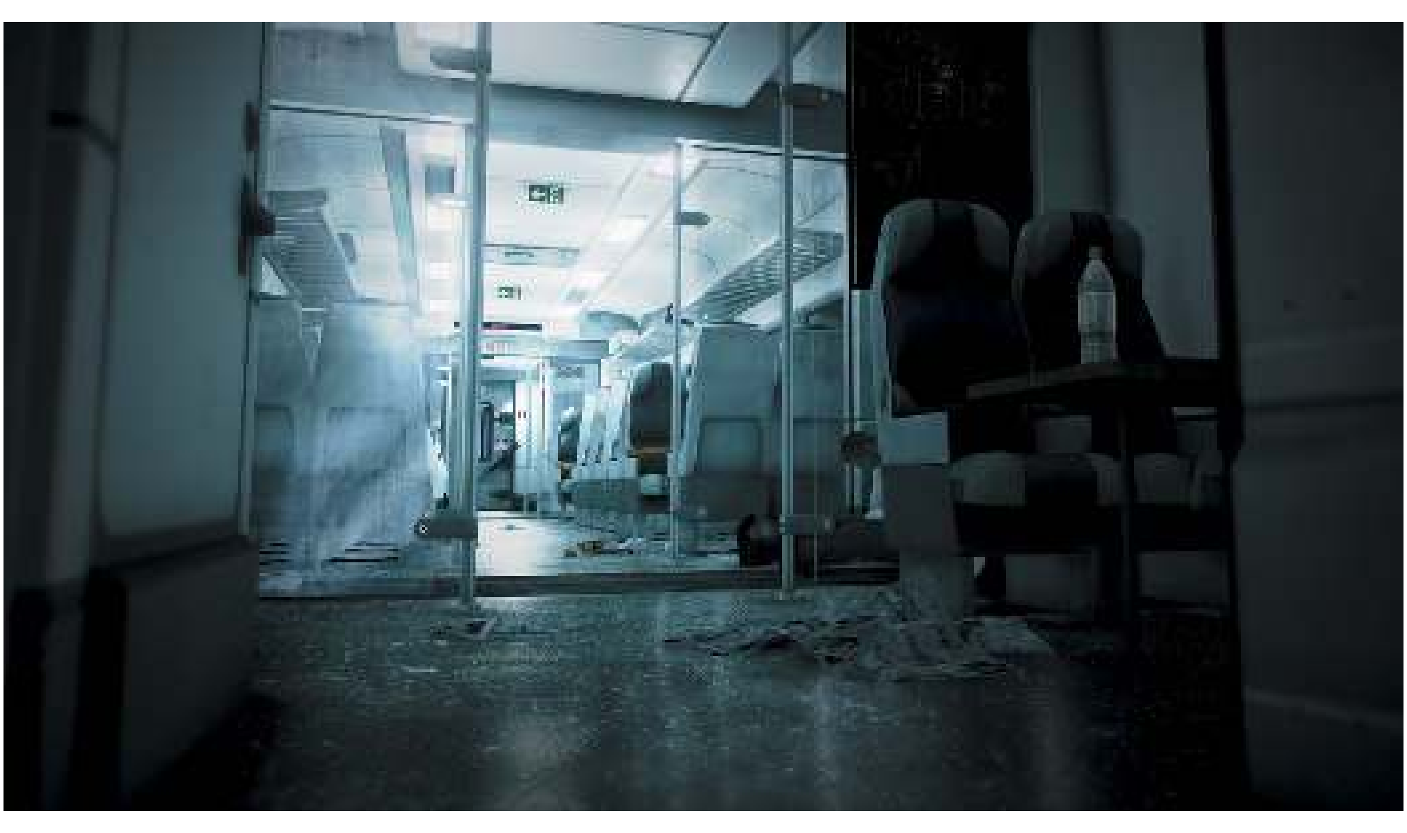
Mission 1: Semper Fidelis

Semper Fidelis

SEMPER FIDELIS

Location New York City
Well that was certainly a way to make an entrance. Whatever's going on, it's clear this subway train isn't filled with the usual passengers—at least not ones that normally open fire on a guy sporting a pair of handcuffs who comes crashing in from the roof.

Take out all hostile threats and make your way toward the front of the train.



Let it never be said that you (whoever you are) aren't one to make an entrance. After taking the express entrance into the train and "borrowing" one of the masked tangos' firearm,

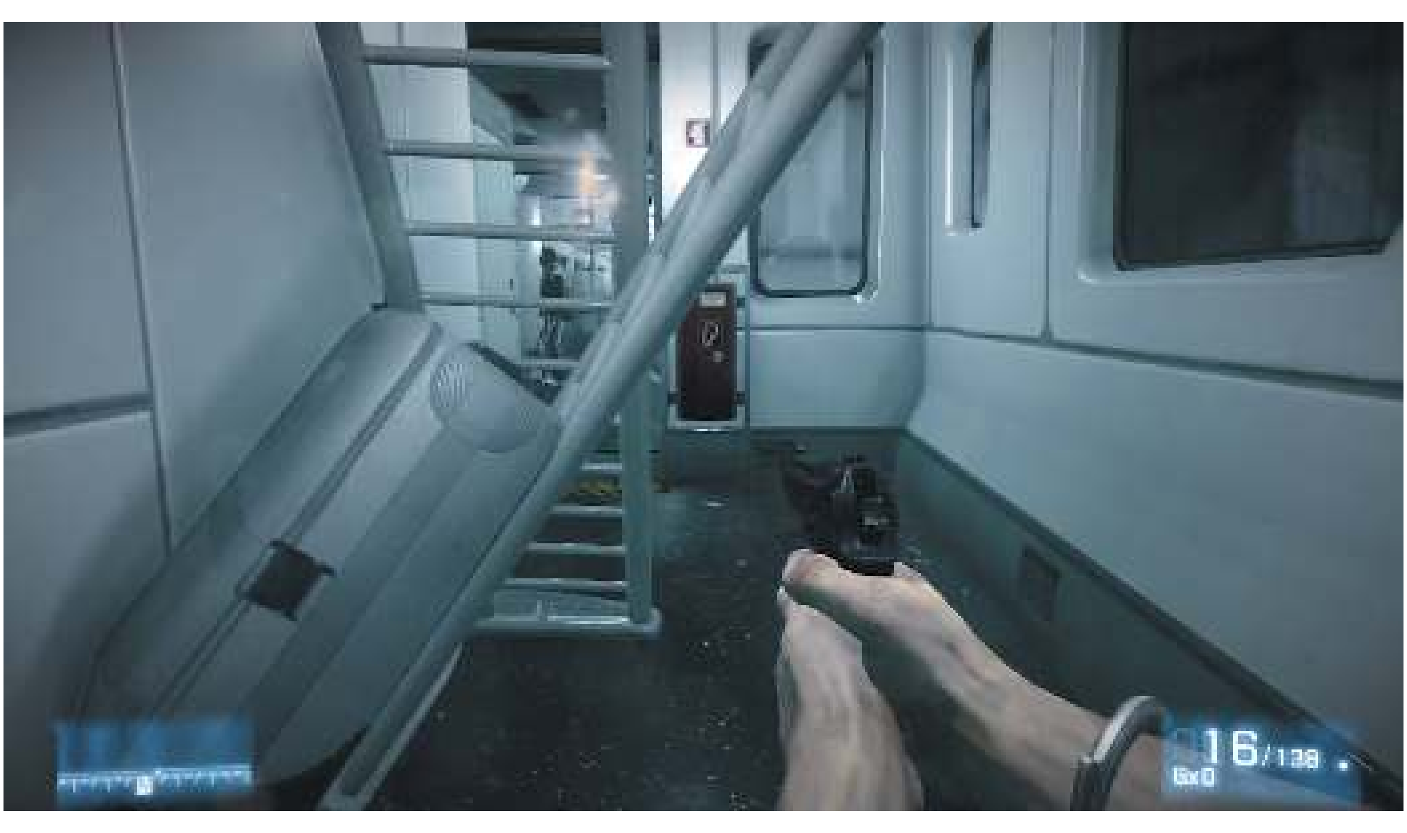
it's time to clear our the rest of the car before they decide you're better left like the rest of the poor, doomed passengers on this express car to... somewhere.

Follow the on-screen prompts for the basic controls to draw a bead on the fleeing masked combatants, drop them, and then proceed slowly toward the next car.

GET TO THE ENGINE

A mess of broken ladders and debris requires ducking, conveniently affording a clean shot at another of the masked men.

Take him out before carefully scooting left, using the wall for cover if the first few shots don't connect with the pair of enemies at the far end of the car. Once they're dealt with, proceed forward with caution.



At the end of the car waits the oh so helpful M1014—an Italian semi-automatic shotgun capable of laying down startling amounts of wide-area fire.

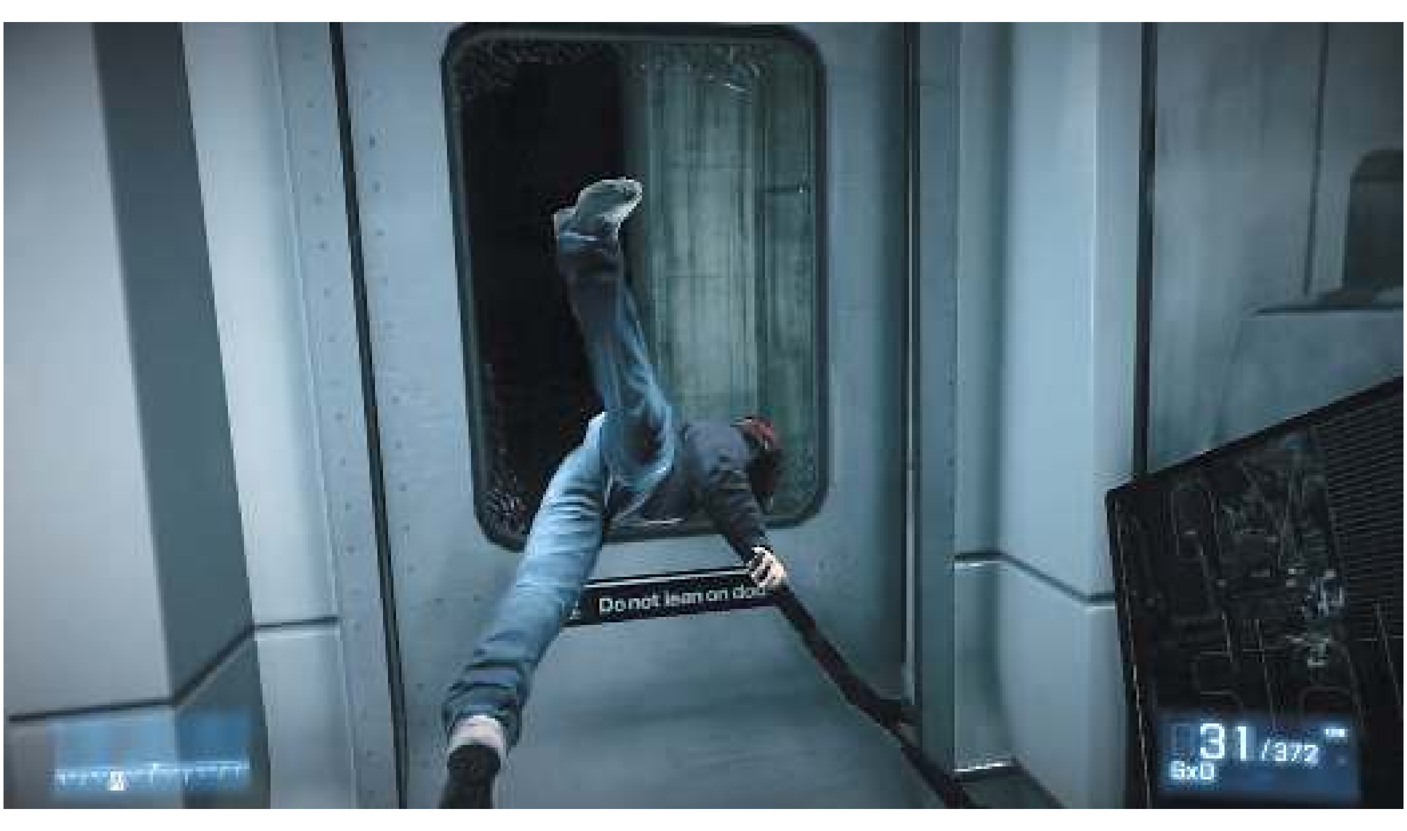
Tip

Close-Quarters Combat
Almost immediately upon entering the next car, a knife-wielding, gas-masked threat makes itself known with gusto.

Study the on-screen prompts here as closely as possible; in most cases, these surprise Quick Time Events will use the same few but-tons, namely the Fire, Grenade, and the Action Buttons.

This isn't always the case, but more often than not, it's best to have those fingers ready to quickly tap to avoid an unfortunate end.

Regardless, that handy semi-auto shotty isn't in your poses-sion for long; the masked combatant steals it, but not before you can do the same, helping to introduce him to the delights of New York City's light rail system at high speed.



Keep pushing forward toward the next car and ever-closer toward a rather bold, unmasked threat that has wired the car with explosives—explosives that are quickly counting down.

Look to the shattered window on the left and press the Action Button to slip outside the moving car.

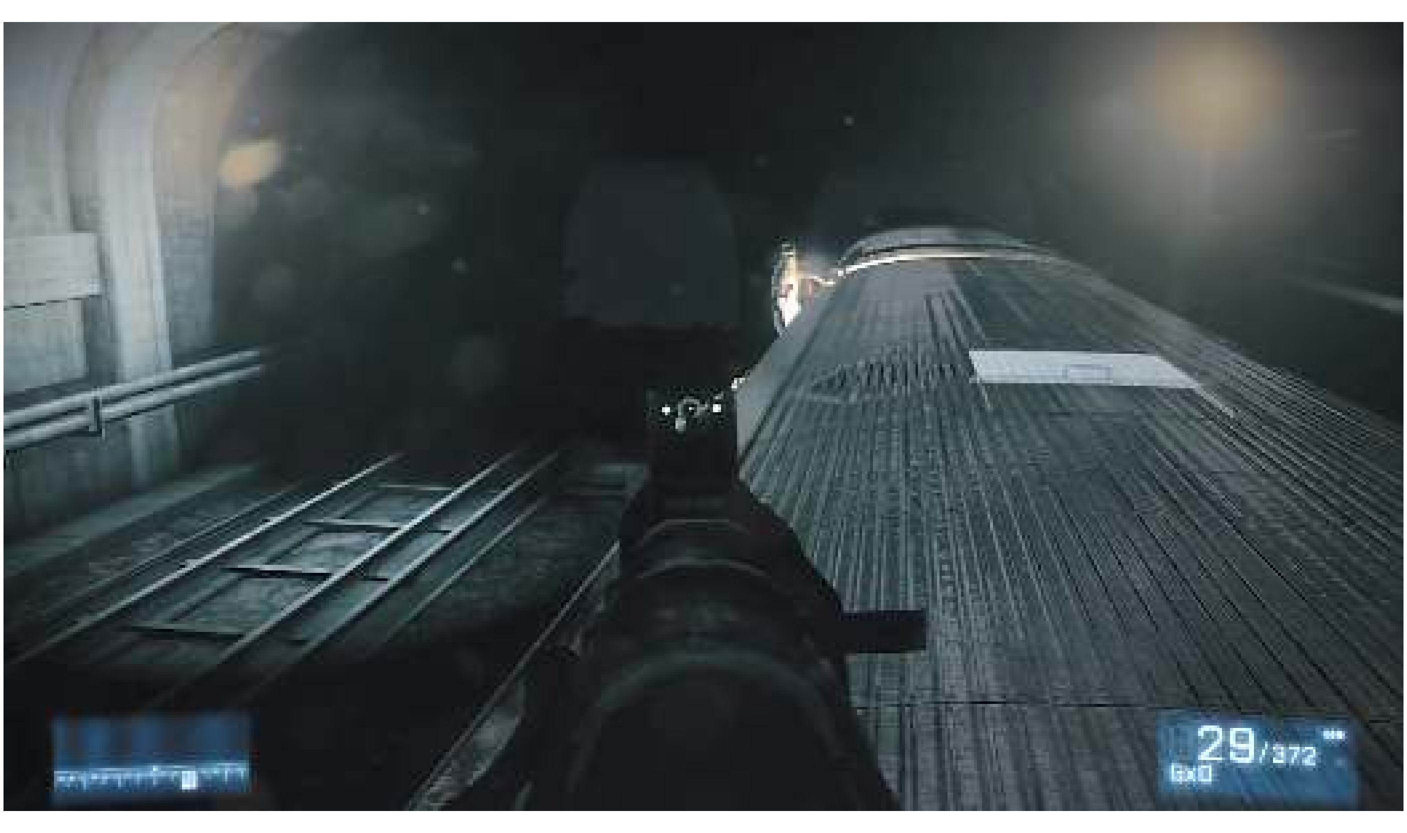
Caution

With the Quickness
The Quick Time Event that kicks off explosively is one of many to come, but this one is especially dire. After being shot by the unmasked mystery man, you'll need to quickly mash the on-screen button to climb up the side of the train and onto the roof.

The threat of immediate death may have been skirted, but that doesn't mean things are going to get any easier.

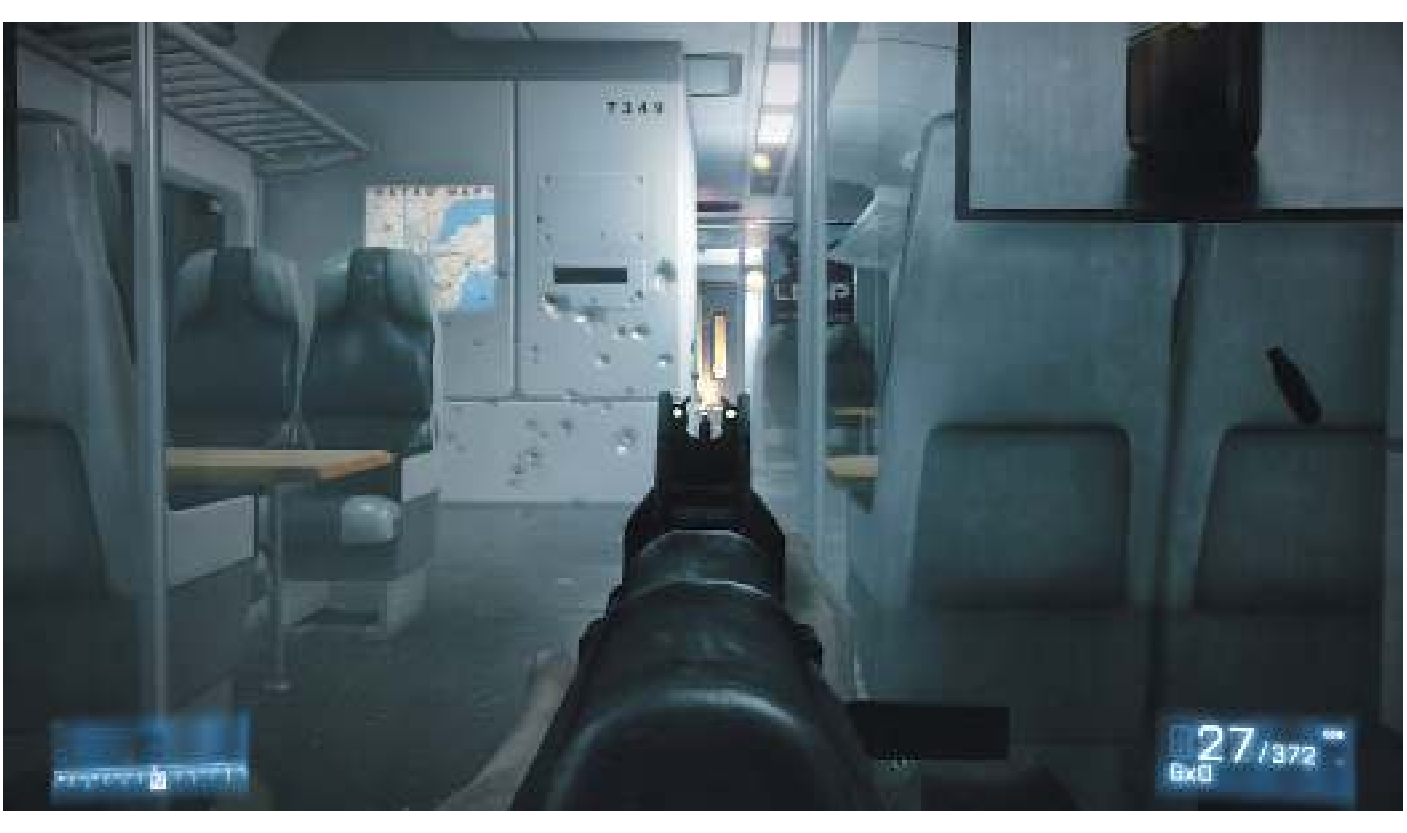
Three differ-ent tangos will attempt the same move you did, leaning out the window and opening fire directly toward the only non-metallic object on this subway car's roof.

Because there's no cover here, quickly acquiring the targets and taking them out with quick, short bursts of fire will ensure they end up where you don't want to be.



Another explosion rocks the car up ahead, sending debris screaming toward you. Don't worry about taking too much damage here, just keep battling the gale force winds as you march ever-closer to the front of the train.

Just before dropping into the entrance, a AKS-74u offers an extremely rapid-fire reward for surviving not one but two close-range explosions. Yes, you are a badass. Drop down into that train to continue to prove it.



More masked bandits pour in from the front of the car, but are quickly dispatched with the new weapon you just acquired.

Be particularly careful to grab cover with the small outcropping to the left, as there are numerous enemies here and their combined fire can be extremely dangerous on the harder difficulty levels.

Move forward slowly past the first set of seats to discover a few more threats taking cover to the left.

They're well covered here, and can completely duck out of sight. Proceed slowly until you've gunned them all down.

A few more masked enemies wait in the next car, but they can be easily taken out from the previous car with careful aim and judicious use of burst fire.

Continue forward slowly, sticking to cover and reloading after each firefight before popping out to re-engage.

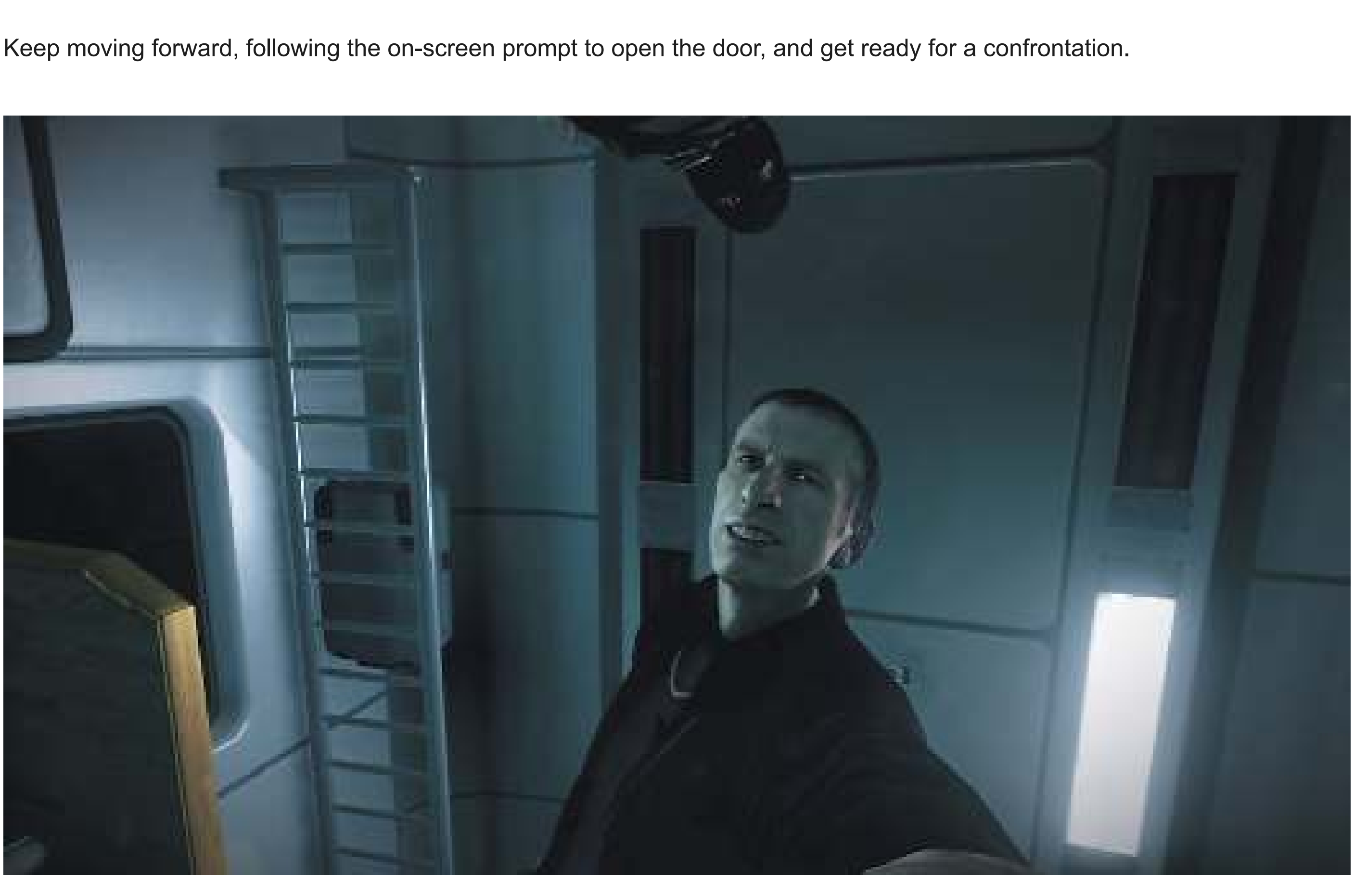
STOP THE TRAIN

One more enemy waits, using the flapping door as both cover and disguise. It can be rather dark here, so move carefully. Squeeze off a few shots between the doors as you move up to avoid the enemy getting the drop on you.

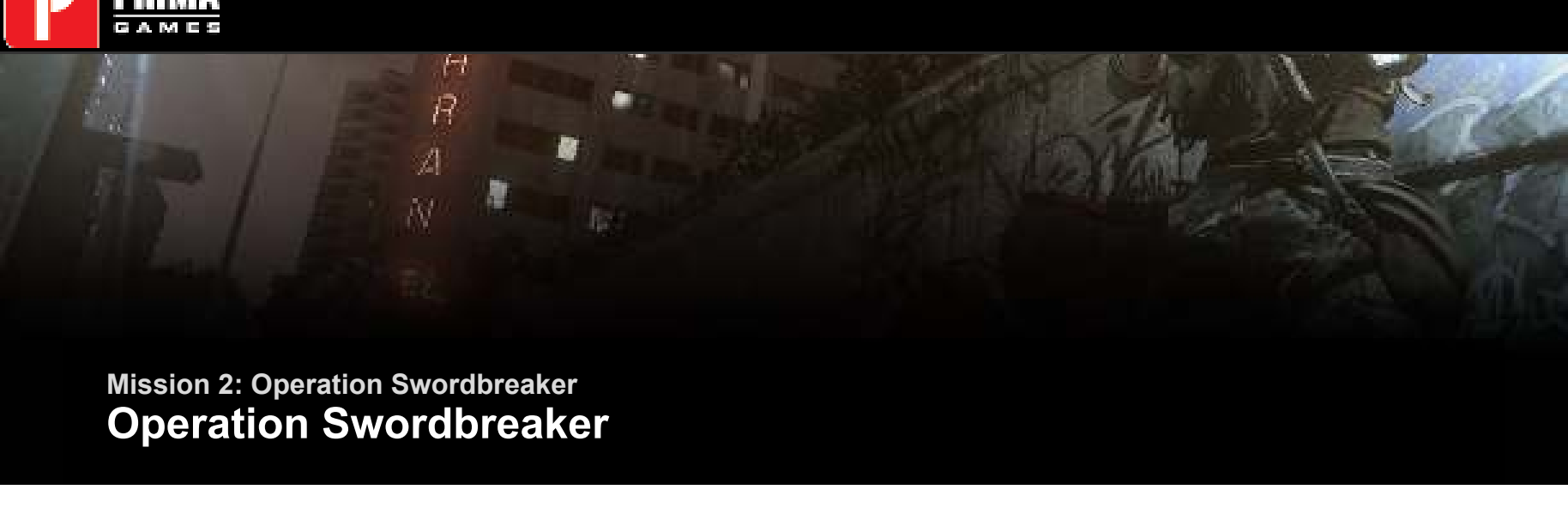
After moving forward a little more, the target objective behind the abrupt train-jumping becomes clear: those are big bombs, and they look ready to go off.

The goal here isn't to disarm them, though, it's to stop this train from arriving wherever it's headed, and fast.

Keep moving forward, following the on-screen prompt to open the door, and get ready for a confrontation.



There's nothing to be done here but to wonder what the hell is even going on. Thankfully, things will become quite a bit clearer in the hours to come...



Mission 2: Operation Swordbreaker

Operation Swordbreaker

Unit 1st Recon Marines
Callsign Sgt. Henry “Black” Blackburn
Location Al Sulaymaniyah, Iraq
Date March 15th
Time 1300hrs Zulu Time

The 1st Recon Marines have been diverted to an escalating situation in the town of Al Sulaymaniyah, a dense environment choked with as many PLR insurgents as innocent locals.

Contact with Viper Squad was lost just a few hours prior while they were investigating a possible IED. The urban landscape makes snipers and other PLR threats a very real, very dangerous likelihood.

You and your fellow Marines are to locate Viper Squad and call in CASEVAC if needed.

MOVE OUT WITH SQUAD

Al Sulaymaniyah’s opening view is a rather breathtaking one. Light spills through a massive set of arches on the way to the staging area, and a clear military presence has been established to confront the PLR streaming across the border from nearby Iran.

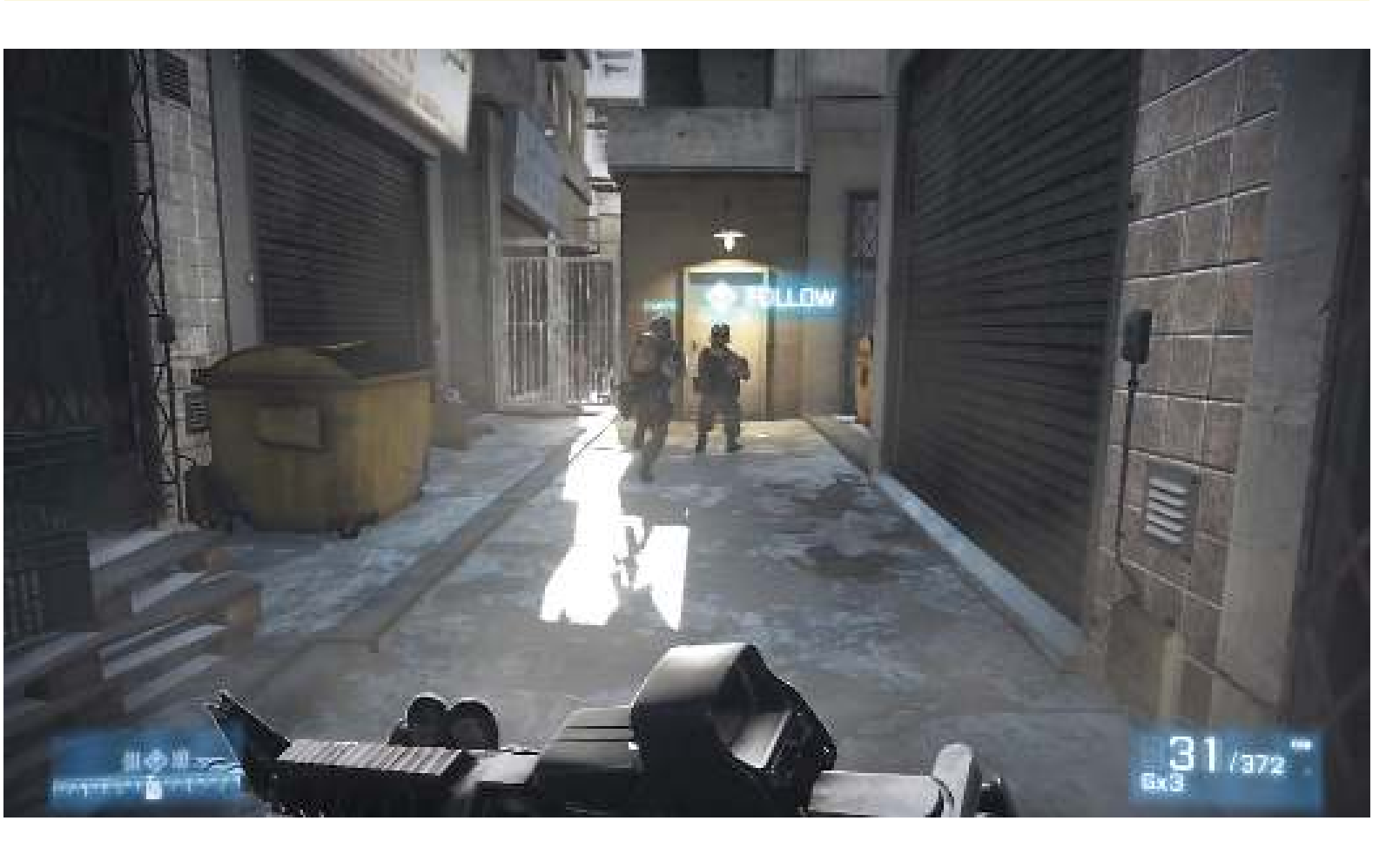
As the SITREP was rather vague, it falls to the 1st Recon Marines to gather more intel about the coming mission. Follow the other Marines through a covered alleyway to get the full briefing and prepare for trouble.

Jargon

CASEVAC

Short for Casualty Evacuation, CASEVAC differs from the more common MEDEVAC in that it is only used in extreme situations where immediate extraction from the battlefield is necessary.

CASEVACs are strictly for extraction, meaning much of the medi-cal equipment found in MEDEVAC vehicles are not present, and urgent care must wait until the final destination is reached.



FOLLOW SQUAD

Continue along with the rest of your squad down the alleyway and into a small hookah bar. Campo will breach, allowing entry into another tight alleyway.

A lone dog at the end of the alleyway only serves to highten the sense that what should be a bustling market is entirely devoid of other human life. Not a good sign.

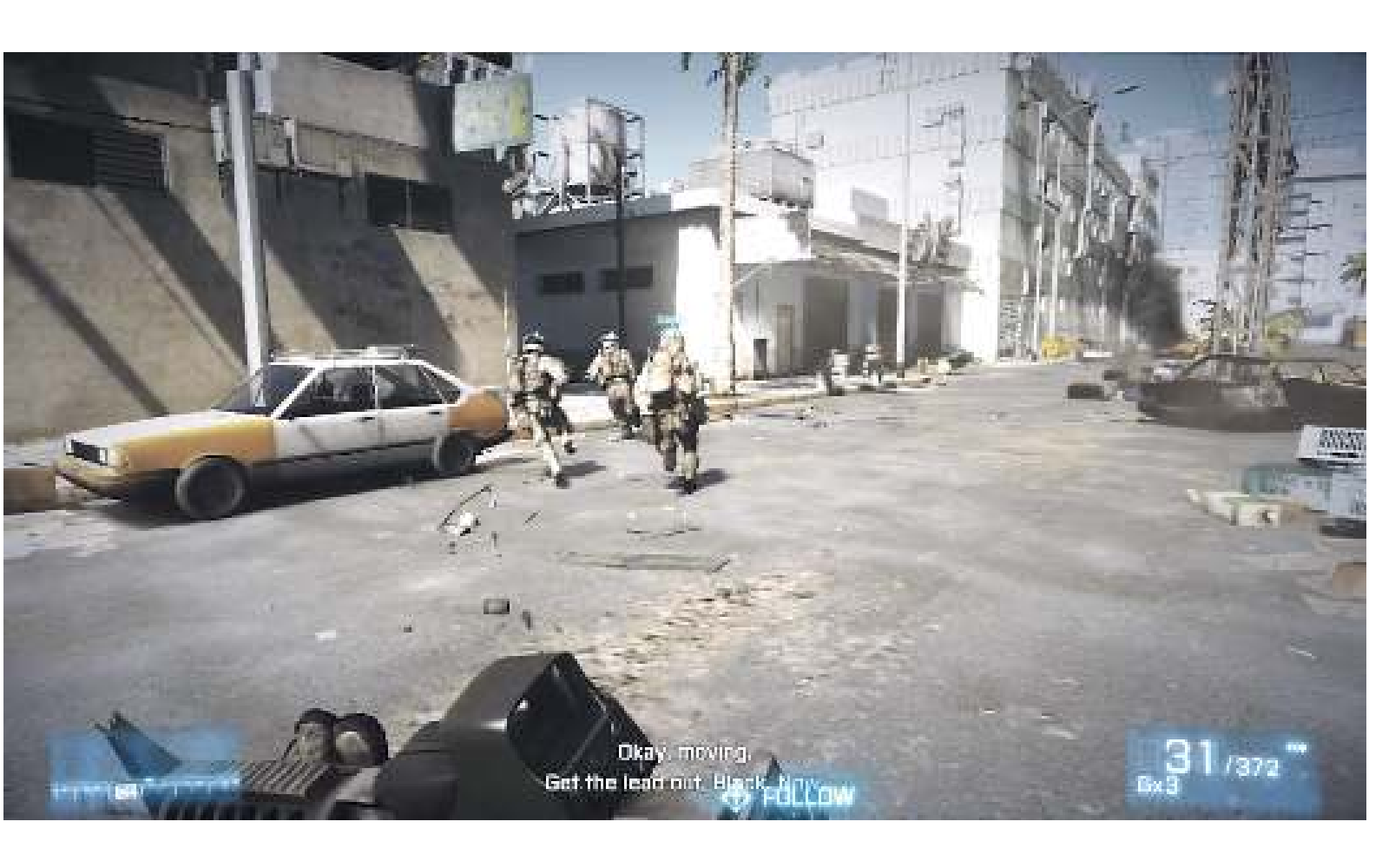
After pressing forward into another building, the squad will experience the first sign that Iraq is hardly a tranquil place. A tremor rolls through, but doesn’t do much in the way of damage.

Still, it’s an unsettling feeling when even good ol’ terra firma can’t sit still. Head up the stairs and hang a left to arrive near a gate leading into a wide open street.

Wait for a carload of PLR insurgents to pass, then wait for Chaffin, Montes, and Campo to cross before following behind Matkovic.

Don’t drag your feet here, Marine; double-time it to stack up on the door to the right with Matkovic while the rest of the squad sweeps around to the left.

Inside, a small garage sits empty, forcing another trip through a doorway and out into a far more open (and exposed) parking lot.



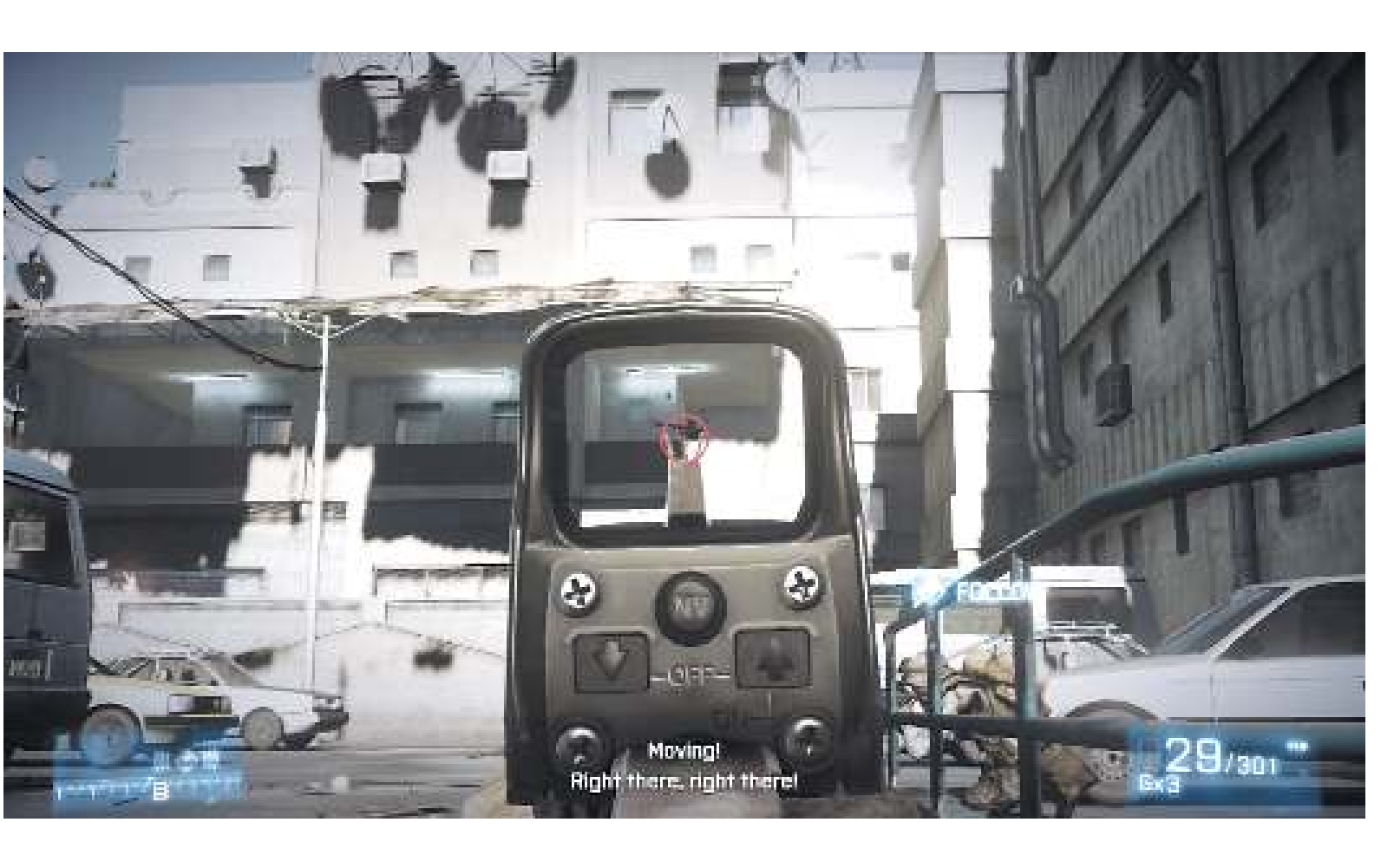
Jargon

SITREP

Situation Report, a literal up-to-the-moment breakdown of the cur-rent conditions of the squad or nearby allies.

Before you can even make it outside, Chaffin is tagged by a sniper. The wound isn’t fatal, but a downed Marine in the middle of an open area isn’t going to last long against a sniper.

Rush up to grab your squadmate and hammer the Action Button to pull them back into the relative safety of the garage. This is hardly an easy task; PLR forces quickly stream into the parking lot, and there’s precious little cover here to hide behind.



HOLD OFF ENEMIES TO THE EAST

Regardless of where you choose to make a stand, make sure you’re crouched—or even better, prone—if under heavy fire. The less of you that’s exposed, the better chance you’ll have at holding off this wave of enemies.

Make slow, measured attempts to breach cover, just long enough to acquire a target before popping back down into cover. Pop up, unload with bursts rather than spraying bullets, and dispatch each of the enemies as cleanly as possible.

Jargon

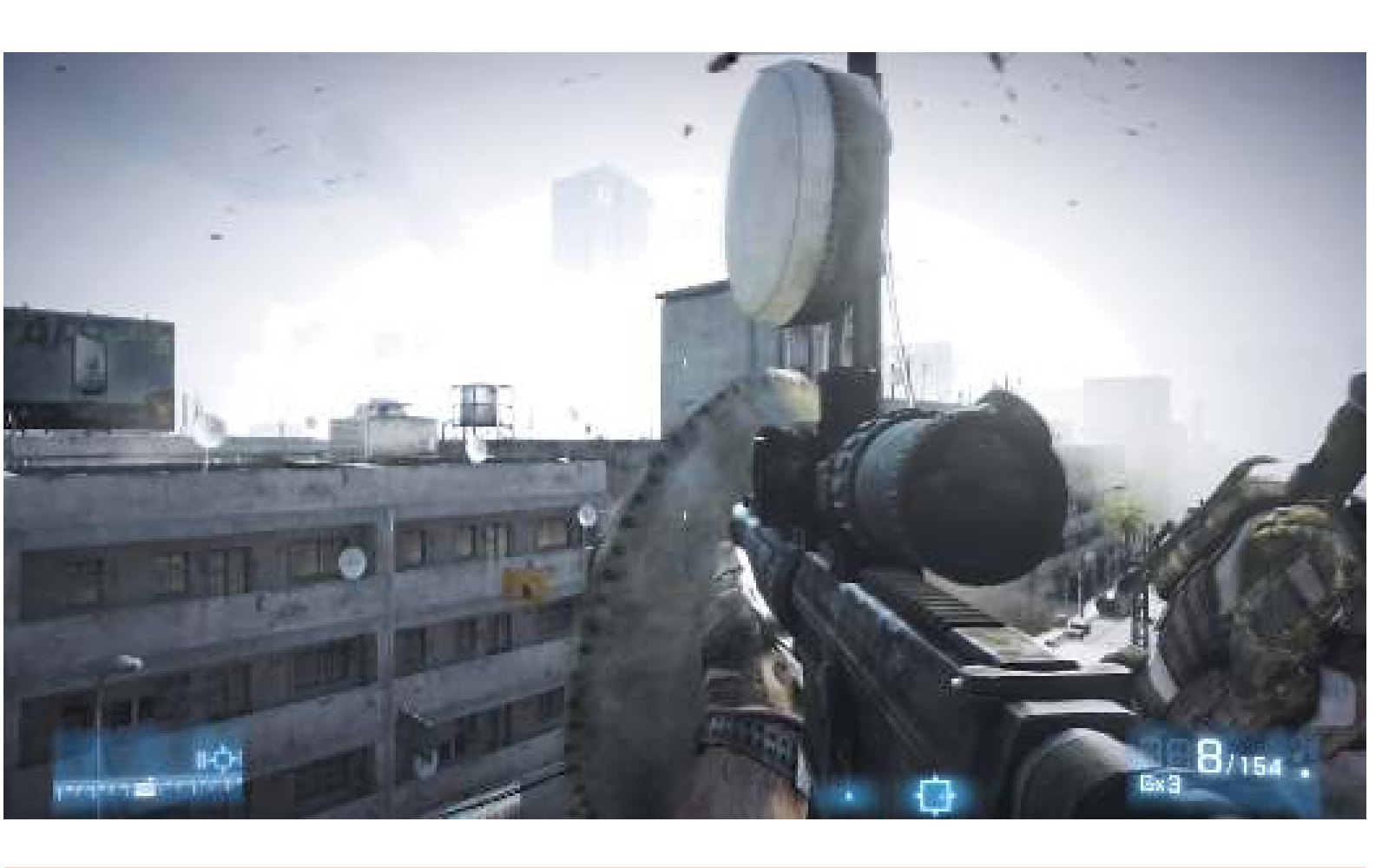
An Imperfect Circle
Keep an eye out for grenade indicators during this fight. When one lands nearby but not in your field of view, it will appear as a small glowing orb surrounded by a circle.

The PLR in this fight aren’t shy about using explosives, particularly on harder difficulty levels. Pay attention to the environment and scope outa secondary cover location that you can fall back to if things start to heat up.

TAKE OUT RPGS

Almost immediately after delivering a combined SITREP, a pair of RPG-wielding PLRs unleash their payload on a nearby van from the south. Don’t let it throw you off balance and move up quickly, making sure to take out both rocket men as they pop up from cover.

You’ll have a precious few seconds to take them down, so make those shots count. Go for headshots if either of the enemies is foolish to expose their noggins.



Caution

Explosive Consquences
Rocket-propelled grenades are dangerous in their own right, but they have the nasty habit of turning a normally safe bit of cover like a car or van into a powerful explosion.

Heed the advice of your squadmates and keep clear of the cars while the RPGs are still a threat, but remember that your weapons can deliver the same kind of results.

If multiple insurgents are bunching up near a vehicle, unload on it or lob a grenade to take out multiple enemies at the same time.

Tip

Center Mass
Use the western- and northern-facing sheets of corrugated metal to shield yourself while taking out the PLRs that swarm the area.

Not only is it semi-solid cover (dropping completely prone offers genuine cover for refilling health if needed), but offers a direct line of sight to enemies that might to enter from east.

Crouch here and unload much like you did earlier: burst fire, quick pops in and out of cover, and make sure you acquire a target before sneaking out of cover. It only takes a few stray shots to mark a rather bloody end to your service record.

Eventually, the PLRs entering the parking lot will subside, but there’s still the issue of what to do with that sniper. Regroup with the rest of the squad back in the garage to figure out a better way to take on the scoped threat.

REGROUP IN GARAGE

Chaffin is definitely in a bad way. Thankfully another squad moves in to help provide medical support while yours deals with the sniper personally.

FOLLOW SQUAD

Another dizzying trip up a staircase inside the garage leads toward the rooftop, but not before another tremor rocks the whole structure and the group is forced to sprint past the exposed windows on the west side of the building.

The second you arrive at the far end of the room, more PLRs open fire from behind a desk. Take them out quickly, then continue to follow the rest of the squad up more stairs.

Stack up with your squadmates and head onto the roof to get a better look at the POS that took out Chaffin.

That sniper isn’t some rookie pushover, and your squad has only made it easier to get picked off by ascending to his level. Before even rounding the corner, the telltale sound (and impact) of a .50 cal sniper rifle makes it obvious the insurgent knows you’re there.

Tuck in close behind Montes, waiting for each member of the squad to move from one piece of cover to the next.

Caution

Deadly Precision
Under no circumstances should you attempt to sneak a peek at the shooter even after everyone has crawled their way into the relatively protected corner of the roof.

Popping up here for even a second means instant death. Instead, wait for Matkovic to roll over a little explosive firepower of his own, tap the Reload Button when prompted to equip the RPG and get ready for some fireworks.

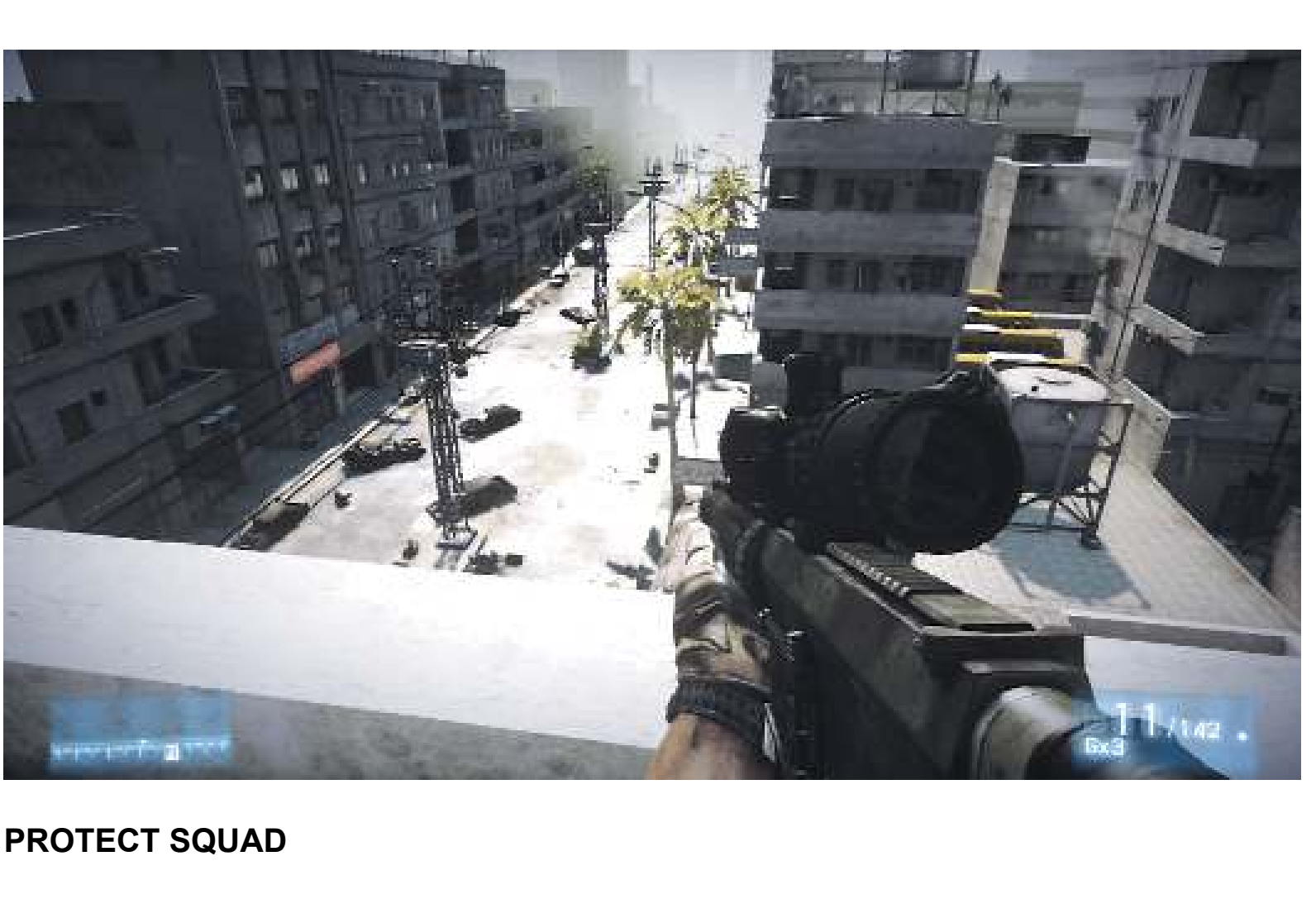
There’s no need to actually manually rise here; it’s done for you, so wait for the signal and resulting adrenaline-fueled bit of slow-motion. Keep an eye out for the glint of the scope, and send the business end of your single-use AT4 right into the sniper’s spider hole.

The resulting explosion offers some measure of vindication as it takes out Chaffin’s attacker.

GET INTO POSITION

The PLR aren’t the only ones with some serious sniping talent. Black is just as adept, and he’s packing a rifle of his own—perfect for covering the wide-open streets below for Chaffin’s extraction.

Head to the edge of the rooftop and look down toward a group of burned-out cars in the middle of the street.



PROTECT SQUAD

Directly northwest of the debris, PLR troops begin streaming out of an alleyway. More soon join the fight from the right, taking cover near car frames and dumpsters. When this first wave has been dispatched, another group appears on the rooftops across the street.

Because of their higher vantage point they actually can hit you, so take cover behind the nearby satellite dish if need be.

The enemies on the topmost floor are particularly dangerous, so dispatch them as quickly as possible. To mitigate the the scope sway when zoomed in, click and hold the Left Stick to take a big gulp of air and steady the shot.

Black can only hold his breath for so long, so make sure to take a few seconds to let Blackburn catch his breath between shots when targeting enemies.

A third group of tangos will try to rush the extraction squad as they move up to another car, pouring into the street and popping out from the rooftops. Deal with this threat like the others, holding your breath if needed.

A final group streams out of the very same gate your squad left a while back.Bear in mind that this group has seen you taking out their friends and will be just as concerned with attacking your squad as the rescue one—especially the PLR in the alcove-like upper floors of the nearby building.

Unload on them to finally clear the way for Chaffin’s escort to get him to safety.

FOLLOW SQUAD

Just as Doc Holiday reaches safety, the PLR comes tearing out of the woodwork, utterly swarming the streets on the way to the very building your squad is sitting atop.

It’s not really necessary or even prudent to attack these insurgents as they’ll just keep coming. Follow the rest of the squad back toward the door you entered from, this time sweeping around to the left side.

Campo and Matkovic grab a nearby plank and use it to create a makeshift bride to the nearby rooftop. Cross slowly and drop down into the neighboring courtyard.

Jargon

Oscar Mike
A combination of two military letters Oscar for O and Mike for M, used during radio communication to clearly designate letters that might be otherwise confused (M/N, S/F, etc.). “O M” means “On the Move”, so the squad is Oscar Mike toward the site where Viper Squad last made contact.

Jargon

Break
Used during radio communiques to indicate a pause in the conversation (as opposed to “Over” to mean preparation for a response, or “Out” to signal the end of the communication at the time). Because warzone radio chatter is often cluttered with multiple types of broadcasts, “Break” lets everyone on the same channel know there is room for more high-priority conversations to slip through as needed.

Tip

Salvation in a Box

As the squad makes their way through the courtyard and into a nearby building, they gain access to one of the most valuable objects in the field: the lowly Ammo Crate.

Sometimes hard to see, utilize these boxes whenever possible—simply walk up to it and all ammo for the currently equipped weapons will be replen-ished.

Bear in mind that Ammo Crates also often contain specific weapons that can make the fights immediately ahead a bit easier, so swap weapons as needed.More insurgents make you grateful for that Ammo Crate as they clog the nearby hallway to the left.

Take a cue from the rest of your squad and stack up next to them, crouching to stay out of the line of fire.

Sneak out, pop off a few shots, then get back into cover as needed. There are quite a few PLR insurgents in this tight hallway, and more move in as the squad moves up (including some that may fire prone).Stick to the generous bits of cover littering the floor while advancing.

When the group rounds the corner at the end of the hallway, they come upon a difficult sight: two of Viper Squad’s men have been slain, and as Montes kicks open the nearby door, the screams of the locals make it obvious something big is about to happen.

FOLLOW SQUAD

The meat market is anything but a pleasant place to go shopping. Viper Squad’s Humvee shows the signs of a brutal ambush, with a Viper squad member in grave condition.

After radioing for a CASEVAC, the discovery of an IED attached to the nearby van only makes things worse. While the rest of the squad is exposed, it falls to Black to investigate where the wires attached to the IED actually start.

Jargon

IED/Secondaries
Most explosives, like Improvised Explosive Devices, use sec-ondaries—materials that aren’t themselves volatile but will add explosive force to a nearby explosion.

In the case of Matkovic’s discovery, he’s found a bomb that’s primed to explode, but still needs that detonation force before it will go off. In other words, those wires leading... somewhere

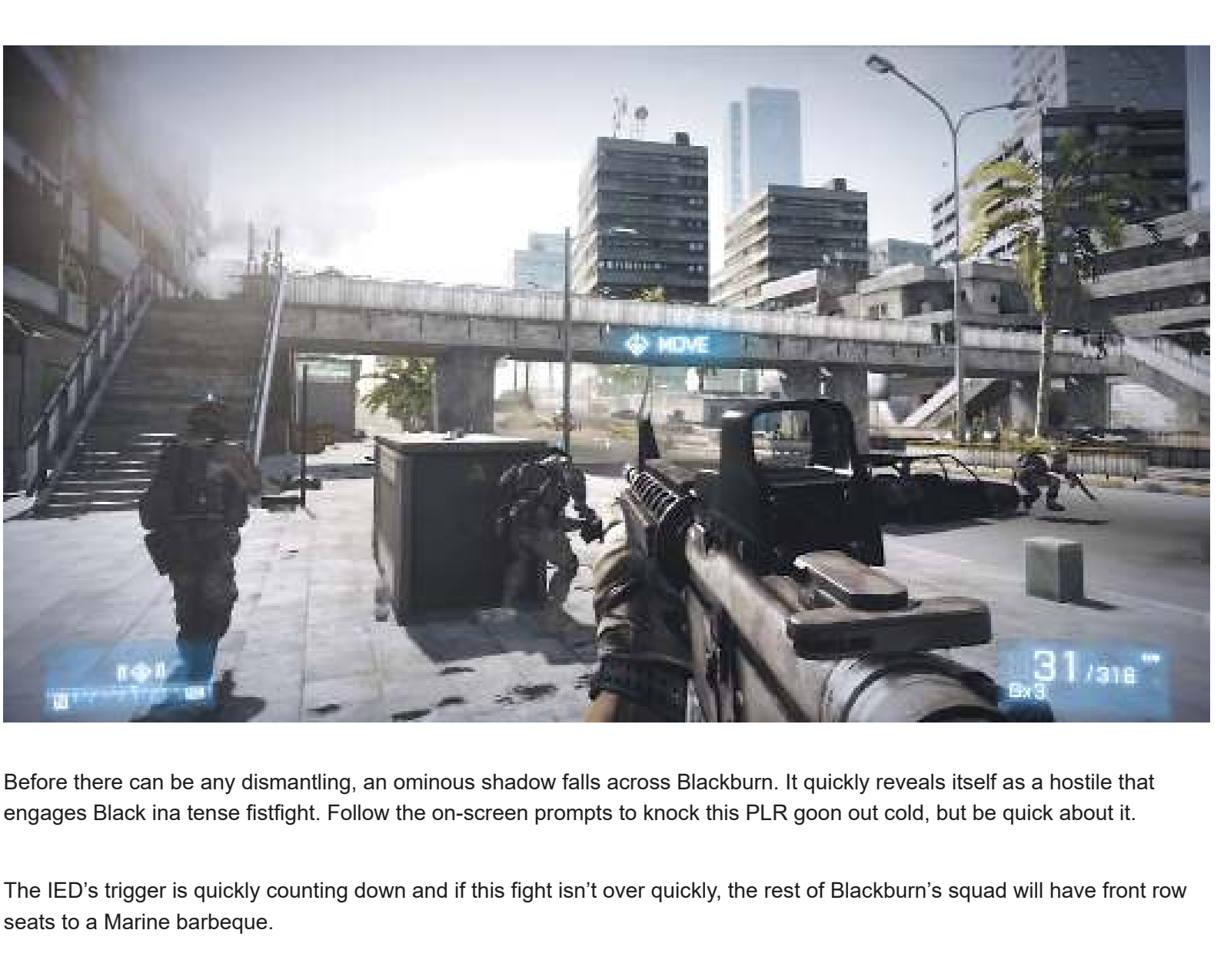
TRACE WIRE TO SOURCE

Black’s just been nominated for an emergency game of “follow the wire.” Use the Action Button to bust through the nearby door the wire runs under, into a laundromat and down a set of stairs to a decidedly dingy back room.

Both doors are locked, so you’ll have to go prone and crawl through the duct work to find out where the wire leads again.

Yet another tremor makes the crawl a little more interesting, but eventually the ducts lead to a hole that drops Black into the building’s basement. Head toward the wire and get ready to do a little disarming.

CUT THE RED WIRE



Before there can be any dismantling, an ominous shadow falls across Blackburn. It quickly reveals itself as a hostile that engages Black ina tense fistfight. Follow the on-screen prompts to knock this PLR goon out cold, but be quick about it.

The IED’s trigger is quickly counting down and if this fight isn’t over quickly, the rest of Blackburn’s squad will have front row seats to a Marine barbeque.

REACH THE TOP

Things topside haven’t gotten any less tense now that the bomb has been defused. Race up the stairs and then head back toward where you dropped in from the vent.

Hang a left and jump over the fallen shelving to arrive back at the crashed Humvee and van, steeling yourself for what is bound to be a huge fight in a very open, compromising market.

CLEAR THE WALKWAY AREA

CASEVACs may be used to extracting troops from dangerous areas, but no flying support can actually touch down to pull the injured Marines out without a clear, relatively safe place to land.

As Black exits the laundromat, more Marines are gunned down in front of him by serious weapons fire. Take up a position using the now-disarmed van as cover, taking out any PLR forces on the street.

Eventually, you’ll get the call to take up some heavier arms of your own.

HOLD THE WALKWAY AREA

Jargon

LMG
Contrary to their name, Light Machine Guns are anything but underpowered. Their name comes from the ability to provide heavier firepower than a standard assault rifle, but they’re “light” enough to be deployed with a simple bipod near the barrel.

Big-ger machine guns may require a tripod for more stability, making them Medium Machine Guns.

An LMG’s ability to be quickly deployed to provide covering fire or bursts of hot lead at multiple targets makes them an extremely good tool for evening the odds.

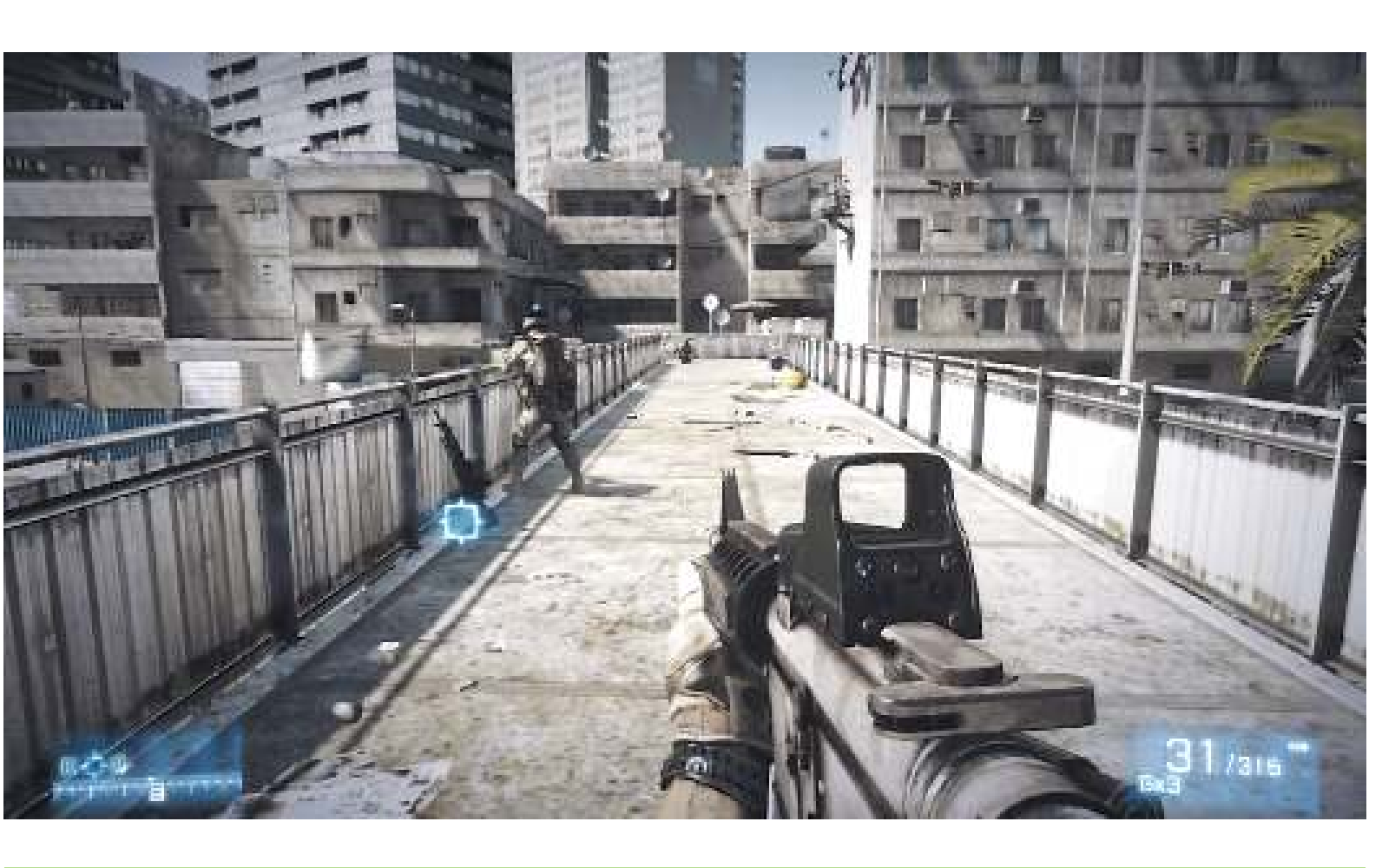
Quickly move Black up the nearby stairs toward the waypoint on your screen. Grab the LMG and get ready to push back against the PLRs flooding the streets. If needed, the corrugated sheet metal offering paper-thin cover can be knocked out with a burst from the LMG.

Once it’s cleared out,you can go prone and pop the bipod to steady the LMG while looking through it’s scope.

Gun down as many of the insurgents as possible, making careful note of ones that are grouped near the building to the left. As the crude cover disintegrates under a barrage of gunfire, move to another sheet of metal to allow the color to seep back into Black’s world.

A pair of explosive threats must be mitigated as best you can; grenades will be lobbed up onto the walkway even as RPGs are deployed to add even more pain.

Take out the RPG grunts first, as they present the most pressing danger. Don’t forget to keep an eye out for that grenade indicator; these guys have better throwing arms than you might think.



Tip

Big Gun, Big Clip
One of the LMG’s best traits is that it has a monster-sized clip to deal with threats. The downside? It takes much, much longer to reload than other weapons; the case must be opened and a new belt of rounds inserted.

In all, the process takes several seconds that can feel like an eternity, and can leave you open to incoming fire. Make the most of the 100 bullet belt by staying the urge to reload after every firefight.

Nothing’s worse than getting gunned down while in the middle of a reload.

GET ON 50 CAL

Eventually, a pair of enemy vehicles with some heavier firepower will show up. Even with the LMG, Black’s not going to last long against them, so head back near the Humvee and hop in the .50 cal turret highlighted on the HUD to begin repelling more insurgent forces.

DEFEND

The most immediate threat that must be dealt with are a few PLRs directly in front of the turret and a few more near some cars to the right.

Both are capable of attacking Black quickly, so deal with them before turning the barrel on the stream of enemies pouring out of the street—at least until a real earthquake putting the previous tremors to shame rips through the streets of Al Sulaymaniyah.

Not only does it crinkle the concrete streets like so many sheets of paper, but the building dead ahead starts to pitch... and then tumble directly toward Black.

Mission 3: Uprising

Uprising

Unit 1st Recon Marines
Callsign Sgt. Henry “Black” Blackburn
Location Al Sulaymaniyah, Iraq
Date March 15th
Time 2036hrs Zulu Time

After an Impromptu CHANGES nap, Blackburn wakes to find Al Sulaymaniyah in ruins. The quake has absolutely ravaged not just Iraq, but neighboring Iran as well.

The whole border area is left in shambles while a madman and the PLR occupy the former Iraqi town en masse.

If Black is to have any chance of surviving, he must make his way under the cover of night to first find a weapon, then reach the extraction zone without becoming another POW—or worse.

RETRACE STEPS TO BAZAAR

Despite the raw troop numbers and generally unfavorable lighting conditions, there’s still plenty of shadow here to hide within. Stay out of sight of the PLR as they scour the area.

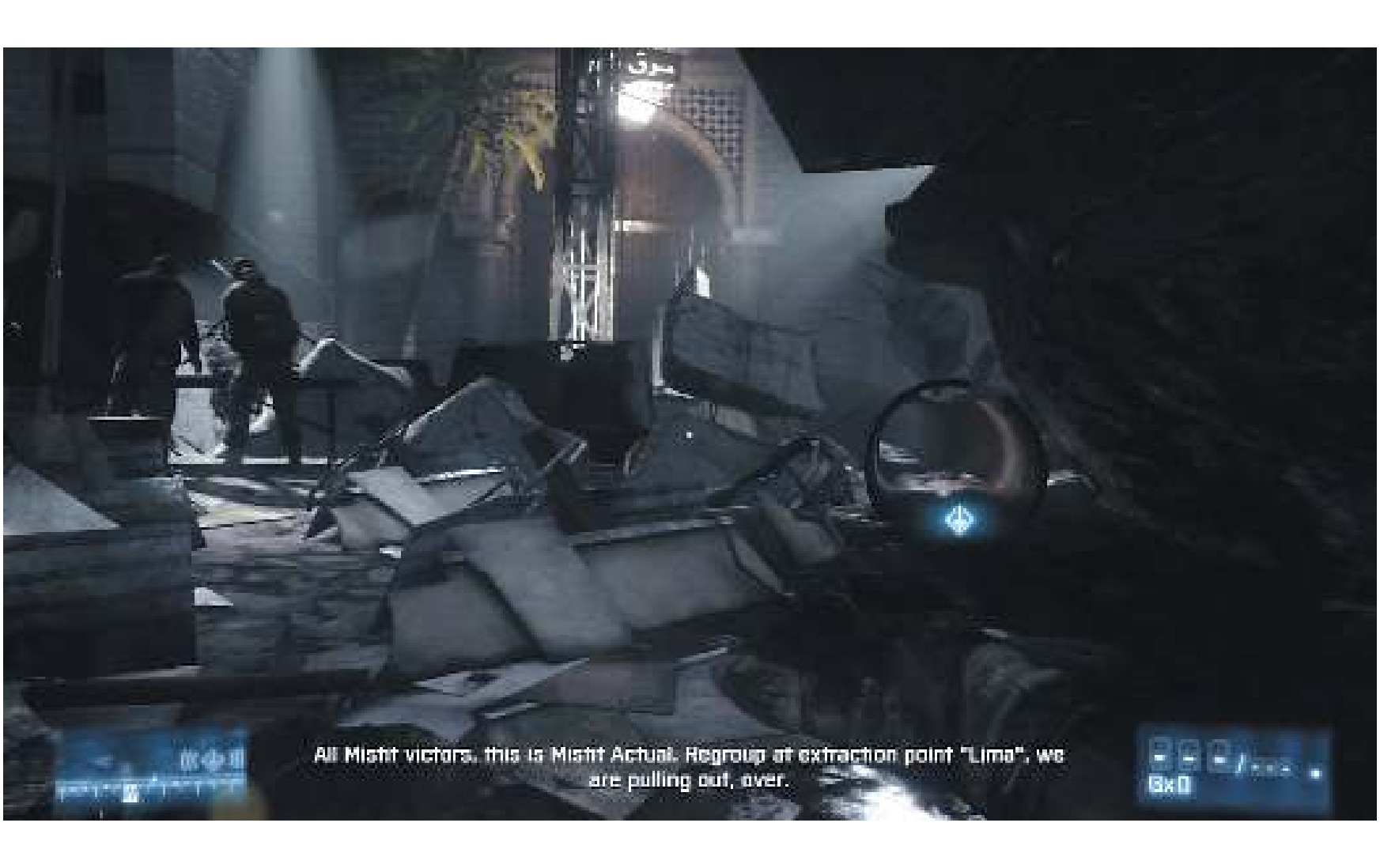
Move slowly along the channel created by the quake, sticking to the right wall where the lip above keeps Black out of the light.

Crouch under the downed heli’s skids and continue to stay to the right within the shadowy passage created by the overhang.

A lone guard with a flashlight complicates things a little as you inch farther ahead. Fortunately, the sweep of his light follows a pretty simple path.

Wait for it to sweep toward Black, then to the left to inch underneath the guard, hugging the wall to the right.

Another sweep back to the left allows further movement toward a pipe in the distance reveals some startling news: a dead Marine tumbling out of the wreckage of a Humvee has a radio quietly broadcasting that the allied forces here are leaving—and soon. Time to get to that RZ.


All Misfit victors, this is Misfit Actual. Regroup at extraction point "Lima", we are pulling out, over.

Upon nearing the pipe, a prompt to go prone appears, allowing access away from the PLR patrols. Head through the pipes, dealing with a surprisingly tenacious rodent, then head toward the open door in the distance by using the familiar Action Button prompt.

Caution

Rats!
For a particularly entertaining death, simply spare the rat from the busi-ness end of your blade. It means having to repeat this short little sequence again but trust us, it’s absolutely worth it for Black’s last few moments before shuffling off this mortal coil.

SECURE A WEAPON

An oblivious PLR combatant is too busy studying something on top of all those rugs to notice Black’s presence until his blade opens up the opportunity to pilfer his weapon.

Quickly draw a bead on the alerted soldiers and take them out if possible, but taking cover is the absolute priority here. At such close range, these enemies can easily end your game even on lower difficulty levels, and on the harder ones? Forget it.

Pop up quickly to spot a target, line up a shot, then drop to recover any health if needed. Squeeze off quick double-taps to the targets’ centers of mass or quick headshots to end this bit of resistance. Once they’re eliminated, gear up for their backup to arrive.

RETRACE STEPS TO PARKING LOT

A few latecomers will round the corner to the right. Deal with them similarly, using low cover to sneak out and add a few more headshots to Black’s total.

As soon as they’re dealt with, proceed down the darkened hallway toward a blaze at the far end toward another short encounter with a few more PLRs before rounding the corner to the left.

An ominous chopper patrol and a few far-off troops are still scouring the area. Deal with them from the relative safety of the nearby crates, then move forward toward even more quake-riddled streets and a handy Ammo Crate.

CLEAR THE AREA OF ENEMIES

This parking lot is far more rife with threats than it first appears. A pair of PLR patrols are busy snaking their way through the few cars that haven’t been completely destroyed by the quake down below.

Unseen, more wait to the right, obscured by a small outcropping of concrete and burned-out car frames. Obviously, dropping down into this lower area would be a bad idea. For one, the upper area provides a terrain advantage.

But more importantly, there’s only one place that the enemy can actually flank you: on the far right past the cars, there’s a small ramp allowing enemies up.

Keep this in mind while going for a fairly easy Achievement/Trophy—easy as long as none of the PLR actually catch sight of Blackburn.

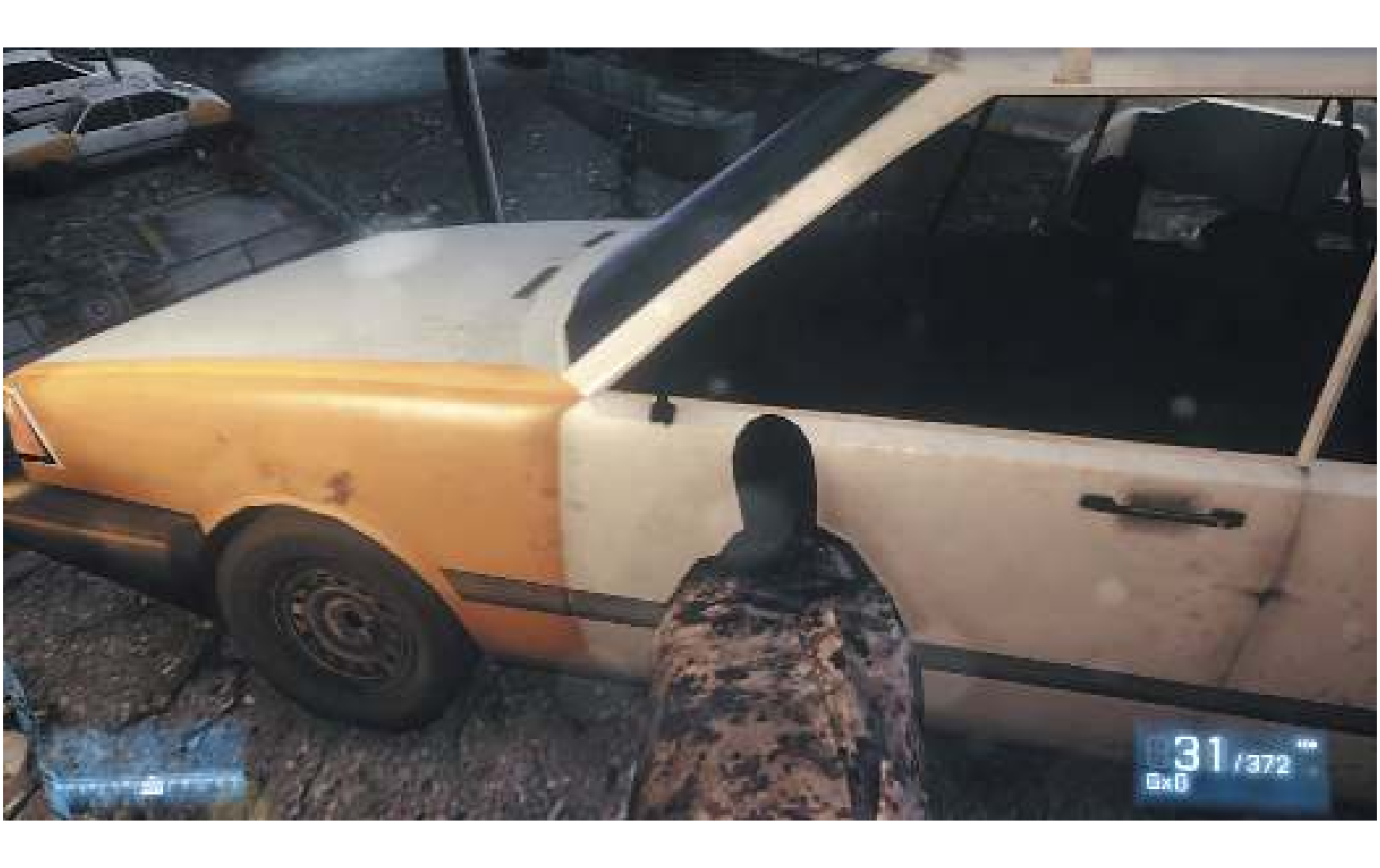
ACHIEVEMENT | TROPHY

Heads Up

Head right while staying crouched to avoid the patrols below. Scoot around the fire toward a precariously positioned taxi. Look down to the left, waiting for the two-man patrol to slowly make their way toward the cab.

They’ll never walk directly underneath it, but that’s fine; they aren’t the ones that are going to made into Liberation pancakes.

When they’ve swept back out into the parking lot, mash the Action Button to kick the cab down onto the poor sap below to snag the Achievement/Trophy, then quickly shift left to grab a bit of cover, as the cab has now left this landing exposed.



Caution

Check Your Six
As mentioned before, this little area is great for firing down on enemies, but it can be easy to get tunnel vision while gunning down the troops below.

Keep your head on a swivel here; as the first few enemies are taken out, more will come pouring in from the garage, and they’re well aware of your position.

Move back toward the white car next to the fire and use it for cover before enemies can get the drop on you.

Alternately, cut off their only means of getting up to your perch by using the rubble as cover while slowly moving forward to deal with the enemies in the garage.

Whatever your strategy, make sure all the enemies are cleared out of this area before following the waypoint marker back into the garage.

A small aftershock rocks the building, killing the lights and offering a few audio cues that things are about to get dicey again.

Hit up the Ammo Crate to the right of the rolling doors, but quickly beat a path back into the small side room in the northwest corner of the building.

Keep your eyes on the leftmost door for a few more PLR interlopers. After the investigative unit is taken out, proceed from cover slowly, gunning down any other PLRs in the open—there’s one near the white car, and another next to the planters in the street.

The surprisingly intact bus ahead is blocking the main path. There’s no way to get to the upper landing where its back end sits, so it’s time to hop on the bus and investigate.

As Black nears the edge of the vehicle, an RPG strike tears open the roof and creates a second point of entry. Stay crouched to avoid incoming fire, popping out to zero in on the flashlights the PLR are carrying.

Take them down one at a time, ducking back into cover as needed. Once all the lights have been permanently extinguished, make note of the next waypoint objective and keep your sights trained on the distance.

After another, more powerful aftershock hits, there’s precious little time to gun down the two targets in the distance.

After making your way back through a familiar gate, an insurgent will kick open the very same door Black’s squad moved through what seems like ages ago.

Gun him down quickly, then retrace your steps back through the choked (and now half-destroyed) rooms on the way to the original rallying point before everything went to hell.

ACHIEVEMENT | TROPHY

Involuntary Euthanasia

Speed is absolutely critical here; the falling building ahead offers just a scant few seconds to acquire the twin targets before the building pancakes the pair as only tons of falling debris can.

The first begins sprinting away to the left more or less out in the open, while the second is frozen in his tracks next to the wreckage of a car.

Go for the target on the left first and then move on to the right before debris can claim them.Montes makes for an unlikely reunion Black spills out into a hallway, delivering a grim bit of news: the dust-off of the extraction vehicle is quickly approaching.

Time to race back to the extraction point—and fast.

FOLLOW
Come on, let's get the fuck outta here.

FOLLOW MONTES

Jargon

MILNET
MILNET is the first spin-off from ARPANET, one of the packet-switching pillars of the original Internet. The Military Network allows unclassified information to flow between various global military operations overseen by the Department of Defense, using much of the same underlying technology as the Internet.

However, MILNET is understandably walled off from civilian Internet applicationsthat otherwise piggyback off the ARPANET foundation.

The initial sprint back toward the Ospreys should feel eerily similar. In the darkness, the small alleywayscrowded with covered shops just a few hours ago looks quite a bit different now.

Duck into the hookah bar and wait for Montes to raise the door just enough to duck under, then keep on his tail as he sprints back toward freedom.

Hardly a few seconds go by before yet another firefight breaks out, this time between departing Marines and more PLR insurgents.

Sprint down toward the flares and take cover behind the left Humvee to assist Montes and the others with the extraction.

REACH EXTRACTION POINT

ENTER HUMVEE TURRET
HOLD OUT FOR OSPREY

There’s really nothing the Marines can do but lay down enough suppressing fire to hold back the swarms of PLR that threaten to compromise the extraction landing zone.

Hop in the nearby Humvee’s turret and swivel the mounted .50 cal turret around easily to acquire targets. Thankfully, there are really only a few places the PLR seem to be coming from.

The first is dead ahead; a set of cars, one with its lights still on, offer a steady trickle of PLR targets to mow down. The second is a small covered camp-out spot near the central lighting towers on the street.

The third is a wall near a white car offering cover to the PLR streaming out of the alleyway behind it. Avoid taking out the car if possible; while it makes for a satisfying explosion, the flames and smoke it spews out help to obscure the PLR coming out of the alleyway.

Quickly find and take out the various targets as they continue to leak into this area while waiting for the arrival of the Ospreys.

Caution

Fire, Don’t Forget
The .50 caliber turret’s ammo iseffectively unlimited, but the gun heats up rapidly during bouts of sustained gunfire. It doesn’t take much; if you start to hear the rate of fire slowing accompa-nied by a heavier chugging sound, ease off the trigger and allow the gun to cool.

It takes several seconds for it to cool off, which is why it’s extremely important to avoid letting it happen in the middle of a firefight.

It only takes a single round to take down a ground troop with a weapon this mighty, so fire in single or few-round bursts rather than simply opening up with everything the turret has. Nobody likes taking a bullet to the dome because they were stuck waiting for their own weapon to cool down.

Jargon

Osprey

The MV-22 Osprey, a variant of the Bell-Boeing V-22 is a staggeringly agile, resilient Vertical Takeoff and Landing (VTOL) and Short Takeoff and Landing (STOL) tiltrotor aircraft.

It’s capable of setting down almost anywhere and taking off just as easily thanks to its ability to swivel the rotors from a normal helicopter-like position parallel to the main fuselage to one perpendicular, allowing full forward thrust.

This allows the aircraft to descend more or less straight down like a helicopter, yet also achieve far faster forward speeds than a conventional heli.

This versatility is thanks to its turboprop engine that combines normal rotor blades and a jet-like turbine engine.

This combination of helicopter and airplane technologies gives the MV-22 a clear advantage at both high-altitude deployment and low-clearance loading, making it a perfect extraction vehicle for the Marines currently under fire.

The Osprey takes a little small arms fire while beginning its descent into the LZ, but shrugs it off. It’s not until an incoming RPG from the nearby rooftops smacks into it that the pilot must find a more secure LZ to pull everyone out.

While it relocates, concentrate fire to the front of the Humvee, down a darkened alleyway where plenty of PLR targets offer a chance to really unload with the .50 cal.

After a gunning down a wave of enemies, a well-placed RPG will streak straight towards Black and the Humvee, knocking him clear.

Caution

Make Like Usian
The final part of this mission is a simple and clear-cut one: get your ass into that Osprey, Marine. Of course, the hail of gunfire coming from the left isn’t going to make it a leisurely stroll—espe-cially on the hardest difficulty level.

Don’t even think about return-ing fire here; there’s far too much incoming fire, and the Osprey is already beginning its dust-off. Instead, employ a combination of sprints and dives to maintain forward momentum at all times.

It’s going to be a seriously difficult push to make it through the open, but the small channel through the crumbling street offers just a bit more protection from flanking fire.

After that, a straight sprint should be more than enough to grab Montes’ outstretched hand and kiss Al Sulaymaniyah goodbye.

Mission 4: Going Hunting

Going Hunting

Callsign Lt. Jennifer "Wedge" Coleby Hawkins - WSO
Location USS George H.W. Bush, Persian Gulf
Date October 31st
Time 0600hrs Zulu Time

Mission Summary: The Marines on the ground need a little airborne firepower to help assist with operations in Tehran in the search for a high value target.

Unbeknownst to Lt. Hawkins, her sortie has a direct link to Blackburn's operations on the ground, albeit from a few thousand feet up.

Jargon

CAG, WSO
The Commander, Air Group, is responsible as the chief pilot for organizing any air operations onboard an aircraft carrier. In this case, operations are being handled by the U.S. Navy.

Hawkins is actually a "wizzo" or Weapons Systems Operator that can be a member of the Marines or Navy. The WSO handles the actual firepower in the back seat of an F/A-18 Hornet while the pilot takes care of maneuvers.

Jargon

Whisky Delta
Literally "weak dick," this indicates an operation that is not for the faint of heart or flaccid of extremity. In other words, this is not go-ing to be a normal flight op, and is of extremely high priority.

Jargon

DASCA
Direct Air Support Center is an ad-hoc, ground-based setup to allow coordination between forces on the ground and air opera-tions underway overhead, including operating unmanned UAVs and drones.

During this mission, you'll hear plenty of chatter from the DASC as they relay intel from troops on the ground, making this easily one of the most chatter-rich parts of Battle-field 3's campaign.

Jargon

ELINT
In combat, the single most important element is information. The more one side knows about the other, the better prepared they are in nearly all operations.

This is precisely why Electronic Signals Intelligence is so valuable. ELINT is essentially a cross-section peek at the detectable spectrum of electronic signals.

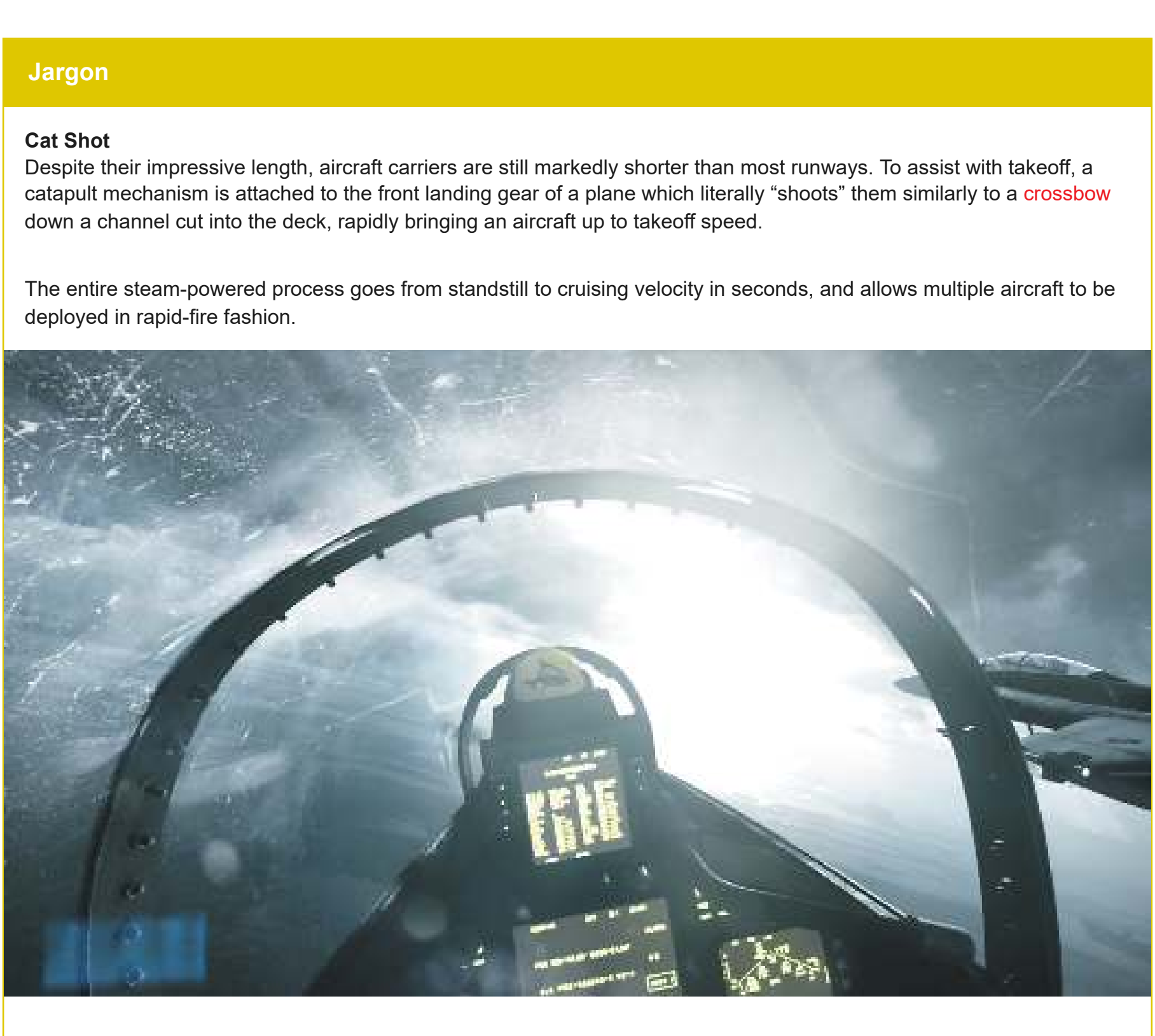
It can create a surprisingly detailed construct of various radar, electronic, communications and even GPS frequencies that reveal installations, vehicles, and more.

Anaylzing all the signal noise coming from an enemy location, ELINT provides critical informationthat even satellite or infrared observations may miss.

Jargon

Cat Shot
Despite their impressive length, aircraft carriers are still markedly shorter than most runways. To assist with takeoff, a catapult mechanism is attached to the front landing gear of a plane which literally "shoots" them similarly to a crossbow down a channel cut into the deck, rapidly bringing an aircraft up to takeoff speed.

The entire steam-powered process goes from standstill to cruising velocity in seconds, and allows multiple aircraft to be deployed in rapid-fire fashion.



COMPLETE PRE-FLIGHT CHECKS

Sometimes being aboard an aircraft carrier almost seems magical—aside from the cramped quarters, lack of personal space, long deployments and cacophonous ambience, of course.

Still, the ramp-up to this flying op is nothing short of an audiovisual overload in the best possible way. Sit back and enjoy the brief tour of the bowels of the USS George H.W. Bush before heading up onto the deck.

Amid choppy seas and the constant spray of the Persian Gulf,follow the on-screen prompts to complete the pre-flight check.

Lower the canopy, check flaps/stabs, spin up the main cannon, check that missiles and countermeasures are good to go, and then hold on for the coolest roller coaster ride ever made.

Jargon

HMD
A Head-Mounted Display is one of the most lethal tools a wizzo has available to them, allowing targeting through the simple ac-tion of looking at (more specifically, turning one's head toward) a target.

With it, weapons can be deployed without ever taking eyes off the target. When dogfighting, keeping tabs on a target is absolutely paramount.

Constant breaks, dives, ascents, and rolls are used to help shake pursuers, and all it takes is a second of lost focus to turn the predator into prey.

Jargon

Angels
Altitude in thousands of feet. "Angels" precedes the actual measure-ment, so "angels 3" indicates an altitude of three thousand feet.

After turning to a proper heading, you and your wingman punch through heavy clouds on the way toward potential targets. There's not much to do here save for admire an incredible view, but things are quickly going to change.

Take a deep breath and prepare for the most expensive game of cat and mouse on the planet.

Jargon

IFF
Identification, Friend or Foe is a simple system for verifying if a target is a friendly. Contrary to the name, it does not necessarily mark targets that do not or cannot respond, or respond with an invalid code as a foe.

This is due to the myriad reasons why an IFF response may not be received (damage, interference, etc.). That said, a negative or incorrect response most definitely is a valid reason to be on guard for the potential for an enemy threat.

Motherfuckers!

The two unidentified bogeys decide it's best to shoot first and ask questions never, forcing a hard break to the left to re-acquire the targets. The pair of fighters break formation, forcing your wingman to follow the left bogey.

Meanwhile, you and your co-pilot track the right one, which almost immediately begins dumping countermeasures. Time to go hunting.

Jargon

MiG-29
It's a testament to just how powerful the Soviet aircraft counter-design efforts really were that a jet fighter conceived at the height of the Cold War is still in service today.

The MiG-29 was designed as to directly counter to the US' F-15 Eagle and F-16 Fighting Falcon. It sports similar capabilities in terms of firepower, agility, and range.

In addition, it is more than capable of holding its own as a formidable escort, air-to-surface combatant, and air-to-air threat. Simply put, Hawkins' and her wingman's planes aren't the only dangerous thing in the sky.

In a brilliant move, the pilot of the MiG dumps flares, immediately pulls up, punches his air brake, and sheds enough speed to swap places. Yes, that means there's a bogey on your six.

Thankfully, this is precisely what a wizzo is trained to handle. Swivel your head around to keep the enemy in sight while your pilot performs evasive maneuvers to re-establish the natural order of things where you are the aggressor rather than the other way around.

It's a simpler task than it may sound, though that doesn't mean it's especially easy. Keep your eyes trained to the rear at all times and listen for the sound of a missile lock.

When it turns into a steady tone, get ready to deploy flares. They are designed to throw off the heat-seeking missiles the enemy jet will try to unload with precision.

There's a limited window of time to react, but deploying the flares is a multi-stage process that releases multiple flares to mask your jet's engines. A smattering of incoming fire from the 30 mm cannon forces your pilot to mimic the bogey's evasive maneuvers.

He turns hard, dumps speed much like his opponent, and finally drops in behind the hostile craft even as it begins expelling out flares of its own. Keep eyes-on, as this is practice for protracted dogfights that may play out in the moments to come.

[ACHIEVEMENT | TROPHY]

Dogfighting 101
If you're going to have any hope of snagging the You Can Be My Wingman Anytime Achievement/Trophy, you must complete these dogfights without taking any damage, and while minimizing ammo usage.

Have patience here; both your flares and those of the enemy MiGs are used heavily for a very good reason: they work—and work well provided they are used properly.

Their deployment period is fairly lengthy; plenty of flares are shed in a single go, though they don't take terribly long to reload. That reload time is the absolute key to taking down these fighters with a carefully-paced shot.

Most pilots will try to break away as they dump flares, creating a wide wake of heat that confuses the missiles. If you see a target beginning to bank, hold off on firing until they've leveled out—and likely after they've dumped yet another set of flares.

When being pursued, play the waiting game. Your HMD prominently indicates when a missile has actually been launched by lighting up as red as Satan's generous ass.

Refrain from deploying flares until just after the display turns red. Generally speaking, if your pilot is turning and burning during a lock, it's a good idea to bust out the flares.

If flying along a relatively straight trajectory, wait for the crimson hum.

TAKE OUT ENEMY FIGHTERS

Finally, a chance to turn the tables on these airborne aggressors. Hawkins' HMD goes into effect, locking onto any target that she (and you) can keep relatively centered in view.

It's important to get off a clean shot here without letting enemy flares render your missiles useless. Play the waiting game and listen for the ticking sound to stop.

Again, if the target jet is banking, prepare for their flares to fill the screen. Wait for them to subside, then launch and pray for a proper impact.

Jargon

Splash
As you will likely soon discover, nothing feels as satisfying as a confirmation of a kill—a "splash." This term is taken from the golden days of biplanes and the Red Baron, when the most common end to dogfights wasn't due to mortally wounded pilots.

It was far more common for a plane's single engine to be damaged or destroyed, ef-fectively neutralizing the pilot as a threat. Their plane would splash down, removing it from the fight, while the pilots could live to fight another day—if they survived their descent.

In modern times, things happen on a far, far faster scale; jets are simply too agile and all of them are packed with high-powered weaponry to overcome that agility. The result? Big, satisfying explosions, but not much in the way of a graceful exit from the battlefield.

He's pulling onto our port side.
Fox two sent.

After a few more dogfights, the opportunity to unload with your own cannons comes into play. Press the weapon switch button just as you did during the pre-flight check, then get ready to finish things old-school.

The engagement becomes all about classic dogfighting mechanics here; unload as the target is crossing into the line of fire. If you hesitate or wait for a perfect position, it will already too late and you'll have to switch back to missiles.

After finally finishing off his targets, your wingman moves back into formation from behind with orders to proceed to the original target.

Unfortunately, a radar lock comes from out of nowhere and a bogey cuts the transmission short as your wingman is shot out of the sky. After a hard brake to avoid the same fate, two bogeys appear on your six. This is not going to be easy.

TAKE OUT REMAINING MIGS

A pair of missile locks is a bad situation to find yourself in, so respond quickly with flares to break both locks. Don't be stingy with the flares here when dealing with these close-range pursuers.

After a few close scrapes, the enemies break formation and split up. This creates an opportunity to avengeyour lost wingman. Hit them hard here, punching missile fire as soon as the lock alarm sounds to avoid deflections by their countermeasures.

If the missiles don't take, fall back to the usual tactics, playing patiently to bring this cat and mouse game to a close. After taking out the first target, his buddy quickly slips in behind you and another bout of missile evasion begins. Deftly avoid the incoming attacks and down the last enemy fighter while pulling some intense Gs.

The skies may be clear of bogeys, but they most definitely aren't free of danger. While linking back up with the strike force, heavy anti-air and surface-to-air missile threats make it clear this isn't going to be a cakewalk. Perhaps its time this nimble fighter takes care of those SAM batteries...

CLEAR SAMS USING HARM MISSILES

Jargon

HARM Missiles
The AGM-88 High-speed Anti-Radiation Missile is a true marvel at turning an enemy strength into their greatest weakness. By homing in on the radiation produced by radar signals, this missile is able to snuff out a communications network hub with ease.

Tracing the transmissions back to their source, the impressive payload literally follows a signal to its genesis and detonates. An enemy's transmissions become a bullseye that the HARM can target with incredible precision.

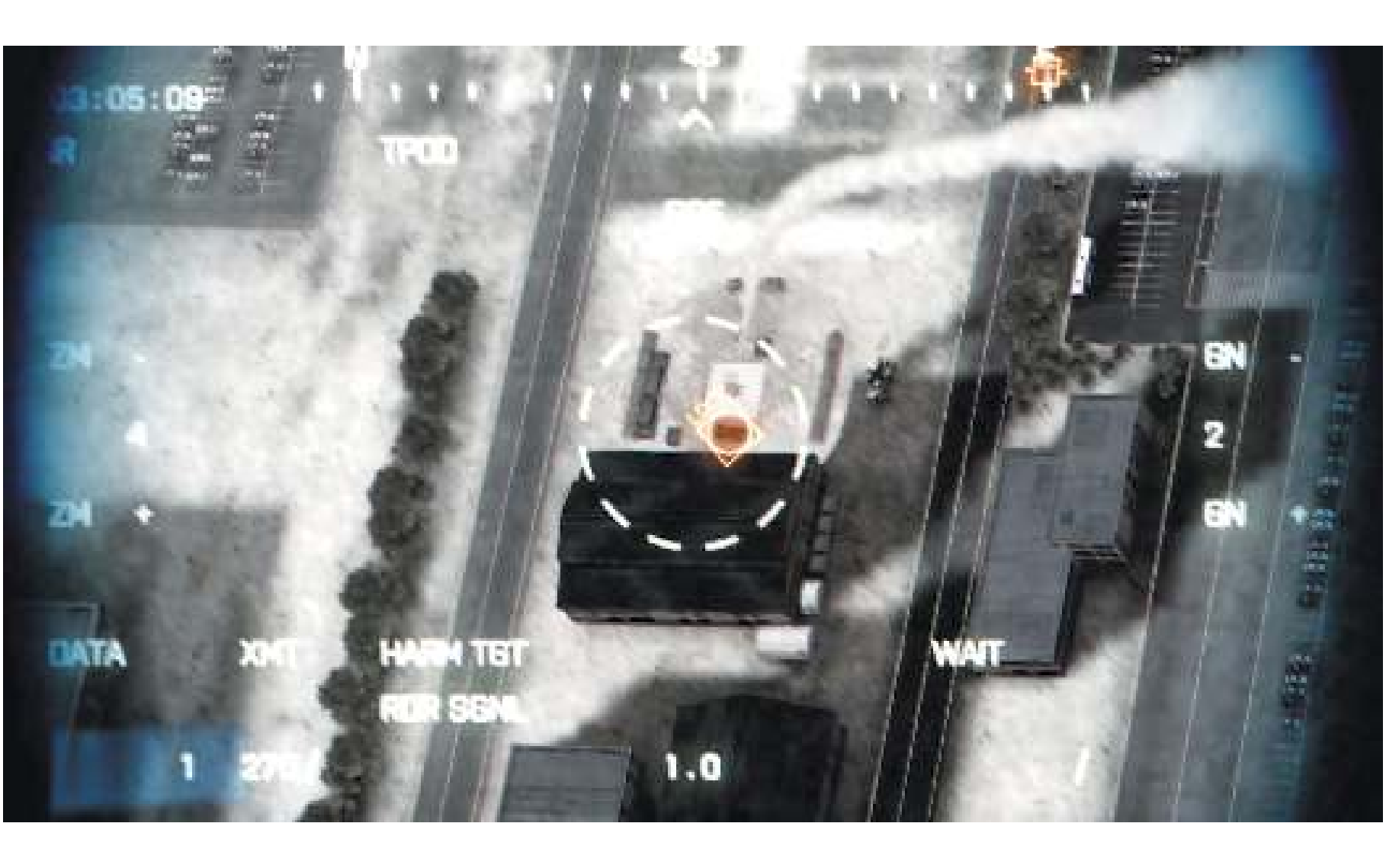
Follow the on-screen prompts to switch to the HARM, then look for the brightorange targets to come into view. Use the zoom button if needed, then center a target in the reticule until a hard lock is acquired.

After firing, keep the target painted as the missile races toward it. Repeat with the other two targets to secure the airspace for strafing and bombing runs to come, and then move on to something a little more challenging.

Jargon

JDAM
Nothing says "teamwork" like the Joint Direct Attack Munition. The JDAM is an Army/Navy co-developed combination of GPS track-ing strapped to conventionally "dumb" (read: unguided) bombs that allows them to seek out targets that have been painted by another source.

In this case, it's the guiding hand of Lt. Hawkins that marks targets from high above, directing the bomb-equipped planes on their strafing runs. So long as a target is held in view, the deployed munitions will easily hit the bullseye every time.



DESTROY ALL PARKED PLANES

The second phase of the airport strikes is similar to the first, but requires more effort tokeep the target centered in view despite any sudden maneuvers your pilot might have to make. Switch to infrared view to see a smattering of warm jet bodies all around the airport.

Wait for the flashing targeting reticule to turn solid, then center it on a plane in view and punch that fire button. Correct the aim as needed to keep the target centered until the air strike run is completed.

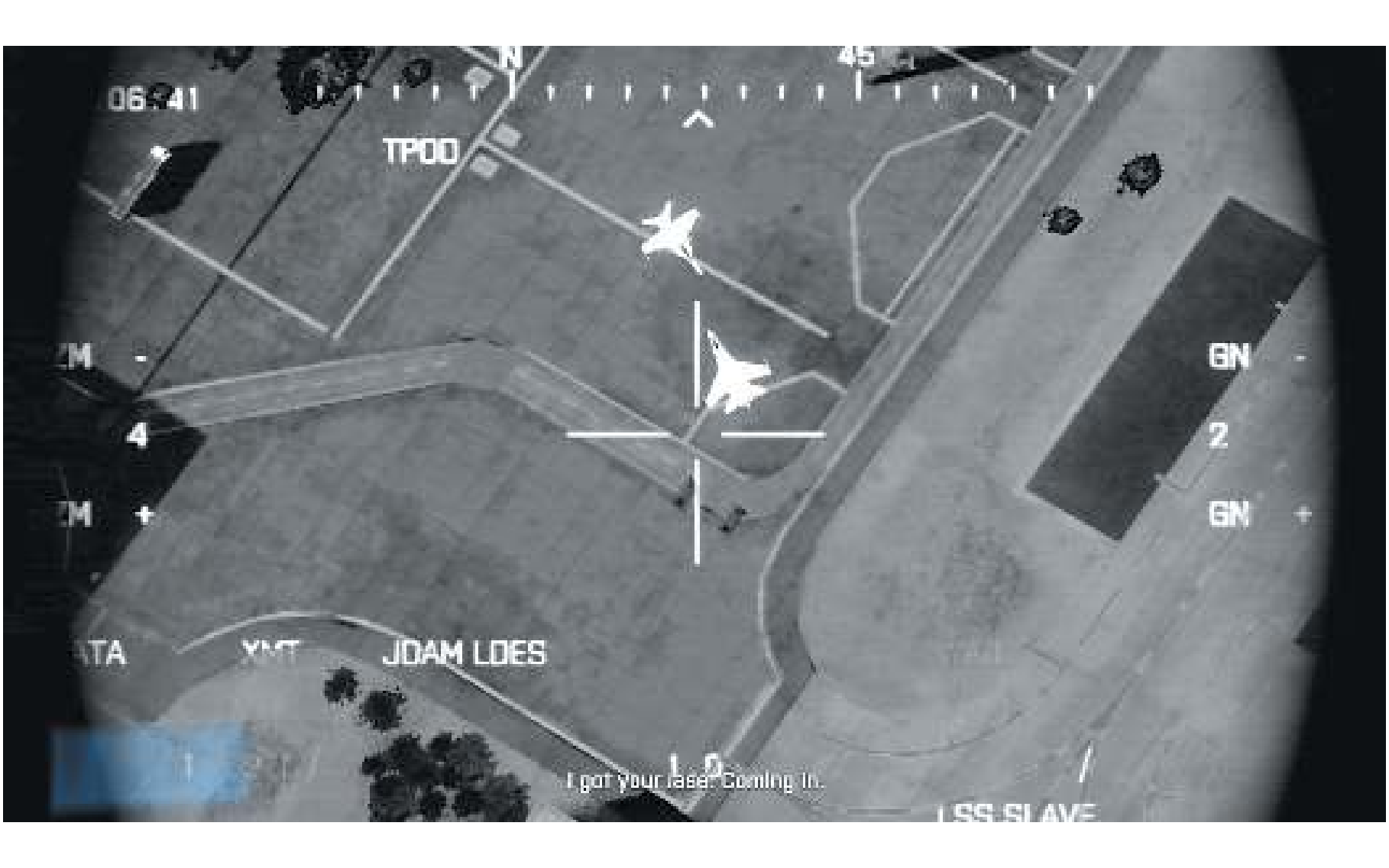
Zooming in and out here definitely helps; pull out wide to look for the target, then zoom in to make sure the target is painted until the last second. Repeat for the other three planes on the field, then gear up for even more challenging target practice.

DESTROY PLANES BEFORE THEY GET AIRBORNE

Three hangars hardened against normal air strikes are hiding a dangerous threat. Multiple jets parked there will complicate the mission significantly if they are allowed to take off.

Thankfully, they glow in infrared just as brightly as the stationary ones that were taken out. Use the same wide view to first find the planes, then zoom in and paint them, holding on the target until they've been hit.

There's only a short amount of time before they can throttle up and tear down the runway, so make the shots count. Take out three more planes to ensure complete air supremacy.



Tip

Playing the Waiting GameIt's tempting to try to take out the planes immediately as they expose themselves coming out of the hangars, but with so many hardened surfaces around them, some shots may not hit their mark.

Instead, wait for the planes to fully clear the hangar's outer walls and begin turning onto the long stretch of tarmac. By the time the strafing run begins, the planes will be completely clear of obstructions yet won't have enough time to reach takeoff speed.

Just don't forget to keep them centered to avoid a missed strike.

TAKE OUT HELICOPTER USING 30 MM

Jargon

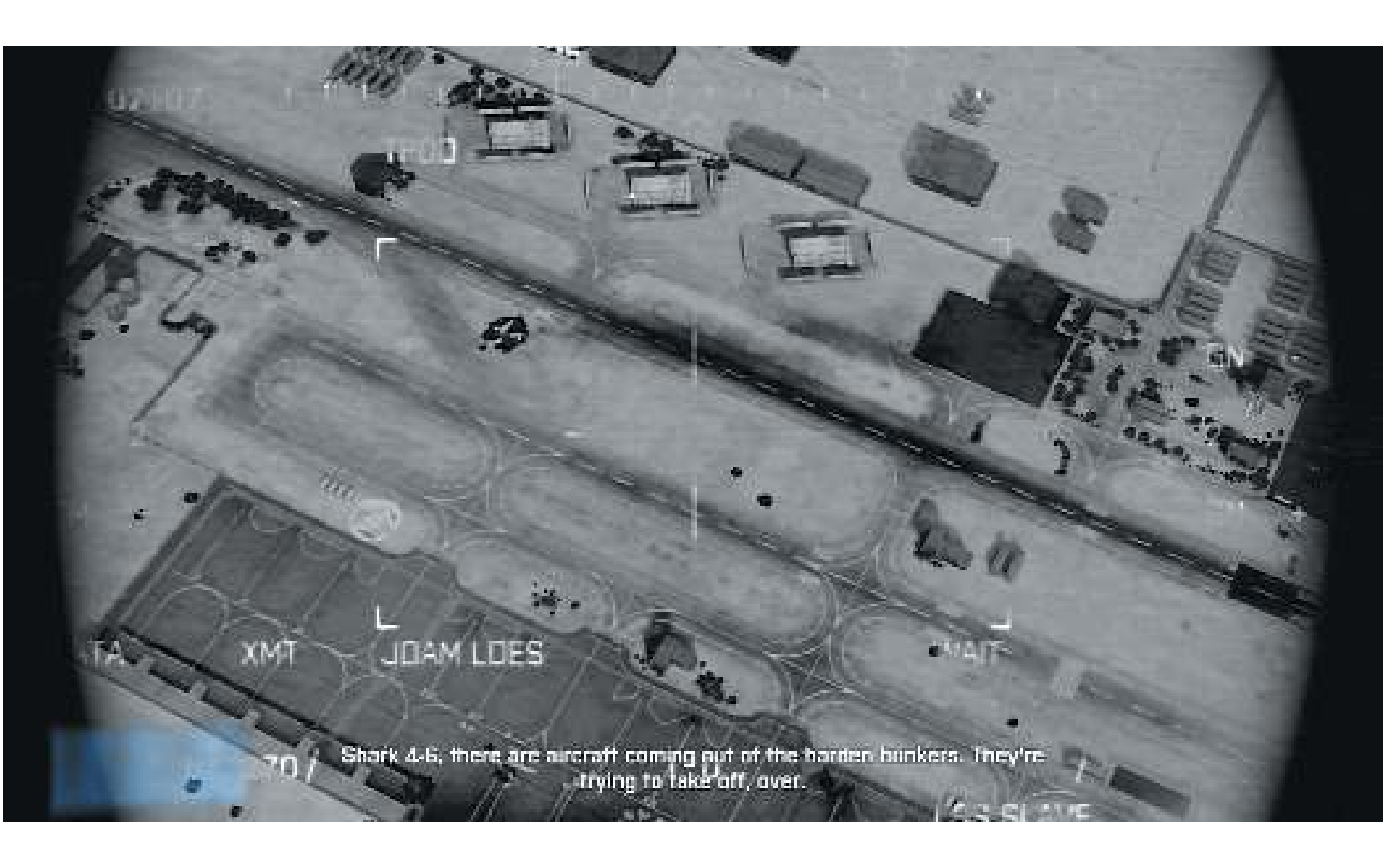
HVT
High-Value Targets are, just as the name implies, mission-critical or otherwise extremely important persons, resources or objects that are given the utmost priority in opera-tions. In this case, the HVT may be somewhere in the convoy and will try to board the helicopter in hopes of escaping the allied forces on the ground. HVT persons are prized for their information, and as such are often wanted alive to be used for interrogation later rather than dead where their role in enemy operations can be transferred to another person.

Jargon

A-10 Thunderbolt
Filling the US military's need for close air support during the early 70s, the A-10 Thunderbolt is equipped with a staggeringly quick, Gatling-style 30 mm nose cannon that fires armor-piercing shells made from depleted uranium at a blistering average of 65 rounds per second. This ensures every strafing gun run is equally effective against ground forces and more heavily-shielded targets like transports and even tanks. At its heart, the A-10 Thunderbolt is an almost exclusively ground-attack aircraft designed to quickly light up a target area and get out. This specialized focus makes it ill prepared for air-to-air combat against specialized craft like the MiG-29s seen earlier in the mission.

Marking the A-10's gun run is similar to the previous support you've provided thus far with one important distinction: this time the target is marked wherever the crosshairs are at the time; no correcting the target or needing to track it here.

When given the go-ahead, use the on-screen controls to switch to targeting for the Thunderbolt's run, line things up and press the trigger.


TPOD
XMT
JDAM LDES
Shark 4-6, there are aircraft coming out of the harden bunkers. They're trying to take off, over.
LSS SLAVE

TAKE OUT THE RUNNERS

The helicopter and its PLR passengers will be completely obliterated, causing the rest of the ground forces to scatter almost immediately.

Pick out the small group running away from the pack and lead them ever so slightly, then call in one last run and enjoy the show. Once the runners have been dealt with, the mission is marked as successful.

As Hawkins and her pilot can head back to the USS George H.W. Bush, sit back and enjoy a first-person view of a carrier landing in the dead of night.

Mission 5: Operation Guillotine

Operation Guillotine

Unit 1st Recon Marines
Callsign Sgt. Henry “Black” Blackburn
Location Tehran, Iran
Date October 31
Time 0645hrs Zulu Time

MISSION SUMMARY

Despite the military’s best efforts, there are no specifics regarding the valuable intel believed to be in Tehran. Black and the rest of the 1st Recon Marines must push past heavy defenses in the Iranian capital in the hopes of seizing vital information.

What Black doesn’t know is just how valuable that information will be...

SET UP MORTAR

Seeing Tehran lit up by both buildings and weapons fire alike almost gives you pause to take in the beauty... if not for the fact that, in just a few seconds, Black and company will be sprinting for their lives through incoming fire. A

fter getting orders from HQ, a mass of Marines gears up and charges down the hill. Their destination is a site for Black to set up the mortar he’s carrying and provide light for the invading forces.

The enemy strikes aimed at slowing the advance have their targets dialed in. This helps Black avoid taking damage by skirting the areas that areregularly hit.

Travel along a slightly zig-zagging path right down the middle to arrive the mortar site without a scratch. Once in place, Campo assists Black in deploying illumination rounds to shed a little light on the situation.

After that, Black gets boosted over the nearby wall by a helpful fellow Marine.

CLEAR RIVER BANK

Immediately after scaling the wall, all hell breaks loose. The PLR has set up a generous complement of ground forces and, farther up, machine gun nests to really complicate things.

Deal the most immediate threat first: the enemies on the other side of the canal. Move left behind the cover afforded by the large rocks, and then drop to a knee or go prone.

Sneak out slowly to the right while scoped to take out the bridge targets as they come into view. If you come under fire, simply scoot back to the left to recover health before resuming your attack.

Once all four enemies on the far side have been taken out, it’s clear to charge down the hill into the riverbank itself.

Danger in this next section can come from multiple angles; PLR up above will fire down into the canal as their friends use the staircase at the far end of the canal to push back at ground level.

Deal with the upper enemies first, using the boulders and wall to the left to avoid incoming fire as needed. Gun down the enemies in the creek bed next, pushing up toward the stairs where a waiting MG nest blocks further progress.

ELIMINATE MG NESTS

Come on, frag them!

Tip

Hot Potato
The easiest way to take the machine gun and its PLR operators out of commission is to lob a grenade. Aim a little above the sandbags that protect the emplacement, arcing the grenade just over them and into the nest.

With luck, the grenade will take out the whole group in one fell swoop. But if you don’t trust your aim, you can always try holding the grenade button to cook it a bit and shorten the fuse—just don’t hang on for too long!

With the first MG nest taken out, the second is now within striking distance. Though it’s wise to use the walls underneath the first MG nest to push forward, even the crumbling bits ahead don’t offer the best angle to take out the nest.

Use the wall to take cover from the second nest, then , sprint left around the barriers back toward the canal, dive behind a small group of rocks just to the right of a light post.

A PLR on the other side should be taken out before concentrating fire on the group surrounding the second MG nest directly ahead. Keep laying down suppressive fire to allow other Marines to move forward and lob grenades into the pit.

Alternatively, you can attempt it yourself if you still have grenades. Once the second nest is taken out, push forward toward it by approaching around its left side.

There’s a good chance Black and the other Marines will come under heavy fire as soon as they crest the hill, so dive into a prone position behind the sandbags of the second MG nest.

Sweep left, diving as needed, to a large rock that provides cover from the enemy forces. Keep an eye out for PLRs up on the top of the wall that might fire down, but focus on the bulk of incoming fire coming from directly ahead.

A few PLRs are standing, mostly stationary, off in the distance and can tag you quite well when in the open. Use the wall to the left as a guide and move up, leapfrogging over the nearby boulders that provide cover while watching your right flank for any PLRs that might still be up.

After taking out any remaining combatants near the stairs, push up them to reunite with more Marines as they lob a grenade into the nearby apartments.

Get that grenade out!

The grenade’s explosion has thoroughly cleared the first few rooms of PLR. After bypassing an insurgent that met an unfortunate, fiery end, move through the buildings until reaching a door that requires button mashing to breach.

Beyond wait more empty corridors and rooms, and another door to breach.

Caution

Itchy Trigger Finger?
As Black tries opening this second door, a PLR insurgent on the other side knocks him back, kicking off a slo-mo sequence.

Unload on the armored grunt, then get ready for two of his buddies to return fire, one in first room ahead on the right and another behind a bit of makeshift cover.

If you’re quick enough in this section, all three enemies can be taken out without them ever getting off a shot of their own. Black’s second default weapon, the 870MCS semi-auto shotgun, works great here.

If it comes to an exchange of bullets, just use the wall on Black’s side of the door to get a breather as needed before pushing on.

REGROUP WITH BRADY

Moving through the rest of the apartment complex is blessedly free of PLR encounters. Eventually, the corridors spill out into a garage where the rest of the Marines are being led by Captain Brady.

Black and his squad are ordered to jump into a Humvee convoy on the way into the heart of downtown Tehran. Obey orders by jumping into the passenger seat of the second Hummer in the convoy.

Enjoy a brief respite as the group of vehicles winds its way through what’s left of the captial on the way to the financial district.

Shit, where is he going?

FOLLOW BRADY IN HUMVEE

The Humvees meander through the wreckage of Tehran’s highway system without incident, though Captain Brady’s talk of trying to catch the PLR off-guard by driving right into the middle of an ambush is a little disconcerting.

The convoy finally reaches an impasse due to a car parked right in the middle of the road. Ordered to investigate the blockade, Black and buddies hop out of their armored transports and into a potential trap.

MOVE VEHICLES BLOCKING THE ROAD

Oh, hey, a stalled vehicle, this definitely isn’t a trap or anyth-

Oh, yep, that was a trap alright. Well, if it’s a fight the PLR want, the United States Marine Corps can most definitely provide it.

FLANK ENEMIES

Follow your fellow squadmates’ lead and sprint as if your life depended on it because it does. Speed is of the essence here. When you arrive at the wall formed from the (literally) jacked-up street, make sure to duck or go prone and scoot under the overhang.

If you’re standing, the PLR on the overpass above can still snipe you well before you get a chance to get the drop on them. After a few seconds, another sprint up the stairs and under the overpass begins.

Follow your squad through the belly of the bridge, up a couple flights of stairs and to a door leading out to the overpass itself. Campo kicks open the door, and the counter-attack is on.

While this bridge provides plenty of cover, it’s also populated with some crack shot PLRs. Use the distraction of the convoy below to get the drop on the pair of PLRs on the left side of the bridge, then quickly duck back into cover behind the large truck nearby.

CLEAR THE BRIDGE

There are quite a few PLR tangos downrange, both on the bridge itself and on an elevated bit of rubble far off in the distance. Take this shootout slowly; just a few shots from these enemies can end Black’s career quickly (especially on higher difficulties).

Peek out, squeeze off a few shots if a target hasn’t already acquired you, then get back into cover. When there are no clear targets from your position, sprint forward and find another safe piece of cover.

Keep taking out threats here and advancing until nothing stands between the squad and that ledge at the far end of the bridge.

FOLLOW SQUAD

Head toward the wall and use the Jump Button to climb up, then quickly take stock of the situation down below on the other side. There are plenty of cars to use as cover, so resist the temptation to use this lofty perch to take out enemies.

There’s nothing in the way of quality cover here, and Black will be just as exposed as the PLR troops stationed here. Jump down and slowly make your way up through the makeshift parking lot, making sure to drop to full prone if you take too much fire.

These enemies are well hidden by darkness, so look for muzzle flash and do a little medium-range sniping as needed before moving up a bit more. As the squad makes its way to the top of the hill, something far more dangerous crashes through the wall to the left.

FLEE TANK

Yep, that’s a friggin’ tank. Without anti-tank weaponry to even the odds, the only smart move is retreat. Run toward the rest of the squad as they make their way through a small channel cut out of the earthquake-riddled street and do not stop sprinting until you reach safety.

The tank is seconds from completely obliterating the entire squad, so this is most definitely a run for your life scenario.

Jargon

T-90
The T-90 tank is the third generation evolution of the technology that turned the tide during World War II. It’s capable of laying down staggering amounts of firepower, resisting RPG attacks with heavily armored front and sides.

Massive 125 mm rounds for the main cannon, anti-air and anti-tank capability, laser detection systems and more all combine to make something extremely dangerous to other tanks, to say nothing of a set of four fleshy humans trying to outrun its main cannon.

Black and his squad-mates must have somebody watching out for them because that was a one-in-a-million escape.

FOLLOW SQUAD

Worm your way through the darkened building with your buddies until finally reaching the outside again and one hell of view. A massive bank looms overhead, dwarfing the other buildings nearby and allowing a small breather... right before a familiar friend shows up to spoil the sightseeing tour.

Thankfully, that air support that was called in seconds before the squad emerged from the building does its thing in the nick of time, reducing the tank to a burning mess of rended metal.

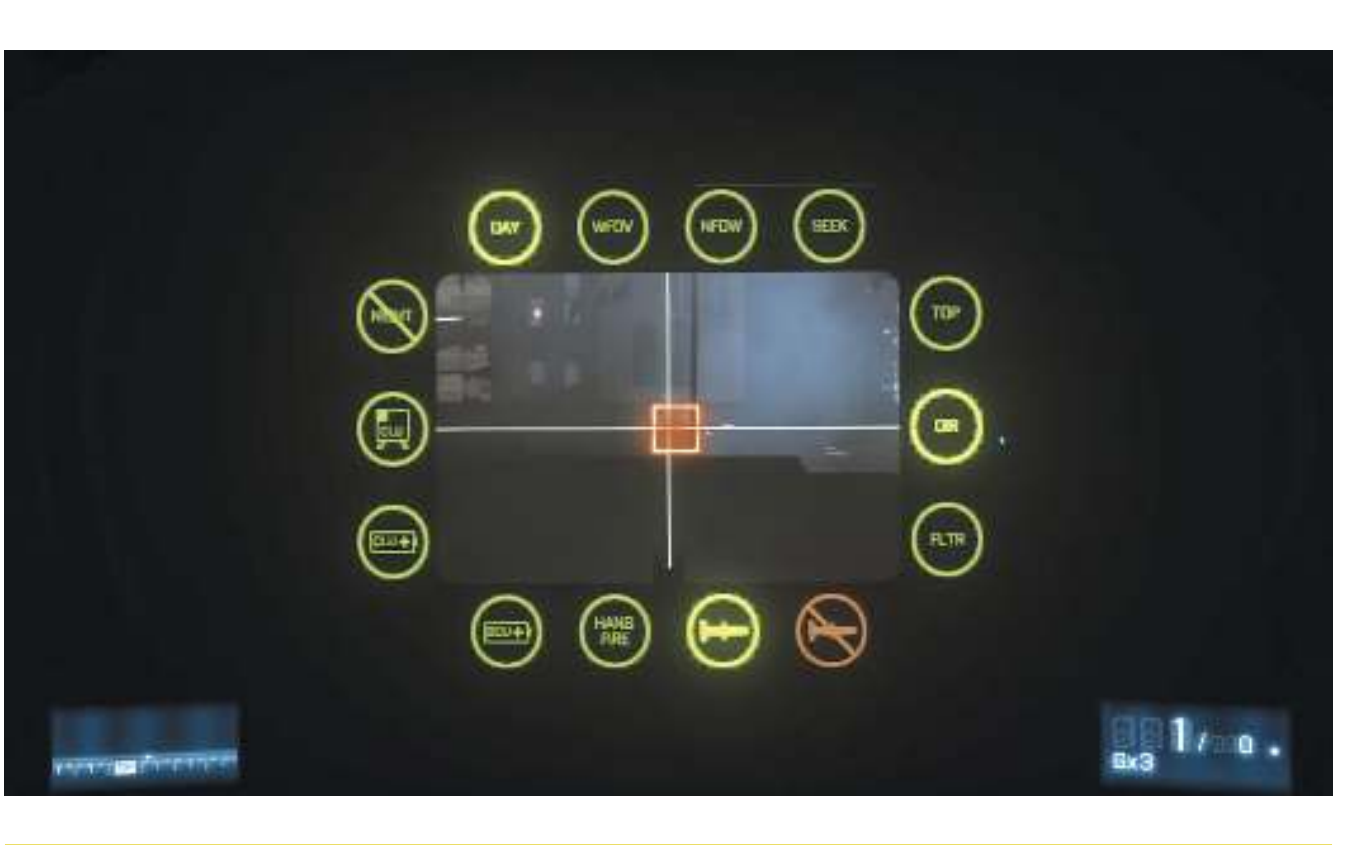
Count your blessings while following the rest of the squad toward the bank, taking heed of the warning that this wasn’t the last tank the PLR has at their disposal.

SUPPORT JAVELIN TEAM

Sprint across the street, leaping over the low dividing walls between lanes and up the stairs to encounter a trio of PLR goons that have overwhelmed the Javelin team.

A fourth insurgent attempts a flanking attack by kicking open the door to the portable building to the right after his friends are down. Show him what waits for those that try to surprise a Marine before considering what’s next.

DESTROY REMAINING ARMOR

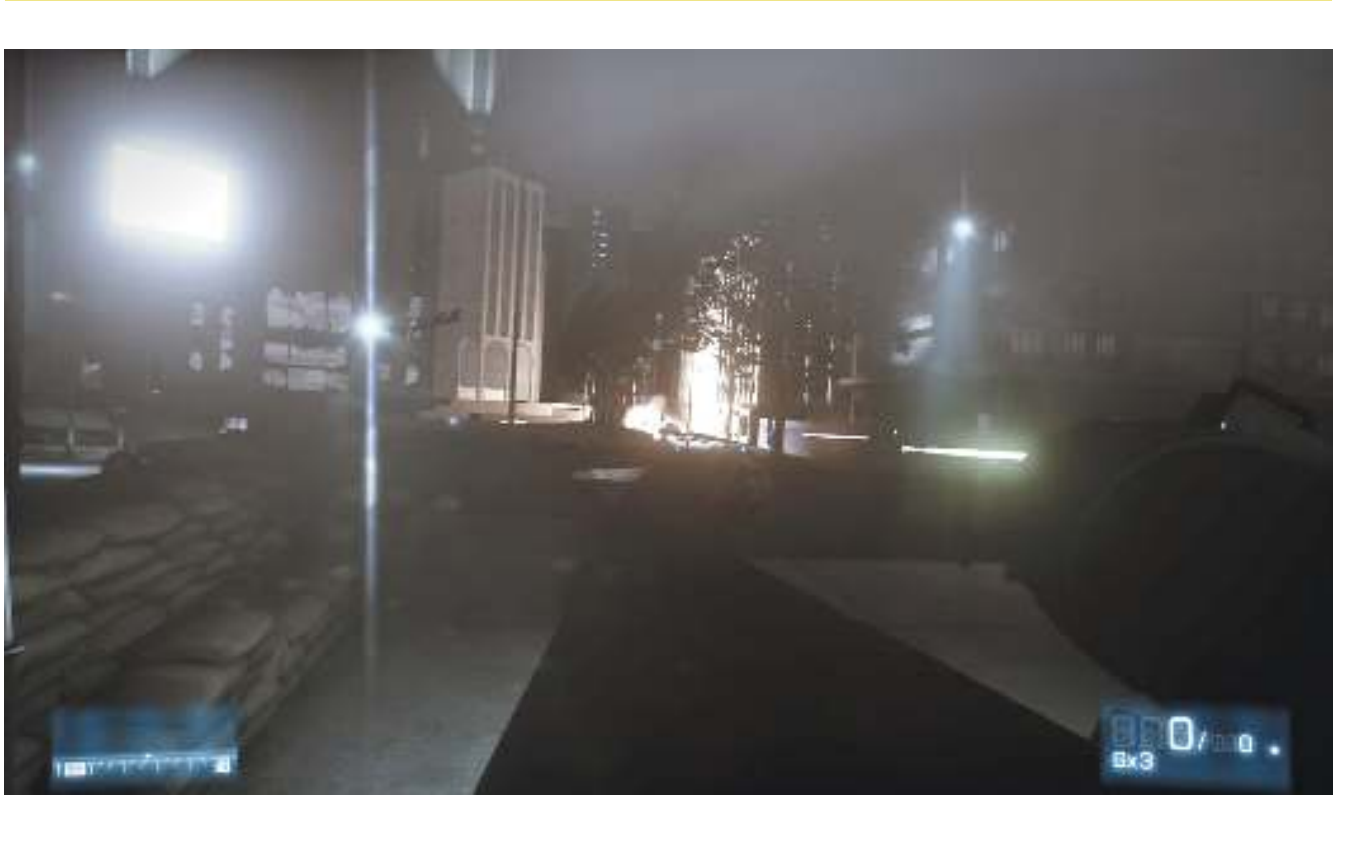


Jargon

Javelin
The FGM-148 Javelin represents the continued advancement of American military firepower, capable of fire-and-forget ease upon acquiring a lock-on.

By opting to shooti up instead of directly toward a tank, the Javelin is able to pick up tremendous speed thanks to gravity’s help and plunge straight down into the com-paratively unprotected top of a tank.

Once a Javelin’s operator has acquired a direct line of sight lock on a target, they need only fire and find cover while the missile heads straight up, then straight down.



With heavy armor quickly approaching, securing a means to remove them in lieu of a dedicated team is vital to the success of the mission. Thankfully, there’s a Javelin waiting near the sandbags.

The only problem? The tank guarding the bank is pointed right at the squad, meaning standing up with a giant anti-tank weapon is only going to make Blackburn a priority target.

Drop to the ground and listen for the tank’s main cannon to fire, then stand, aim, and lock on before firing. Immediately drop back down into a prone position to avoid the tank’s inevitable return fire while the Javelin completes its roller coaster trip toward that lock-on target.

Once the tank is out of the way, it becomes a little easier to pop Black’s head up to scope out the situation, but things are going to change, and fast.

If one tank is bad news, then two is akin to getting bathroom duty for a year. While the head’s in constant use. In Hell. The strategy here isn’t wildly different from last time, but the importance of keeping your ass down most definitely is.

The only time you should be doing anything other than laying down and listening is when you’re getting ready to fire. Keep an ear out for the main cannon’s fire (bearing in mind it’s more than capable of destroying any nearby walls to get at the squad), pop up, lock on and then flatten yourself immediately.

Try to slide to the right or left a ways while listening for the second tank’s cannons to fire, then pop up and repeat.

The first tank will roll from the main street to the left, right up into the center of the bank’s courtyard, allowing a precious few seconds to lock on before it can swivel the main gun around to take aim.

The second tank isn’t nearly as forgiving, steaming straight toward the squad down the street to the right of the bank. Take your time here and stay mobile even while on the ground; if Black goes down here, the entire three-tank disposal sequence must be repeated.

REGROUP

When all three tanks have been taken out, sprint across the street below toward the bank’s courtyard. There’s plenty of incoming fire from the PLR sitting in the upper windows of the bank, so use cover as needed until crouching with the rest of the group and awaiting orders.

The push toward the bank was only the first part of the mission. Now it’s time to find the back way into the massive building.

FLANK THE BUILDING

With so much firepower coming from the bank, a frontal assault would be suicide, but perhaps a smaller group of Marines could sneak by and slip in through a different entrance.

Follow the squad, making sure to sprint by the staircases as the group rounds the plaza. When everyone stacks up near the left set of stairs, wait with them, then make a run for the sandbags near the middle of the plaza.

Pop up when the other Marines offer suppressing fire and continue sprinting up the stairs directly ahead, slipping around the left side of the building toward a few more PLR obstacles.

Gun down these grunts and continue skirting the left side of the building, getting a boost over the wall toward the next obstacle.

Get out your blade.

ENTER THE BANK UNDETECTED

After dropping into this back area, head toward the waypoint marker and get ready to give your buddy a boost. He’ll climb up and kick down the ladder so you can join him in a seriously precarious bit of gymnastics.

After watching him climb in through the bathroom window, it’s time to do the same. Almost immediately after dropping into the room, a PLR insurgent attacks your ally.

Follow the on-screen prompts to quietly and gruesomely eliminate this threat before getting ready to punch into the bank proper.

CLEAR THE ATRIUM

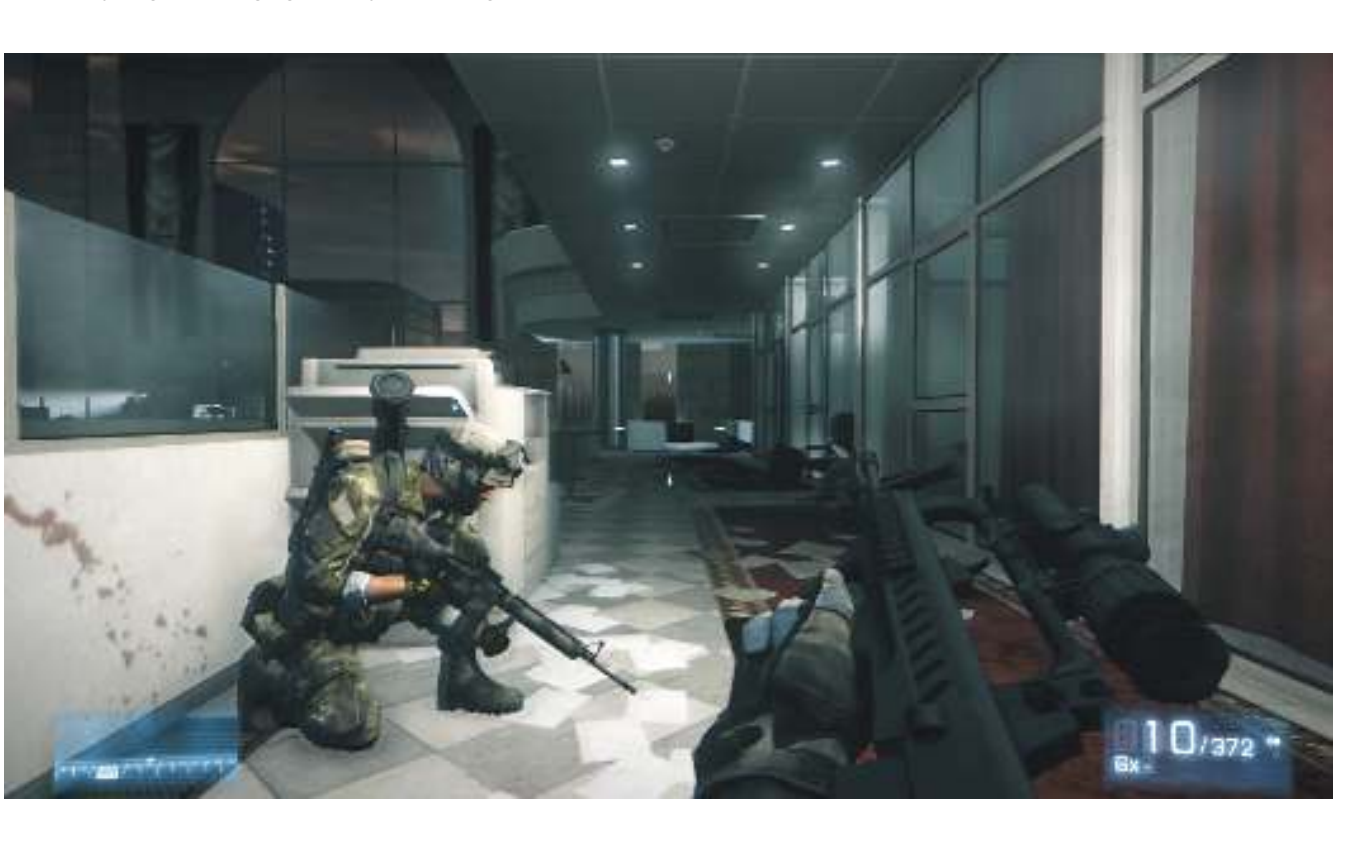
Giant, open structures might make for an awe-inspiring sight during normal business hours. But trying to re-take an occupied bank in the dead of night when every building occupant is packing assault rifles is a completely different story.

This shootout is going to be more difficult than any you’ve faced so far, but by taking things very slow and picking off one enemy at a time, it can be done with minimal frustration.

The most immediate threat is that of the PLR at the end of the short hallway beyond the last knifed guard. One insurgent will come to investigate things, but he’s quickly joined by a couple more buddies.

The shootout here is a matter of carefully peeking out of cover just long enough to fire off a burst or two. Since your buddy is already using the copier, hang back inside the doorway and pop out to gun down the PLRs at the end of the walkway.

Once they’re gone, things get really interesting.

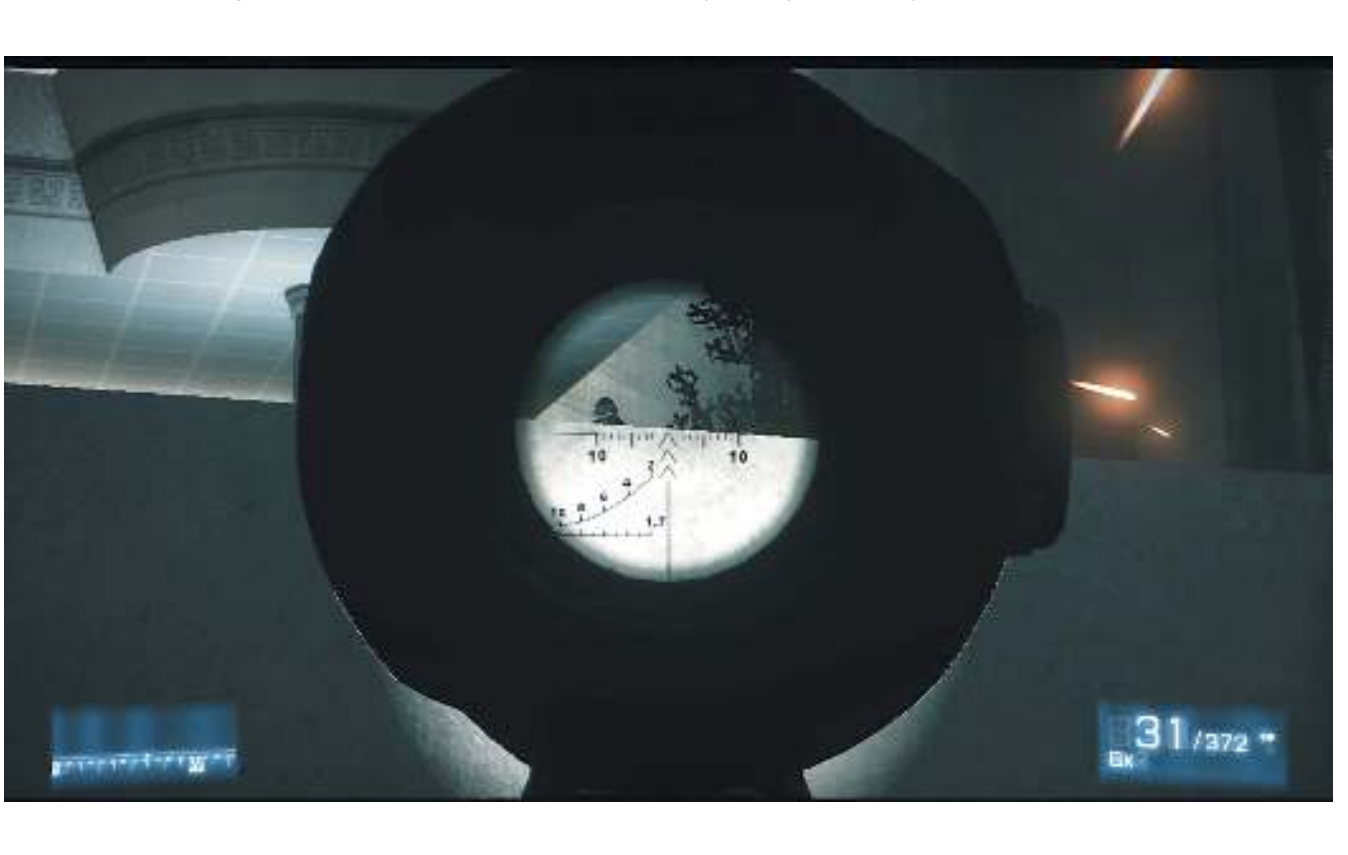


After taking out the trio of baddies, avoid the temptation to push forward just yet. The threats ahead attack from above, positioned throughout multiple floors across the way.

Hug the left wall and pop up just long enough to acquire a target before grabbing cover again. One particularly pesky tango waits on the second floor from the top all the way to the right of the room, giving him a great angle to fire down on you.

He’s hardly alone up there. Multiple PLRs dot that level, sniping from just about every angle. Take your time here, either popping up very briefly to find a target or by staying prone and slowly inching backward until one is revealed.

This leaves Black’s legs rather exposed, so it’s best to use this only when you’re sure you’re lined up for a headshot.



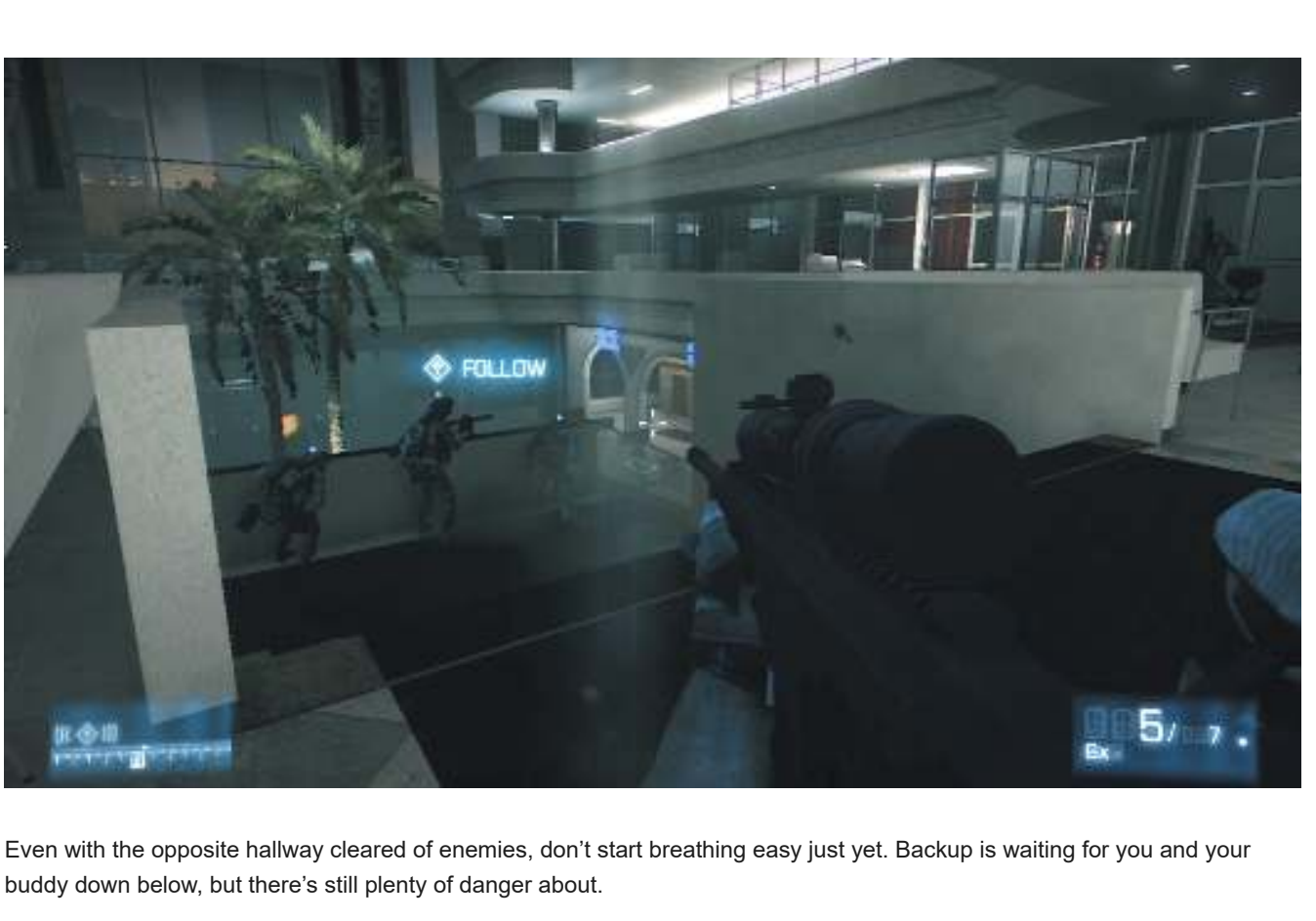
After removing the upper-level threat, there’s still plenty of forces on this floor to contend with, so stay low and inch around toward the rows of cubicles. These flimsy walls offer hardly any real protection.

Instead, use the more solid stone walls to the left to block incoming fire as needed. Enemies will bunch up near a set of crates and a pillar around the opposite side of where you came in.

Retreat to the walkway where you knifed the guard and pop up long enough to reduce their numbers from a distance before inching forward.

Patience is key here. If Black dies, everything has to be done again, starting with the knifed guard. There’s simply too many enemies here to try to blast your way through on the easier difficulty levels, to say nothing of the challenge of doing this on the hardest.

If a scoped assault rifle isn’t doing the trick, try the M98B sniper rifle resting next to a table to the left of where the cubicles start.



Even with the opposite hallway cleared of enemies, don’t start breathing easy just yet. Backup is waiting for you and your buddy down below, but there’s still plenty of danger about.

A few straggling PLRs appear on the opposite side just one floor above where you first entered this massive shootout. Take them out the same way as you have until now with slow, deliberate progression.

Rather than trying to fire down into the open area below, pause near the stairs leading down to the other squad and snipe at enemies that are exposed to the right and left.

A few PLRs will try to stick to cover near the columns on either side of the room. Once they’ve finally been cleared out, it’ll be safe to move on.

REGROUP

Head down the stairs and bunch up with your fellow squadmates near the door leading deeper into the bank. After a bit of coordination, Black’s squad is told to find the vault and hopefully with it, Al-Bashir. Montes kicks down the door and the way forward is revealed.

GAIN ENTRY TO THE VAULT

Signs of violence only grow more grim as the Marines head lower into the depths of the building. Bodies are strewn everywhere and an open elevator shaft isn’t making things any easier. It falls to Blackburn to lead the charge down the shaft.

Follow the on-screen prompts to hook up the rapelling gear and then slowly slide down toward the floor below. A pair of flashlights betrays a PLR presence and, after lobbing a QTE-assisted flashbang down into the room below, a slo-mo flying kick starts yet another shootout.

Deal with the closest enemies first, then sidestep right to use the wall ahead and columns to the side for cover. Shoot through the shelves to take out enemies down the hallway, but don’t forget to monitor the hallway to the left.

There are a few columns here where enemies will bunch up for cover, though they can be chipped away with enough weapons fire to allow for easier shots. Always maintain a solid wall rather than a column between you and enemy fire. Pop out quickly and unload, then duck back into cover to reload and recover health if needed. Once these small rooms have been cleared out, Black and his squad can make their way into the vault—and the terrifying discovery within.

Mission 6: Comrades

Comrades

Unit GRU
Callsign Dimitri “Dima” Mayakovsky
Location Paris, France
Date November 13
Time 1320hrs Zulu Time

With precious little time before Solomon puts his nuclear plans into effect and Russia is blamed for the incident, Dima and his cohorts from the GRU must find the nuke and recapture it before it can be detonated.

This is a mission that must succeed at any cost—even if that means the lives of French police officers.

Jargon

GRU
The Glavnoye Razvedyvatelnoye Upravleniye was formed just days before the armistice that marked end of the first World War.

This resilient agency has survived Russia’s transitions from military superpower to hotbed of revolution to civil war to thriving communist superpower to the fall of communism.

As a military intelligence agency, the GRU had a bitter and long-lasting rivalry with the KGB that lasted up until the KGB was dissolved after a botched coup against Gorbachev in 1991.

Through it all, the GRU has survived, and its operatives are every bit as tough.

GAIN ENTRY TO THE EURONEXT BUILDING

Nothing like a leisurely drive through the claustrophobic streets of Paris to help hit home just how bad a nuclear blast in a densely populated capital would be.

Dima and his fellow GRU agents discuss the threat as they steel themselves for the fight to come. They power-up a signal jammer to remove the possibility of remote detonation and prepare to infiltrate the Euronext exchange to take down

Solomon and retrieve the suitcase nuke.

After plowing through an already-occupied front gate, the trio cuts the power to the parking garage and heads down into the depths of the Parisian version of Wall Street.

A pair of masked enemies stands near a parked car on the far right side of the parking garage. Move up to the white van, crouch, and wait for orders to take down the terrorists with a pair of carefully (but quickly) executed bursts to their center mass.

The whole garage turns into a flurry of gunfire, with Dima’s friends sweeping to the right side columns. Do the opposite: run to the left and apply fire toward any masked enemies that may try to push back.

Scoot along the left wall, using available columns and cars as shielding to close the distance to the enemies on the left side. With luck, they’ll be too distracted by the two other Russians shooting at their friends to the right to notice you.

Flank the enemy wherever possible without creeping too far forward. Moving past the first column is a bad idea; instead, stick to this position and take your time, whittling away at the enemies in the middle and left sides before attempting to help out with the rightmost enemies.

After the first few have been taken out, more masked menaces will join the party and should be dispatched in the same way. Keep in mind that Dima has multiple grenades that can be used to detonate the nearby cars to help clear out enemies.

Use the limited grenade supply sparingly, as this will be one of the most protracted battles yet. When the floor is clear, the trio can proceed down to Floor B to continue the assault.

Tip

Lights Out
The headlights from the parked cars all through this garage are very good at obscuring enemies that might be nearby. Extinguish the glare by shooting out the lights while safely behind heavy coverto help get a clearer view of the situation.

Floor B seems deserted as the GRU proceed onward, only to have a machine gun open fire on the group. Thankfully, the van and cars nearby form a nice shield.

Pop the headlights to get a clearer view ofthe gunner between two cars in the back-right. He can be sniped from between your vehicular shield’s crack if you’re quick and precise about it.After he’s taken care of, follow your teammates down farther into the garage.

A sudden RPG strike against a stationary vehicle forces the team to sprint past the burning wreckage to the leftmost column similarly to the first shootout.

Unlike the first shootout, there are quite a few more exposed angles here—just popping out to fire shots at enemies down range on the left can leave Dima open to hits from the right.

Deal with these enemies on the right first, looking for muzzle flashes when they pop out of cover. Then swing your aim back to the left to catch enemies taking cover near the back columns and cars closer to your position.

After clearing out the first wave, more will pour in from the back corner of the room, largely protected by a waist-height wall. Most of the enemies will dash toward cover near the columns on the left and middle parts of the garage.

However, a few eagle-eyed masked men stay put at the back of the room to take pot shots near the giant EXIT sign. Deal with the closer threats first to avoid being shot at while aiming at the longer-range targets, then pop them with a couple carefully-placed headshots.

Push on toward the exit and into the exchange.

Threading through the pipe work and right angles of the garage’s exit, the trio finally comes to a closed door at the end of a long hallway. It falls to Dima to breach, and the other two quickly swoop in to take down the unsuspecting goons inside.

Almost instantly, they realize the area is choked with gas and all three don their gas masks. The restricted field of vision creates a tense atmosphere that can cause you to miss a handy Ammo Crate along the right wall.

Stock up on ammo and consider switching to a more close-quarters weapon like the extremely quick AKS-74u that serves as the default secondary weapon. It may not have the scope of the AK-47M, but it makes up for it with little recoil and plenty of precision.

MAKE YOUR WAY TO SECOND FLOOR

Ascend out of the basement via a series of stairs, taking point when ordered. Before Dima can enter the doorway, a masked fighter starts a fistfight. Bad idea. Follow the single prompt after slamming his head into the wall to offer a one-way ticket back down from whence you came before pushing on into the exchange itself.

This office has become a tomb for the poor employees that used to work here. After navigating the walkway, hostiles appear when the trio makes its way to the first junction.

Let your comrades deal with the enemies on the left and swing right, taking out a tango before he can draw a bead.

More enemies will join the fray, pouring in from the adjacent room ahead. Severalfind cover among the cubicles near the windows to the right.

Be patient here, waiting for them to show their heads, then send a few carefully-placed bullets to their final resting place in your foes’ noggins.

Caution

Poor Protection
The walls decorated with a fleur-de-lis pattern nearby may seem to indicate solid surfaces, but they’re really little more than tissue paper when it comes to blocking incoming fire.

Shoot through these flimsy walls at any enemy foolish enough to take cover behind them. Not only does this provide a peek into other rooms, it also makes it harder for enemies to get the drop on you. For more solid cover, duck behind office furniture or the thin red columns dotting the office.

Of course, the same rules apply to those flimsy walls when enemies try to take cover too. If the opportunity to punch through a wall and remove a threat pres-ents itself, don’t hesitate to take the shot.

Not only will it provide a peek into other rooms, but it lowers the chance that enemies will be able to get the drop on you.

Keep pushing forward as enemies are taken out, sweeping right to hug the windowed wall where light is pouring in as your teammates edge into another part of the office.

The wall emblazoned with MB is a great place to take cover from the enemies firing down from the upper ledge at the far end of the room. Keep an eye out for a few more tangos that will try to ambush and flank the team from the rooms on the other side of the cubicles.

Deal with them before the enemies in the elevated positions, and then edge ever closer to the main target by dashing through a doorway on the far side of the room.

Another set of stairs and another door that must be breached. Stack up to the left of the door, allowing Kiril to kick it down and into—you guessed it—another shootout.

LOCATE DEVICE

Things quickly turn hairy as soon as the trio makes their way to another set of desks. Take the same approach as last time, splitting off from the main assault group. While Kiril and Vladimir proceed down the right corridor, get the drop on enemies from the left.

Cover here is rather flimsy and thus fleeting. Be quick with your shots, capitalizing on the distraction that your teammates create as they move deeper into the gas-choked office.

Enemies will swarm in from a lower floor, but this shouldn’t change your strategy. Continue hugging the leftmost path, getting the drop on enemies distracted by your buddies.

After clearing out any remaining threats, head down the stairs into a sun-drenched lobby toward the main trading floor. The nuclear device is located here, accompanied by a heavily-armed security detail.

Don’t expect the fight to secure it will be easy. Check your mags, be ready to grab cover as needed, and get that friggin’ nuke!

Stack up with Kiril and Vladimir, breach the door to the main floor and get ready for a serious firefight.

CAPTURE NUKE CARRIER ALIVE

The nuke carrier doesn’t hesitate to flee the scene, covering his escape with a flashbang. While he makes his escape, scads of enemies swarm the trio. Quickly drop into a crouch and use the desks on the trading floor as cover while sweeping your sights to the right.

Plenty of enemies will try to use the columns in this room for cover, so make sure they’re dealt with quickly. If you can sprint over to the back-right column and go prone, you can catch enemies off-guard as they try to use this column for cover while they’re distracted by your friends.

Slide out and take a few shots at the enemies that seem to stream in endlessly, picking them off as they take refuge behind the upturned desks. Eventually, the reinforcements will subside, and the trio can proceed through the exit where all the enemies originated from.

In an unlucky turn of events, the signal jammer begins to run out of batteries. No time to waste here, then. The nuke carrier will take a couple wild shots at his pursuers as he flees, but the real threat here is waiting in one of the elevators to the right.

The hostile within bursts out in a misguided attempt to stop Dima. Follow the on-screen prompts to give him a little taste of his own medicine. Continue the chase down into the lobby of the exchange, taking out a pair of guards while the rest of the masked men flee behind them.

They arrive to discover a scene of utter chaos: the French police and the terrorists are embroiled in an all-out street shootout, meaning there are now two sets of hostile forces that must be considered. This is going to take some careful planning...

CAPTURE NUKE CARRIER ALIVE

[ACHIEVEMENT | TROPHY]

The Professional
There’s no sugar-coating this: to earn The Professional bragging rights, you’ll have to make your way through this chaotic warzone in under two and a half minutes and do it in a single run.

No dying, no second chances. The time limit is tough, but it’s more important to protect Dima from incoming fire by mitigating the number of threats he’s going to face. Wait for Kiril and Vladimir to move up first and take out a cop across the street.

As you follow, let them take the right flank while you grab cover behind the white van on the left side of the street. Take out two policemen directly down range, provided your teammates don’t get them first.

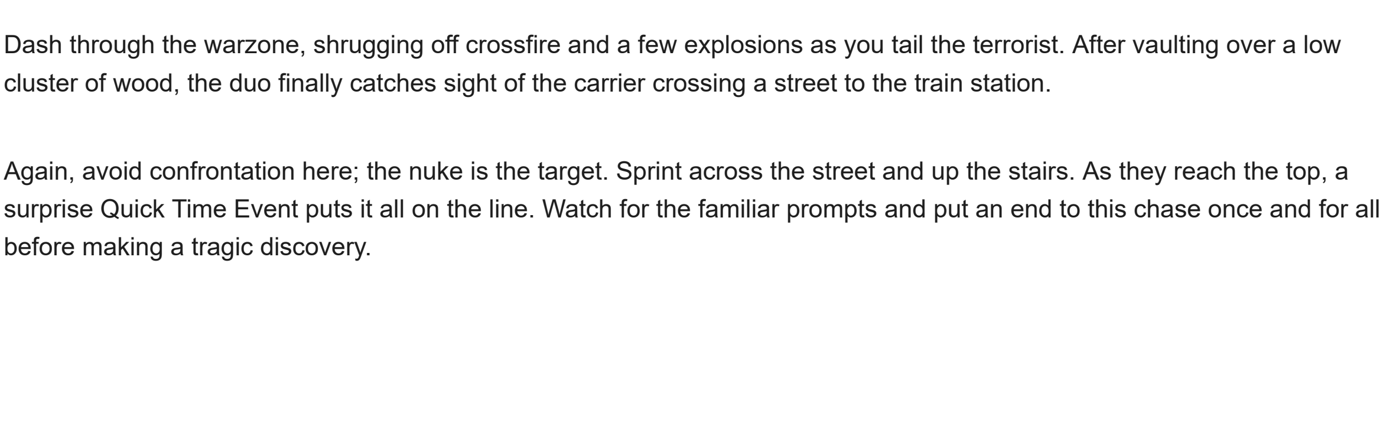
One hides near the mess of cars by the bus and the other can be found near a table on the right side where your buddies are moving up.

Move up slowly, sticking to the most solid pieces of cover you can find while avoiding the flimsy bus stops and signage. Once all the cops have been cleared from near the bus, use that as the next forward position.

Take out cops coming out of the left alleyway and stay low to avoid a patrol that marches down the middle of the street. Farther up, obscured by a burning car, waits another set of enemies that can be extremely dangerous.

Cross the street and head up the right side. Avoid the incoming fire by laying low and sprinting toward the nuke carrier as he dashes out of the nearby bus. Just as the trio is about to catch the carrier, an RPG smacks into the bus, making for an unfortunate and bittersweet end for one of the trio.

With no time to waste, the chase must continue or the city of Paris will meet a far worse fate.



Follow Kiril as he jumps over a railing and continues through a few back alleys. There’s no point in engaging any hostiles along the way; the nuke carrier has gained valuable distance and must be stopped at all costs.

Dash through the warzone, shrugging off crossfire and a few explosions as you tail the terrorist. After vaulting over a low cluster of wood, the duo finally catches sight of the carrier crossing a street to the train station.

Again, avoid confrontation here; the nuke is the target. Sprint across the street and up the stairs. As they reach the top, a surprise Quick Time Event puts it all on the line. Watch for the familiar prompts and put an end to this chase once and for all before making a tragic discovery.

Mission 7: Thunder Run

Thunder Run

Unit 1st Marine Tank Battalion
Callsign Sgt. Jonathan Miller
Location Near Tehran, Iran
Date October 31st
Time 0915hrs Zulu Time

Jumping back in time a little, Jonathan Miller's tank mission takes place before the events of Operation Guillotine, outside of Tehran. The tank battalion is charged with first clearing a path toward, and then into Tehran itself when a distress call from a certain Sgt. Blackburn changes things dramatically...

Jargon

LOD
A Line of Departure is just that, a forward line where attack ele-ments (in this case a tank battalion) can move to in preparation to move out for a combined assault or to coordinate with other attack or defensive elements.

Miller's the tank battalion is en route to a jumping off point for the rest of the mission, as they patrol the wide open, high-altitude, unforgiving Iranian plateau desert.

Jargon

BM-21s
Though comparatively ancient compared to the military might thundering across the Iranian desert, the Russian BM-21 truck-mounted multiple rocket launcher is not to be trifled with.

Their salvos are quite capable of putting down a huge amount of damage when they reach their target. Despite lacking modern refinements like laser guidance systems, the ability to launch up to 40 M-21OF rockets within seconds means anything caught in the blast radius is almost certainly reduced to rubble.

Being built on a truck platform, they are highly mobile and can be quickly deployed and fired before moving to a new location for reloading.

Jargon

Actual
Due to the complexity of communications, chain of command,and other factors, commanding officers infrequently issue radio com-munications themselves.

Instead, orders and intel are relayed by operators to multiple units simultaneously. When a radio broadcast is identified as "Actual", it means the commanding officer, not an operator, is speaking directly to the unit.

In short, your unit is being addressed by the commander directly, and you'd best listen up.

Jargon

REDCON
The Readiness Condition of a unit is broken down into four levels (five including REDCON-1.5) in descending numerical value indicating increasingly higher levels of preparedness.

REDCON-4 means the unit is ready to move out within the hour, but radio communications are still kept open. REDCON-1, by contrast, means the unit is fully ready for engagement.

The engines are running, everyone is at their post with weapons manned and hot, communications are relegated to mission-critical, and the operation is officially ready to begin.

Jargon

After a brief bit of introspection brought on by homesickness, Miller is snapped back to reality by the mission at hand. After a bit of brief chatter while the battalion pushes forward, everyone is called inside and the mission officially starts with a bang.

ENGAGE AND DESTROY THE ENEMY TANKS

270
90°
SMOKE
READY
WARN
Target. Identify last tank. Fire!

The tank directly to the left of Miller's is hit by a surprise blast, revealing an enemy battalion of no less than six rival tanks heavily armed and bearing down on the Marines' position.

Time to return fire and show these rolling hunks of metal how the USMC deals with enemy armor.

Tip

Trial By Fire
There's plenty of new stuff to manage here in the midst of this fight. For one, it provides a crash course on controlling and fir-ing a tank at the same time.

In the belly of this beast, zooming and firing buttons have been swapped, which can make things confusing in the heat of a shootout. The second is that a tank's extraordinary range allows it to engage enemies whiley they're little more than specks on the horizon.

Unfortunately, that also means a bit of trial and error in leading targets. As a general rule of thumb, the farther a target is, the more it must be led in the direction it's traveling.

Tip

Tank Armor 101
It's easy to assume that tanks are well-armored all around. However, the composite materials used for plating are not only expensive, but heavy. In order to outmaneuver opposition, tanks must sacrifice some protection to allow for mobility and speed.

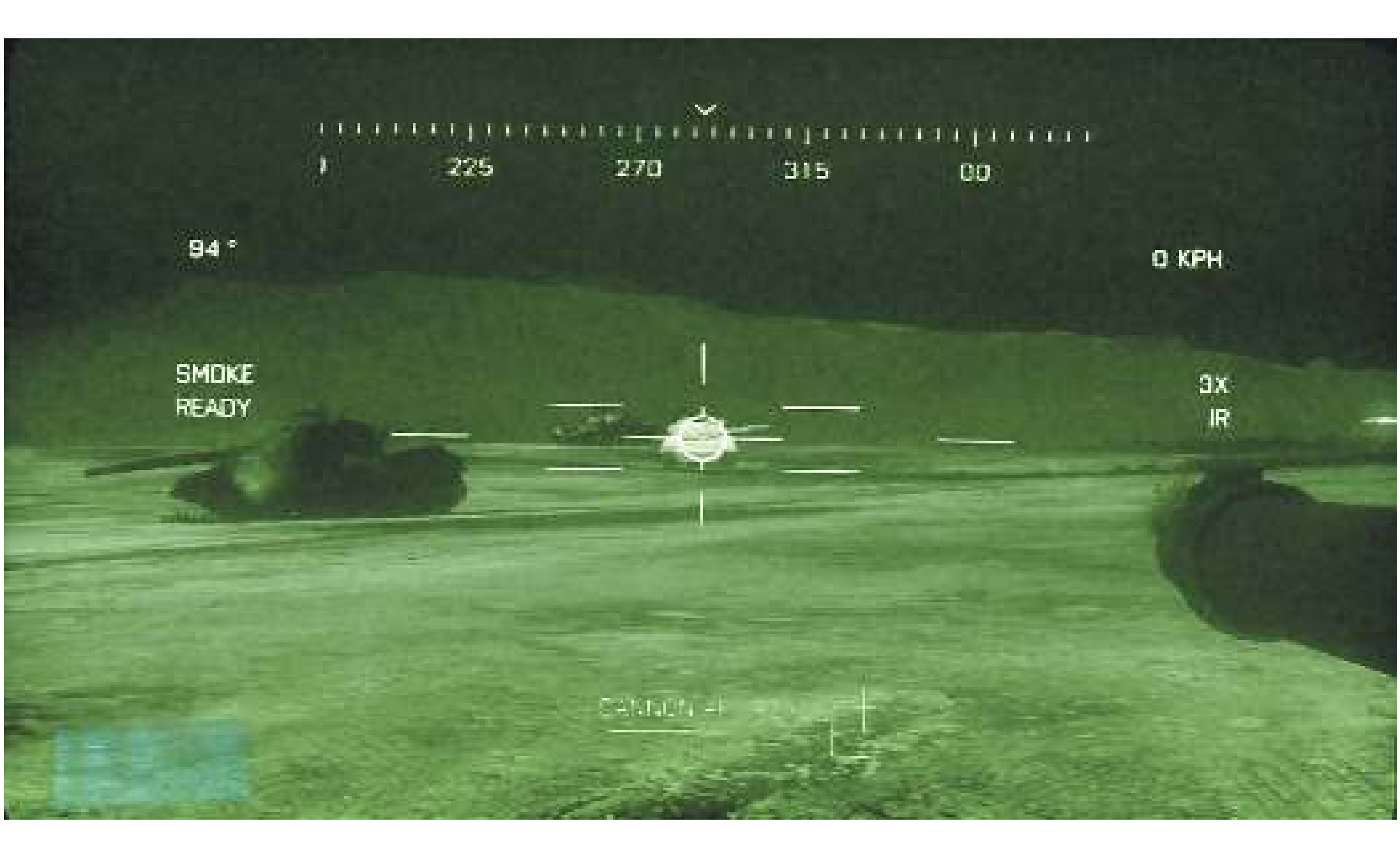
As a result, front armor is considerably stronger than the sides and especially the back. It's best to try to flank or even get behind around a tank, as their armor is weakest at the back. Use this to your advantage both offensively and defensively.

By turning into incoming fire, damage is minimized, while shots on enemy tanks from the side or back will produce a much more rewarding effect.

Use this knowledge to get an early jump on the pack of tanks by firing well ahead of the direction they're traveling in. Every reload means a dangerous bit of down time, and tanks aren't especially known for their maneuverability.

Thankfully, as the enemy tanks roll closer, they become easier to hit, but the same goes for Miller and company. Keep moving, especially when the distance between battalions starts to shrink. If you don't have to adjust much to hit those tanks, they don't have to either.

After polishing off a half-dozen enemy tanks, radio communication is cut short by a pair of T-72 tanks. Follow the on-screen prompts to switch over to thermal view to counter these tanks' camouflage paint jobs offer and take them out quickly.



Jargon

Say Again
No military organization will ever use the word "repeat" to confirm a command via broadcast. "Repeat" is used to indicate that a previous firing order on a position should be attempted again.

To repeat a command, the military uses the far less confusing "Say Again," which is meant to overcome possible interference during the initial order.

As the battalion prepares to resume their original run toward Anvil Actual's commanded objective, things suddenly get a bit more complicated.

A nearby camp is laying down a considerable amount of explosive rocket deterrence in the battalion's path, forcing the tanks to stop for a moment while the eyes in the sky are able to take a look at things.

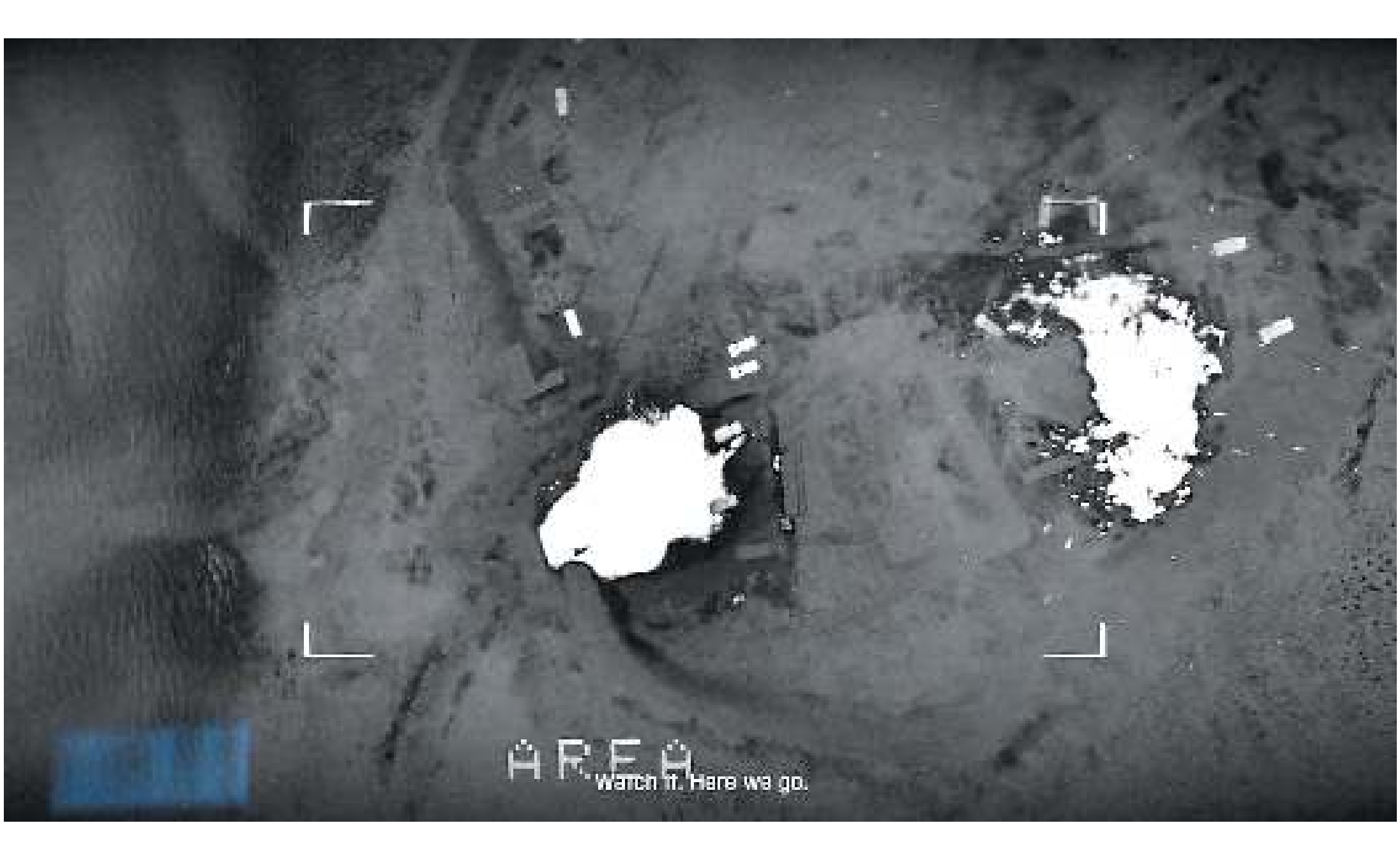
An umanned aerial vehicle above allows Miller in his tank to take a peek the rocket battery, allowing him to lase the rockets for a gun run by close air support. After a little infrared-tinted feedback, it's obvious those rockets aren't going to be causing any present danger. Time to push forward and into the enemy camp.

Jargon

Bingo
The only thing keeping aircraft airborne is their fuel. "Bingo" indicates fuel has fallen to a minimum level with enough remaining to comfortably return to base.

While there are reserves allocated for extended sorties, bingo is usually considered the point at which an airborne vehicle should avoid staying out in the field, lest they risk dire gravity-based consequences.

That incredibly helpful A-10 Thunderbolt has just hit E and needs to head back to base to refuel. No more convenient gun runs for Miller and his tank buddies from here on out.



The crew inside Miller's tank gears up for the oncoming wave by loading in new ammo and spooling up the machine gun turret mounted in parallel to the barrel. Aiming through the sights, Miller can contend with both ground forces and enemy armor without breaking a sweat, easily alternating between cannon rounds and rapid turret fire. The enemy camp won't know what hit them.

Jargon

HEAT, Sabot
Modern technology has enabled tanks to adapt easily to different combat roles. In addition to offering the ability to operate remote vehicles, their on-board armaments can be swapped out as needed.

These Marines can switch the main cannon between Sabot rounds for long-distance targets and High Explosive Anti-Tank rounds for shorter ranges. HEAT rounds have a cavity in their nose that allows the full payload behind it to melt a shaped charge liner.

As it melts, the shaped charge compresses the liner into a high velocity "jet" stream of metal that is funneled into a very small area to almost "drill" into the point of impact with maximum force.

By contrast, Sabot rounds have a casing (the sabot itself, named after a fitting like a shoe) that keeps the dart-like depleted uranium penetrator rod centered within the wider tank barrel.

The casing also provides a larger area for the propellant to push against, causing the dart to have even greater velocity right before the sabot casing is shirked upon leaving the barrel.

The friction of this high-speed projectile against the tank's metal armor generates spall, metal flakes that are extremely dangerous to the tank crew within.

By moving to HEAT rounds, it's a sign that hardened, armored targets will be in very close range. Something to keep in mind, perhaps?

ASSAULT THE DESERT ENCAMPMENT

Push hard and fast toward the camp. Multiple incoming RPG fire will make it difficult, but remember that tanks were literally made to handle explosives impacts to their front.

The M1 Abrams tanks Miller's unit uses are capable of laying the hammer down to boost their normal cruising speed a bit higher at the expense of valuable fuel. Punch up the speed to spill over the berm protecting the encampment.

Make note of the controls for swapping between the main cannon and a machine gun, as both will be needed in the upcoming breach. An air strike thankfully takes care of the forward RPG threat, but there's sure to be more inside.

SMOKE
READY
1X
60Hz

The single biggest threat in this choked series of roads is RPG teams. The main cannon is quite adept at turning their positions into craters, but opening up the 7.62 mm machine gun provides excellent suppression fire to make them think twice about popping out.

Deal with RPG teams to the right of the entry point with whatever weapon feels right, then roll around to the left to unload on the rocket batteries themselves. With the ground forces scattering, move on to the next objective dead ahead.

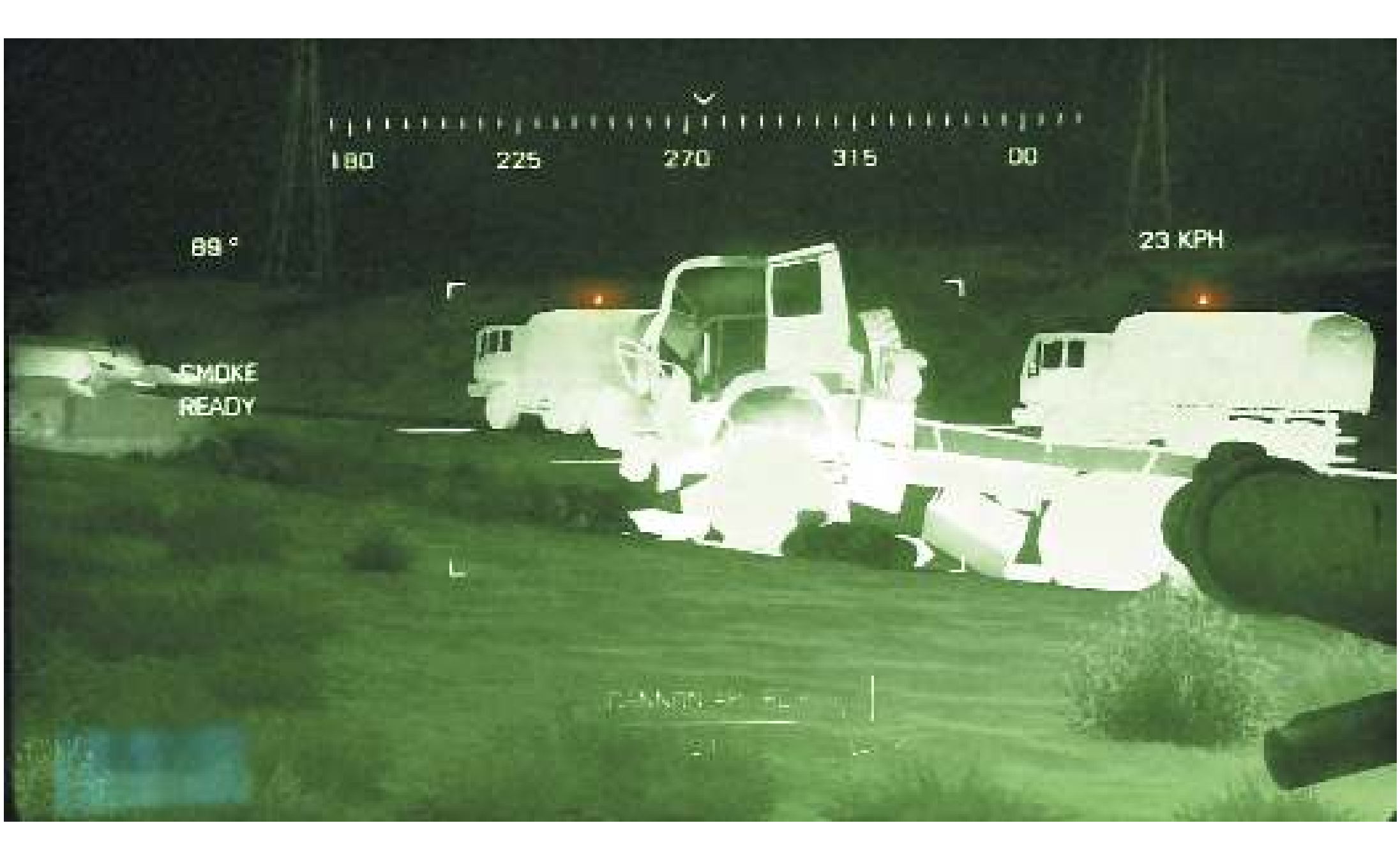
As the battalion surges across the open plains, they come across a mysterious dust cloud—an almost sure sign that there are enemy vehicles nearby. Just seconds later, a T-72 is spotted, followed by a friend, rolling across the horizon at high speed. Time for a bit more tank hunting.

CHARGE THE RIDGE

The enemy tanks' seemingly erratic behavior is soon explained when four new threats make themselves known directly on the Marines' left flank. Engage and destroy all six tanks using the same techniques as earlier; lead far off targets more than close ones, turn into incoming fire as needed and punch as many rounds as possible in to the sides or rear of the tanks.

The entire enemy battalion will quickly disappear over a ridge, sending Miller and his battalion in pursuit. Keep in mind that a tank cresting a hill is at a disadvantage since its main cannons will be pointing skyward for a second, leaving the vehicle open to attacks without fear of retaliation.

A smarter strategy is to roll over the hill at an angle, quickly getting the tank onto the downward slope to re-acquire targets with speed and precision.



DESTROY THE TRUCK COLUMN

A small convoy worms its way across the desert ahead, and orders come down to destroy them. Do so at range, switching to infrared and waiting for the convoy to eventually stop and spill out a anti-tank team heavy with RPGs.

They are backed by a trio of enemy tanks that should be dealt with quickly before tending to the ground troops. Using the directional buttons, switch to the tank's 7.62 mm machine gun and take out the RPG crew as they sprint from one vehicle to the next to set up for rocket volleys.

When they're gone, the remaining individual vehicles of the convoy can each be destroyed with a single shot from that 120 mm main cannon with ease.

FOLLOW 3-4 ONTO THE HIGHWAY

After that succession of attacks, the Marines finally get something of a break as they discover a surprisingly smooth main road for travel. Follow the rest of the tank convoy, admiring the scenery until further orders come in.

Jargon

B-1
Originally designed to replace the ailing and equally massive eight-engine B-52 Stratofortress bomber, the B-1 Lancer is a con-siderably faster, more agile, less radar-obvious and more modern way of delivering precision payloads in a variety of locales.

Though its original designs didn't include such now-common innovations as smart guided bombs and advanced targeting systems, the later revisions of the B-1 have added these techno-logical advances to keep the B-1 a critical component of modern deployments.

FOLLOW 3-4 TO HIGHWAY OVERPASS "ALTER"

The scope of the conflict's destructive repercussions is made readily apparent as the Marines finally link up with the main highway. Burning, twisted messes of metal litter the road. Continue on mission, following the convoy to Alter.

When the convoy comes upon an overpass where heightened activity has been observed, Miller is ordered to move on ahead to investigate.

Push forward until Miller automatically hops out, then charge forward to meet up with an engineer from Hatchet Company to get the SITREP. Apparently, the unit was ambushed by PLR before they could properly detonate explosives planted farther up the road.

It falls to Miller to brave intensive crossfire to retrieve the trigger mechanism.

3-4, this is Anvil 6-6.

PICK UP THE TRIGGER

Thankfully, Miller can take cover behind his tank escort for a short distance. It can't move up all that far, however, so eventually you'll have to sprint from behind the tank to a bit of burning rubble.

Sprint speedily from there to another burning Humvee to find the abandoned trigger sitting on a structure just to the left. After pressing the Action Button when near to pick it up, retrace your steps and sprint back, using the same pieces of cover to protect from incoming fire.

Fear No Evil

Unit 1st Marine Tank Battalion
Callsign Sgt. Jonathan Miller
Location Tehran, Iran
Date October 31st
Time 1045hrs Zulu Time

As Miller and his fellow Marines make their way into Tehran, Blackburn and his squad are already there, deeply entrenched in the bank where they've made a grave discovery.

If Black and company are to survive, they're going to need some serious help from Miller's battalion, which is precisely why Miller is heeding the distress signal and heading straight for the bank.

There's little to do as the battalion cruises through the heart of downtown besides drinking in the sheer level of destructive force a combined PLR coup and a massive earthquake have wreaked.

It's not a pretty sight, but Blackburn and his Marines are in trouble, and a pair of tanks are just what the doctor ordered. Once the tanks move through a choked alleyway,

Miller ducks down to avoid sniper fire and steer operation of the tank from the safety of the enclosed interior below.

90
135
180
225
270
94 °
9 KPH
SMOKE READY
3X 60Hz
SAVING

Was that a tank?
Yeah, I saw it too. The bank's that way.

FOLLOW FRIENDLY TANK

Keep fairly close to the tank ahead as the convoy turns left, then left again, coming under fire from RPG-equipped PLR. One group spills out to the right of your tank buddy ahead, while another emerges from the rubble to the left.

MOVE OUT OF AMBUSH

Another group waits just ahead near the shops to the right. Bypass them by simply turning right and charging through those shops to find the main drag to the plaza and bank directly to the right.

Though there are troops here, they don't pose a significant threat as long as you keep moving. However, the hostile tank near the bank across the street can. Tag it before it reaches its destination, it will make this fight a bit easier.

180
225
270
315
00
90 °
0 KPH
SMOKE READY
3X 60Hz
161

Fire and adjust!

Switch to infrared to get a better picture of what the PLR armor situation ahead looks like. Aside from the aforementionedtank that was coming up the left, there's another sitting on the right side of the main plaza.

As you inch forward, another tank is revealed on the main roadway in front of the plaza. Take all three out as quickly as possible, then push forward toward the bank and up into the familiar plaza setting.

180
225
270
315
90 °
8 KPH
SMOKE READY
1X IR

Roger. We saw them. Stand by to get the hell out of there.

Though the lighting conditions may be a little different, this indeed the same area seen at the conclusion to Operation Guillotine, and Black needs the Marines' tank support badly.

As the tank rumbles up the steps, it's hit by something with far more oomph than a normal RPG, crippling the engines. Miller and his crew must fend off the converging PLR with the .50 cal. Get topside and start searching for targets; this plaza isn't going to stay calm for long.

DEFEND BLACKBURN

Things seem calm initially. Miller and Black have a little conversation on a private channel about the nuke that makes the gravity of what they found in the bank vault that much more obvious.

The Marines have called for a helicopter evacuation, but it's going to take time. There's nothing to do now but stay put, keep your eyes open for enemies, and take them out with extreme prejudice.

As the heli evac's radio chatter makes obvious, there are plenty of enemies closing in on this position to re-secure the nuke. Continue to lay down fire toward the left near a set of sandbags, to the middle (also near sandbags), and to the right near the stairs.

Roger that.

DEFEND EXTRACTION HELICOPTER

More PLR swarm the plaza in hopes of stopping the helicopter. Given that Miller and his crew are stuck without working hydraulics, they have no choice but to continue to push back the enemy from their static position.

PLR continue to advance from the same positions as before, forcing Miller to keep the .50 cal trained on those locations to hold them off for 15 minutes until help can arrive.

Jargon

QRF
A Quick Reaction Force is a unit designed exclusively for mobilization at a moment's notice, and are capable of everything from medical to engineering to bomb disposal and more.

Except during times of intense fighting, QRFs may be kept at a lower REDCON level to reduce the resource burn of being at constant REDCON-1.

However, QRFs still operate on the idea that they can respond in minutes—in this case, a rather harrowing 15 minutes. If Miller and company can just hold out long enough, the tank will be back up and running and they will be mobile soon.

Anvil 6-6, Anvil 3-4. Status on QRF, over?

HOLD OUT UNTIL QRF ARRIVAL

With no means to move out and heavy resistance, a call is made to check on support's estimated time of arrival, but it's not looking good. Continue to pour on the .50 cal diplomacy while holding out for support. Miller and his fellow Marines are literally sitting ducks here, so keep that turret hot. Eventually, the conflict will resolve itself in a surprising—but hardly welcome—way...

Mission 9: Night Shift

Night Shift

Unit 1st Recon Marines
Callsign Sgt. Henry “Black” Blackburn
Location Tehran, Iran
Date November 2nd
Time 0358hrs Zulu Time

The bank nuke is secured, but the question of the third nuke’s location weighs heavily on Black and Campo as they prepare for their next mission.

Under the cover of night, the two Marines plan to assist another team currently en route to capture Al-Bashir and gain his valuable intelligence.

A rainy, dark rooftop serves as the introduction to Black’s mission at hand. After a bit of radio chatter and some misgivings from Campo, it falls on Black to snuff out any lights near the landing zone.

DISABLE THE LIGHTS IN PARKING LOT LZ

[ACHIEVEMENT | TROPHY]

Army of Darkness
The LZ is too bright thanks to those swinging, bouncing lights down below. To snag the Army of Darkness Achievement/Trophy, Black must take out all four lights with just one shot each. The key is to aim not for the lights themselves, but their small, conical coverings.

Observe the way the lights sway and bounce for a moment before firing, then hold your breath and tag the light boxes one at a time. Using breath control here to minimize scope sway is absolutely important.

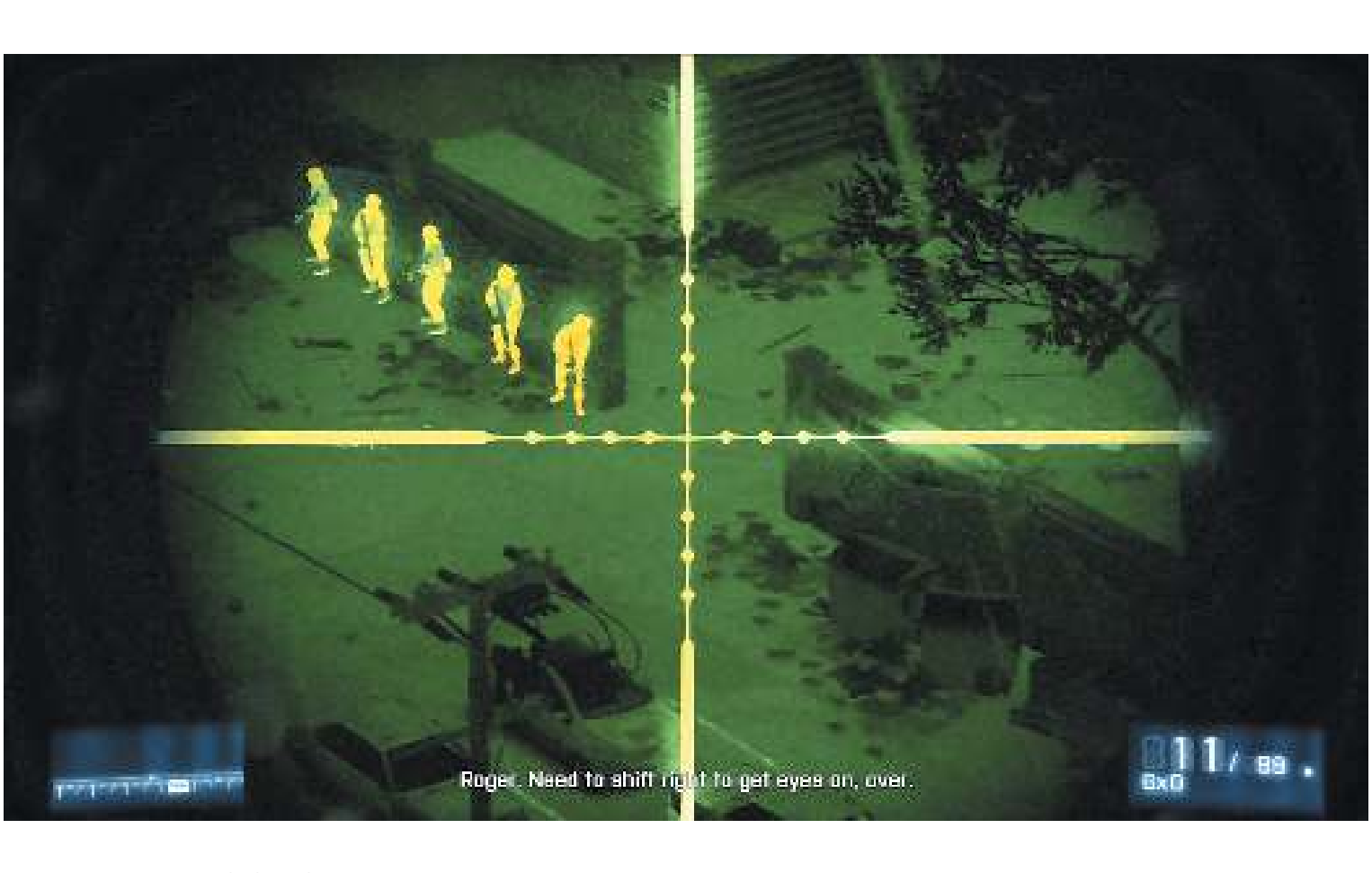
Although Campo might harp about the timeline, getting these shots right the first time means ignoring his impatience and making each shot count.

With the lights out, the Osprey is clear to land, and deposits a quintet of Marines into the dark parking lot. Though nearly invisible to the naked eye, the Marines’ body heat makes them quite obvious through Black’s sniper scope.

Track the Marines as they drop in and take up position along a nearby wall.

CONFIRM COLE’S IR SIGNATURE

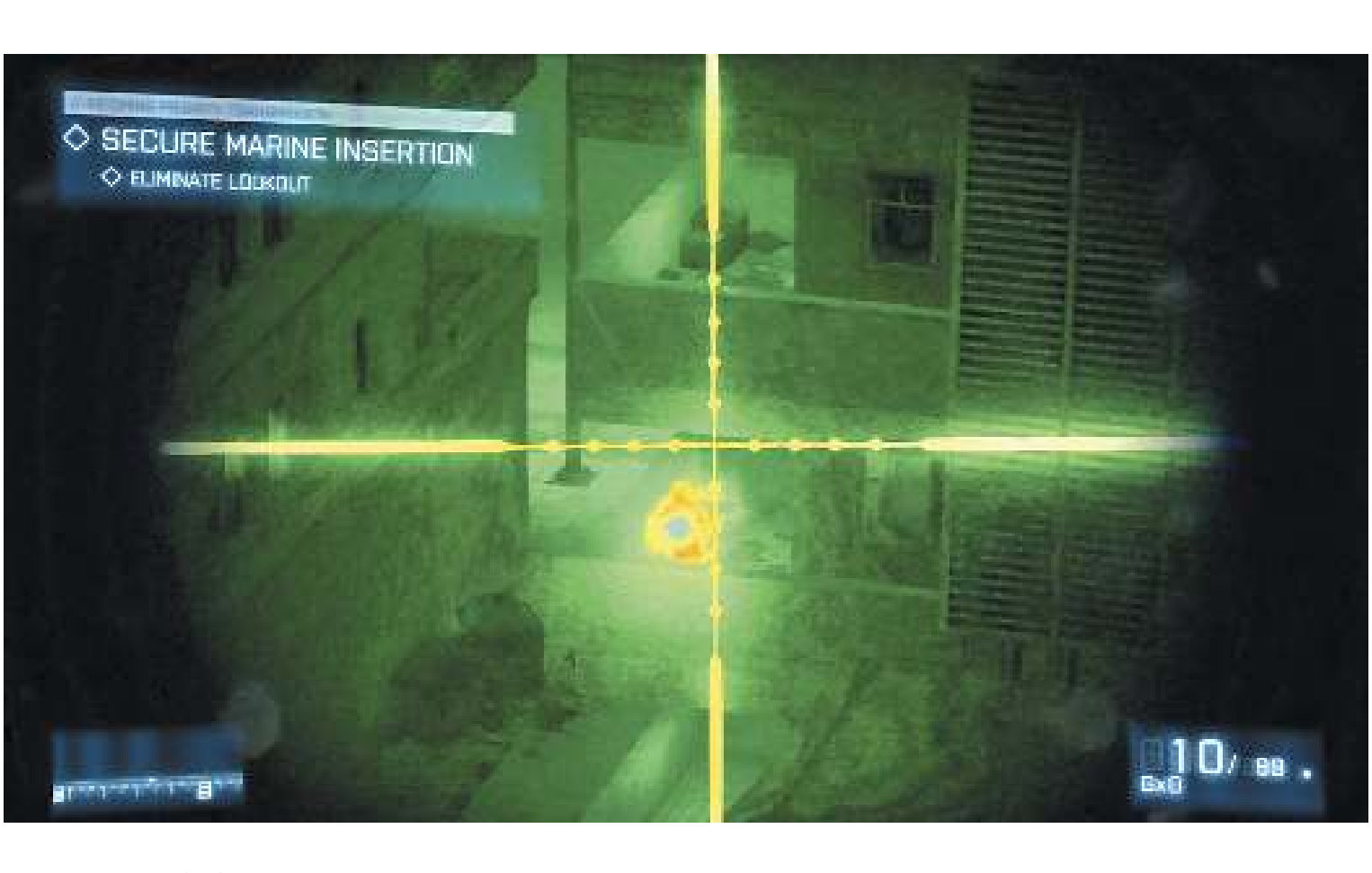
After using the scope to view Cole’s infrared flash, make sure Black and Campo have moved to the right side of the roof above the Marines. Track their progress as they move to another area of cover.



Roger. Need to shift right to get eyes on, over.

ELIMINATE LOOKOUT

A lone PLR strolls out into the balcony of a nearby apartment. He should be fairly obvious through the scope, but if you’re having trouble finding him, just track right and slightly up from the Marines’ position. The clueless PLR lookout will have no idea what hit him...



RAPPEL TO STREET LEVEL

There’s nothing like running down the side of a building to get the blood pumping. After making it to ground level, the mission becomes all about stealth.

AVOID ALERTING PLR PATROLS

Follow Campo through a gauntlet of enemy avoidance, starting with crouching by the same car Campo drops near to avoid the oncoming truck. Sprint with him down the street, then duck right into an alley and climb over a nearby wall.

ELIMINATE SENTRY

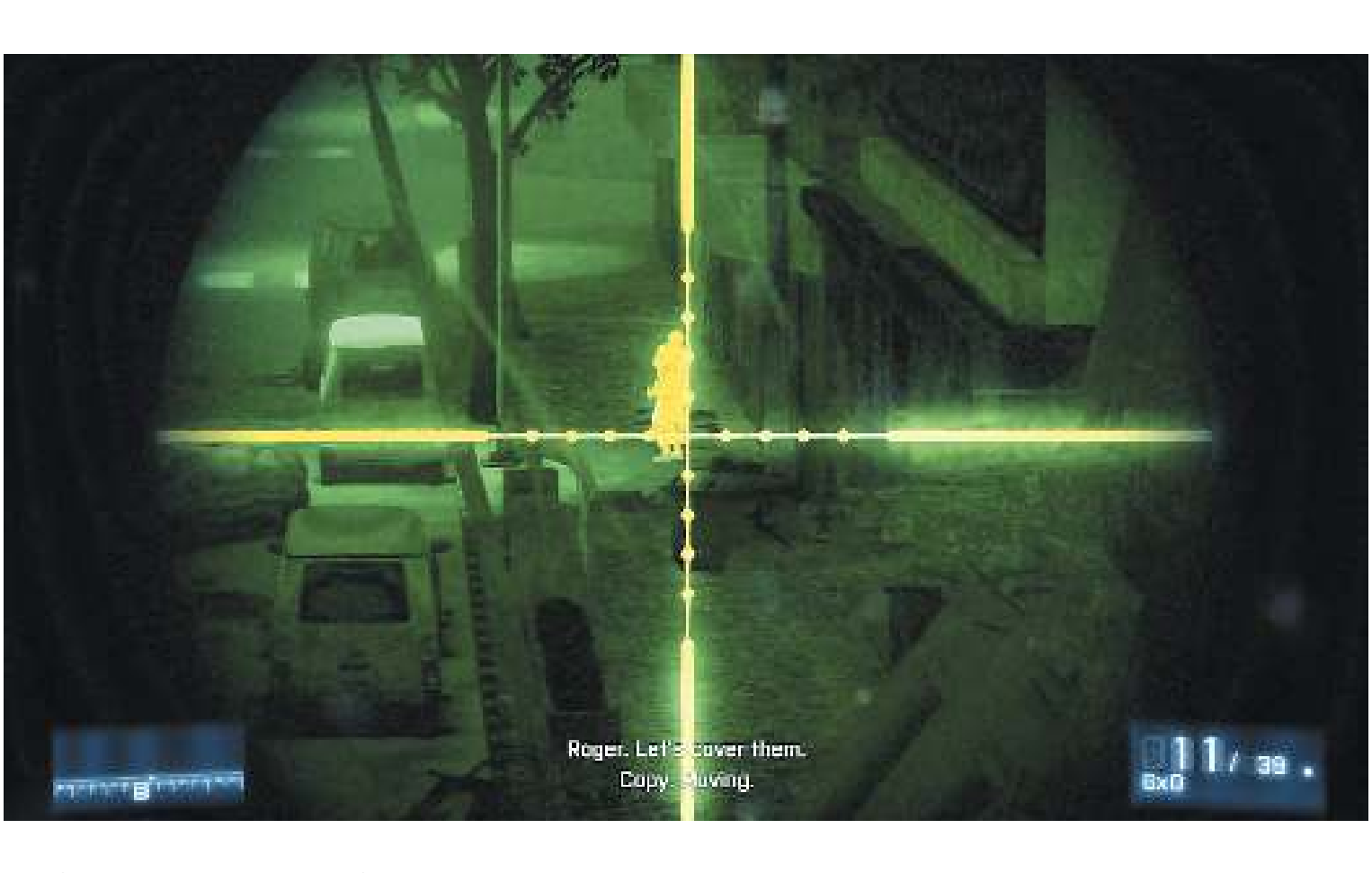
Another PLR lookout waits here, but is easily taken out with a little held breath and a clean shot.

FOLLOW CAMPO TO ROOFTOPS

As you push forward, a partrol emerges from a nearby alleyway. Wait until they pass, then sprint toward a ladder and climb it to another vantage point to help out the Marines below.

ELIMINATE THREAT

The Marines down on the ground level cannot do anything until you take down the two guards below. Use the scope to locate them on the right side of the street, dead ahead.



Roger. Let's cover them.
Copy. Moving.

[ACHIEVEMENT | TROPHY]

TwoforOne
Nailing this Achievement/Trophy isn’t especially hard. But like the parking lot lights, there’s only one chance at it without having to reload a checkpoint. Move as far to the right as possible along the roof to get the two tangos nice and lined up.

Then crouch and steady your breath, aiming for the front PLR’s head. Take the shot and you’ll drop both at the same time, as the bullet whizzes through one skull and into the neck of his buddy behind him.

ENSURE THE MARINES CROSS STREET SAFELY

This is arguably the easiest objective in the game to complete. Just keep your eyes on the Marines as they use cover cross and move past barriers into the building formerly guarded by those two PLR you eliminated. When they’re clear, head down the ladder to the right.

AVOID ENEMY PATROLS

There’s not much to say about this objective either. Once you and Campo are on the ground, a big ol’ PLR convoy decides to rumble through the rain-drenched streets. Take cover next to Campo at a nearby vehicle until it passes.

Then follow him up onto the overpass and back down, heading left into a building to avoid further patrols. Once inside, they discover a PLR, necessitating his quiet termination.

Creep forward with your blade drawn and stealth attack him, which leads into a lengthy, and unfortunately noisy, death that alerts a PLR patrol. Time to run.

ESCAPE PLR

With enemies on your tail, there’s no option left other than to run—and run like hell. Follow Campo, moving in a serpentine fashion to reach a blown-out hole leading down to the sewers.

After descending, Campo places a charge near the entrance before sprinting ahead down the tunnel. Follow and listen for an oh-so satisfying explosion behind you.

REACH STREET LEVEL

Thankfully, the PLR haven’t yet infiltrated Tehran’s sewer system, but that doesn’t mean they aren’t close. Listen in on a conversation between a few of the insurgents above while making your way toward Campo’s position by a ladder at the end of the sewers.

Sharp ears will pick up on the fact that Al-Bashir is indeed here in Tehran, which explains the sheer numbers of patrols in the area.

Roger. Let's cover them.
Copy. Moving.

ELIMINATE HOSTILE SQUAD

In fact, one of the many patrols is right on top of Black’s position. This shootout is particularly rough because there’s not a huge amount of clear cover and the enemies are extremely hard to spot.

In addition, they appear to be better trained, firing more accurately than previously encountered enemies. It’s important to take note of that from here on out, firefights will be significantly more dangerous.

Use either the low wall dividing the street to the left or the burning wreck in front to take cover, but know there are numerous enemies here. A small group waits to the right of the burning wreck, while still more open fire from the mound of broken concrete ahead.

Take care when acquiring and firing on targets here; it can be tough to draw a bead and engage an enemy in the same pop-up from cover. These enemies know exactly where you are, and they’ll all open fire the second you rise up.

Use the old techniques from before: pop up, sight an enemy, then drop again to recover health if needed. Keep in mind that health recovery is tough when using the scope, as the normal blood spatter and color-draining effects aren’t there. Repeat to take out all threats and move forward.

REGROUP WITH MARINES

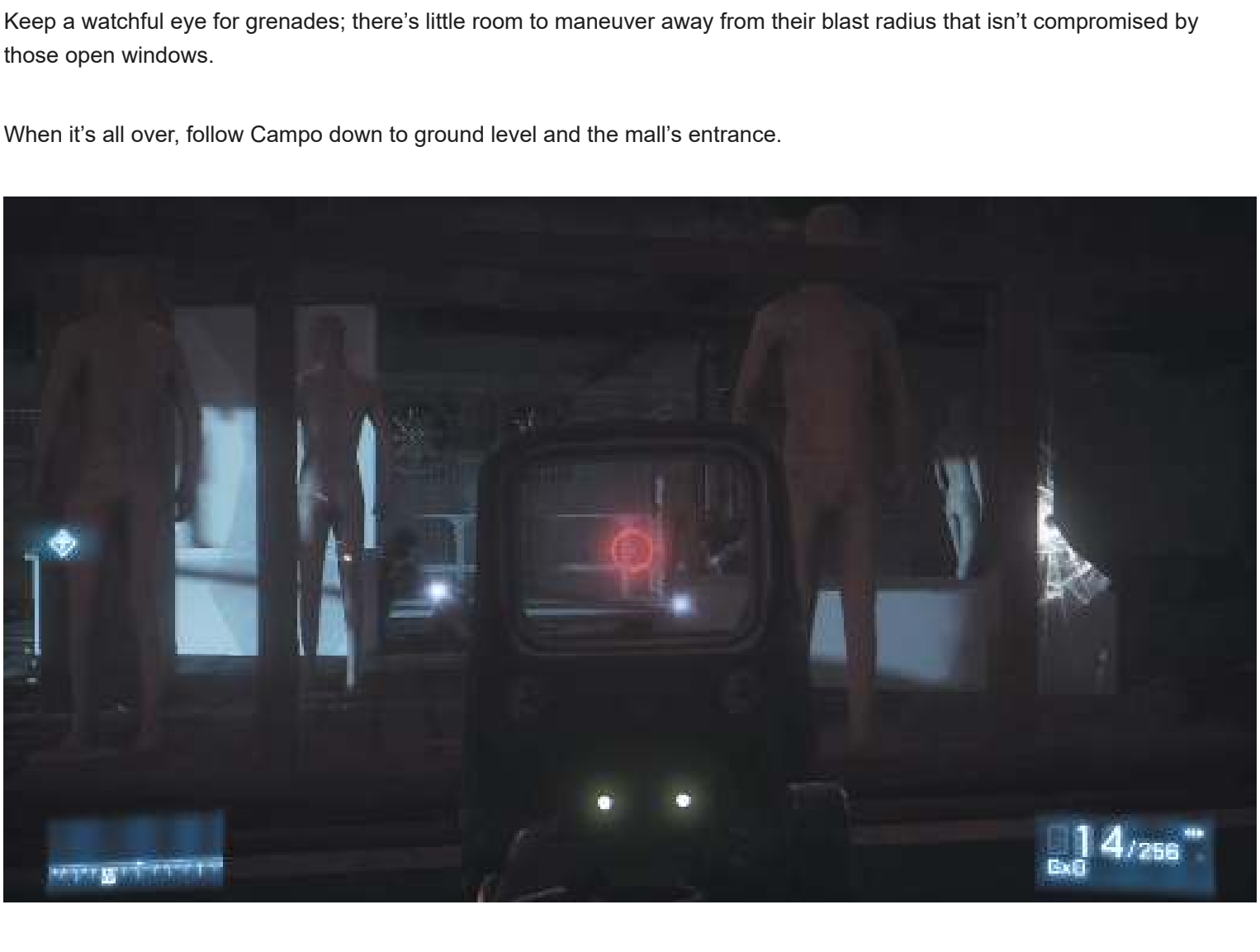
Okay, so Cole has a bad habit of broadcasting very obvious, clear landmarks over open radio waves. That makes him something of a bad CO, but it also means the support Black and Campo so desperately need is at least in a clear place. Time to head there, but not before getting a peek backstage for Miller’s execution video.

Though the mood is somber, Campo and Black can’t afford the time to mourn. A PLR group makes a ruckus heading up the steps on the other side of the room, through the windows. Follow Campo’s lead and drop to a knee in preparation for the enemies coming up the stairs.

Campo is covering the left, so concern yourself with the enemies that spill in to the right of the large pillar in the middle of the room. They’ll take cover behind that column and an overturned desk to the right, so quickly snap your crosshairs to the targets and fire.

Move to the left to take cover behind the door as needed. Look for flashlights to betray enemy positions when firing back. Keep a watchful eye for grenades; there’s little room to maneuver away from their blast radius that isn’t compromised by those open windows.

When it’s all over, follow Campo down to ground level and the mall’s entrance.



Cole could use some pointers to improve his motivational speeches. He actually mentions the possibility of things turning out poorly as you move through the mall, but at least he’s right about it being a good place to fall back.

Push onward with the other Marines on the way to capture Al-Bashir—alive, as Cole insists.

REACH OVERWATCH POSITION

Follow Campo to a sniping spot where he and you can offer a bit of cover for Cole’s squad that’s about to turn a small apartment complex into a warzone. This is not going to be a quiet or easy op, so stay frosty.

COVER MARINE ADVANCEMENT

The squad comes to a sudden stop due to a PLR that doesn’t see the group just yet. They move in from a structure to the right that Cole calls a “playground”. Mark this as a point of reference as it’ll be one of many places the PLR will mobilize from.

Cole’s Marines stack up on wall below the main apartment complex, then push forward. Matkovic grabs a fellow Marine and plays babysitter while Cole’s squad punches into the apartments from the ground floor.

DEFEND MISFIT 1-4

Tip

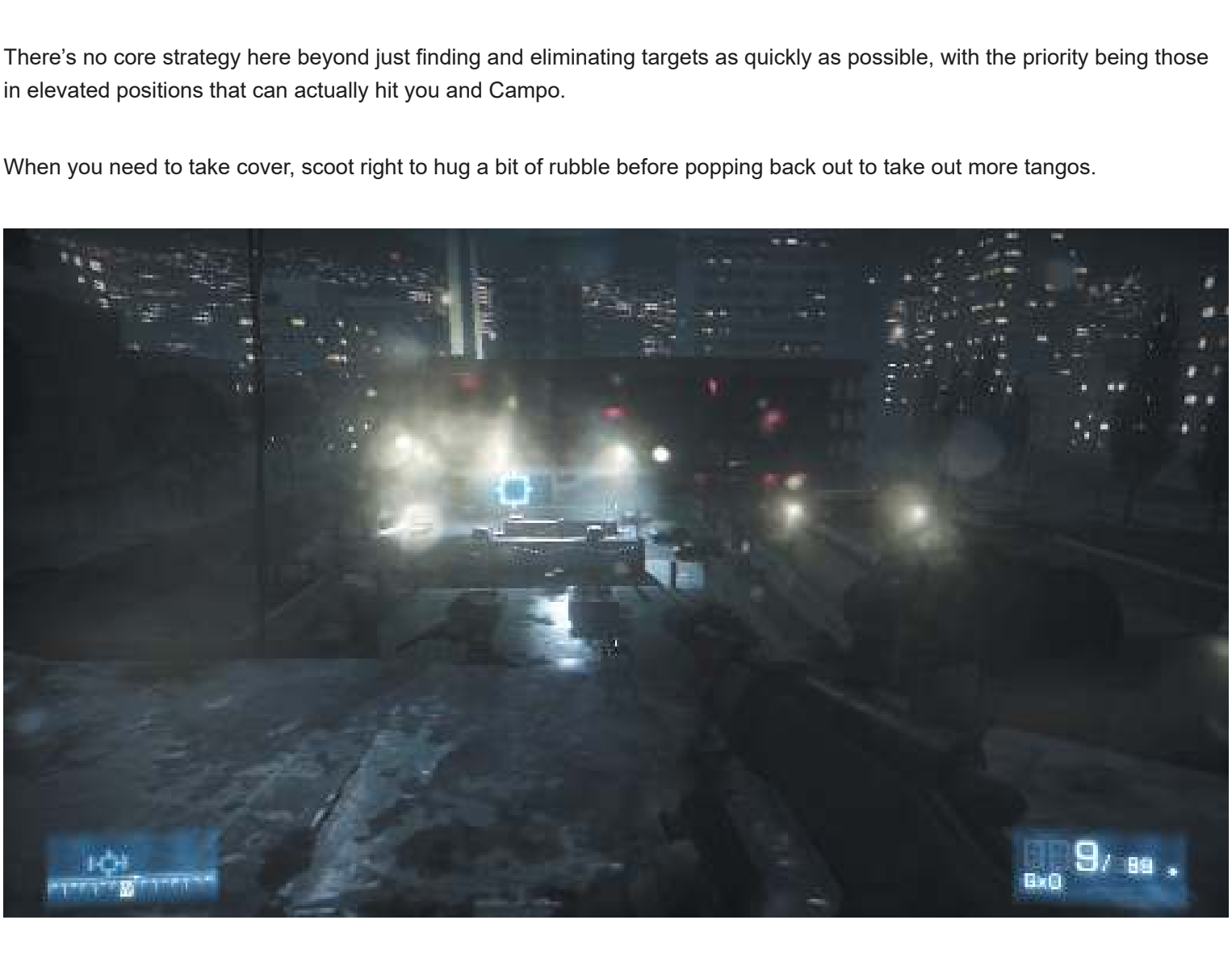
Night Vision
From your elevated position and with an infrared scope, you’re capable of quickly finding and dispatching the PLR that will race to the defence of Al-Bashir. Campo will call out positions that should be kept in mind.

The playground you already know about; however, there are more structures just up and to the right of that entrance. Ground level shows enemies in the parking lot straight ahead, but also on the walkways leading into the apart-ment complex from the playground.

PLR almost instantly starts flowing in, both around the same outside wall that Cole’s team stacked up on before the parking lot and another, low wall just inside the lot above. To make matters worse, your position is compromised fairly early on by PLR that will fire on your position from the various levels of the apartment complex itself. Keep sweeping with the scope to spot their heat signatures and take them out as fast as possible.

There’s no core strategy here beyond just finding and eliminating targets as quickly as possible, with the priority being those in elevated positions that can actually hit you and Campo.

When you need to take cover, scoot right to hug a bit of rubble before popping back out to take out more tangos.



After Cole breaches the second apartment, things really go to hell. PLR know you’re there and have positioned enemies on the roof of the building near the playground entrance.

Deal with them quickly and cleanly before moving your sights down to the parking lot and playground, which are quickly erupting into a firefight.

A truck will roll in from the leftmost street, deploying even more PLR into the area. Take your time here and pick them off as best you can, but the playground nearby has plenty of threats, too.

Stay calm and imagine being at a carnival shooting gallery. Scope targets, pick them off, then quickly sweep over to other areas where known PLR will group.

There’s the same low wall as before, the exit from the playground and the entrance of the parking lot now invaded by more PLR. One shot, one kill.

Take your time and pull out of scope view every so often to make sure you’re not in dire need of cover.

An RPG PLR shows up atop the apartment complex the roof when enough enemies have been downed. He can actually be taken out from between the areas of cover to the right of the normal, open sniping position.

From here, it’s also possible to gun down more PLR that are taking positions near the walls leading out of the playground. Eventually, Cole will scream about Al-Bashir making a break for it. No more sniping for you.

STOP HVT’S CAR ESCAPING

Follow Campo back to the right, sprinting over rooftops until you can both drop down to the street level below. A slo-mo event lets you tag Al-Bashir’s car as it escapes, causing the HVT to swerve around a corner and crash, allowing you and Campo to scoop up the terrorist.

SECURE HVT

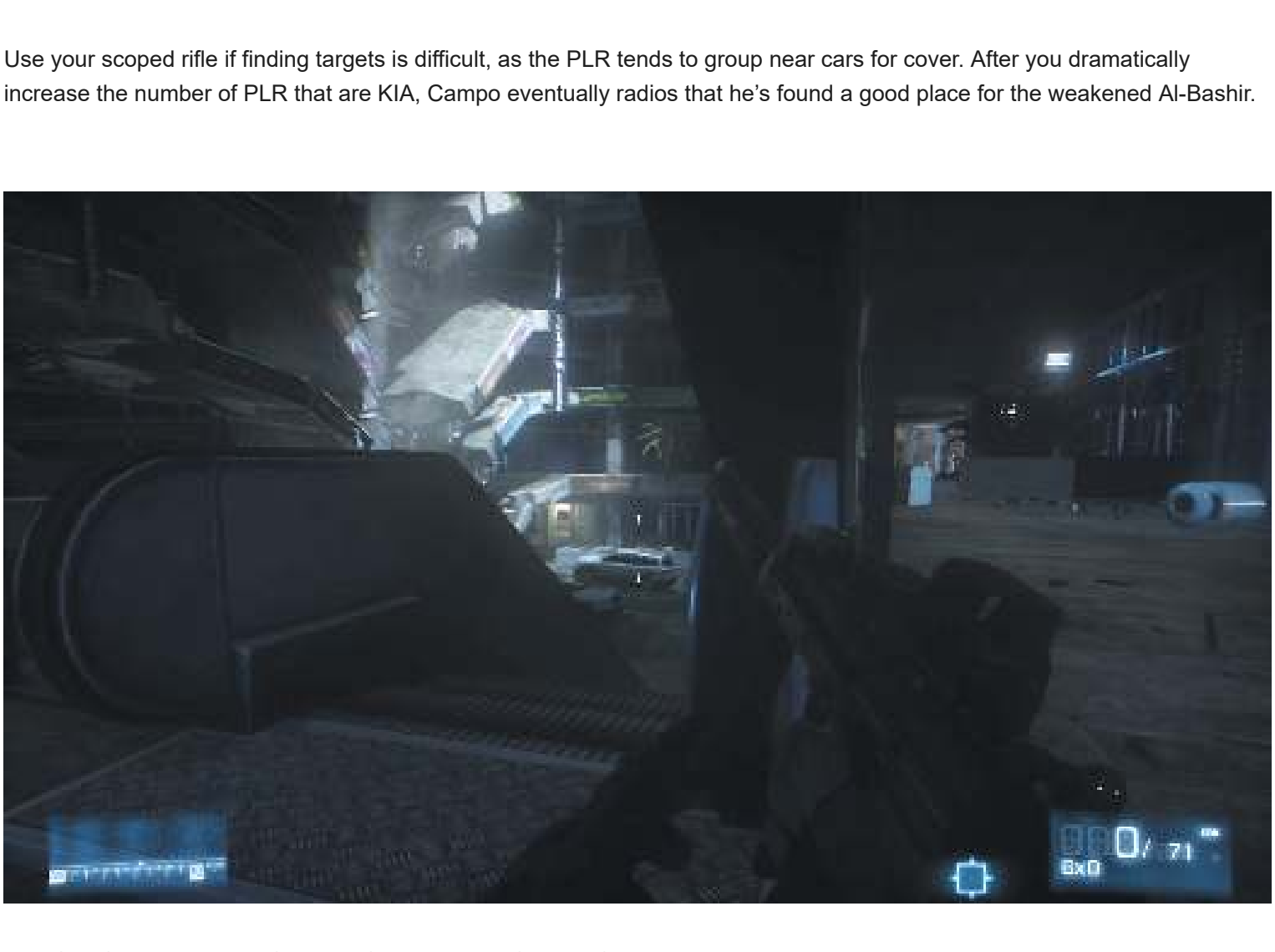
Al-Bashir is immeasurably more valuable alive than dead, and a wrecked car is a precarious place to leave him in. Sprint over to the wreck of his vehicle and grab him with Campo before attempting an extraction back near the start of the mission.

HOLD OFF PLR ATTACK

PLR are absolutely swarming your position, intent on bringing their leader back. Crouch near the low barrier next to Al-Bashir’s wreck, wait for Campo to carry the HVT toward the open doors on the opposite side of the road, and then sprint to meet him there.

The PLR in the streets are nothing if not numerous, making this a textbook target-rich environment. Grab a spot near the door and open fire on anything foolish enough to have a light.

Use your scoped rifle if finding targets is difficult, as the PLR tends to group near cars for cover. After you dramatically increase the number of PLR that are KIA, Campo eventually radios that he’s found a good place for the weakened Al-Bashir.



REGROUP WITH CAMPO IN RV POINT CHARLIE

Head back through the darkened ground floor of the mall and up an escalator to rejoin Campo in a small shop riddled with debris. Al-Bashir is not doing well, and certainly won’t last long under the current conditions.

He’s weak, barely conscious and the PLR are moving in. Time to make a stand.

DEPLOY DEFENSIVE PERIMETER

The first priority is to use your best judgment in deploying claymores where you anticipate the enemy might show up. This isn’t exactly an easy task with so many points of entry, and the clock is ticking.

Throw down claymores near the top of the elevator entrance and position the remainder down the corridor where you’ve taken up position.

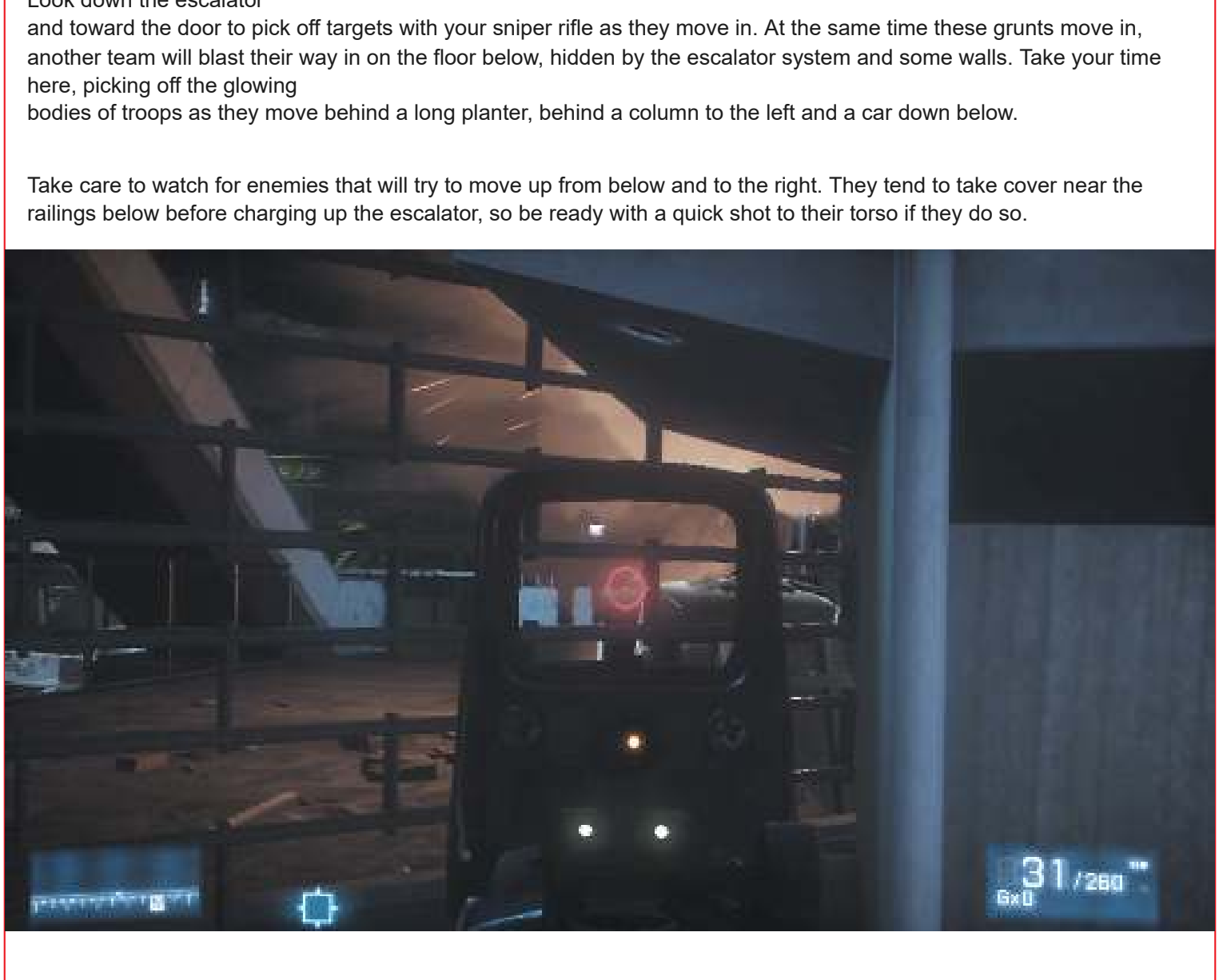
Place one near the planter about halfway down the hall and another at the far end, near a bit of cover to the left, then high-tail it back toward the room where Al-Bashir waits, slowly dying.

Caution

The Waiting Game
This will be the single hardest part of the Campaign, and there’s no clear strategy here beyond “shoot them before they shoot you.” The first wave of PLR will make their entrance from the door you dashed through just a few moments ago.

Look down the escalator and toward the door to pick off targets with your sniper rifle as they move in. At the same time these grunts move in, another team will blast their way in on the floor below, hidden by the escalator system and some walls. Take your time here, picking off the glowing bodies of troops as they move behind a long planter, behind a column to the left and a car down below.

Take care to watch for enemies that will try to move up from below and to the right. They tend to take cover near the railings below before charging up the escalator, so be ready with a quick shot to their torso if they do so.



After the first wave on the ground floor, another will breach the floor you are on and will begin moving in from the far end of the mall. Thankfully, they are slightly funneled by the walkway leading from their side of the floor to yours.

Take extreme care in dealing with these enemies, as they fire from the opposite side of the mall and can hit you even while you’re crouched. Wait for the PLR to move up the hall toward you before taking them out.

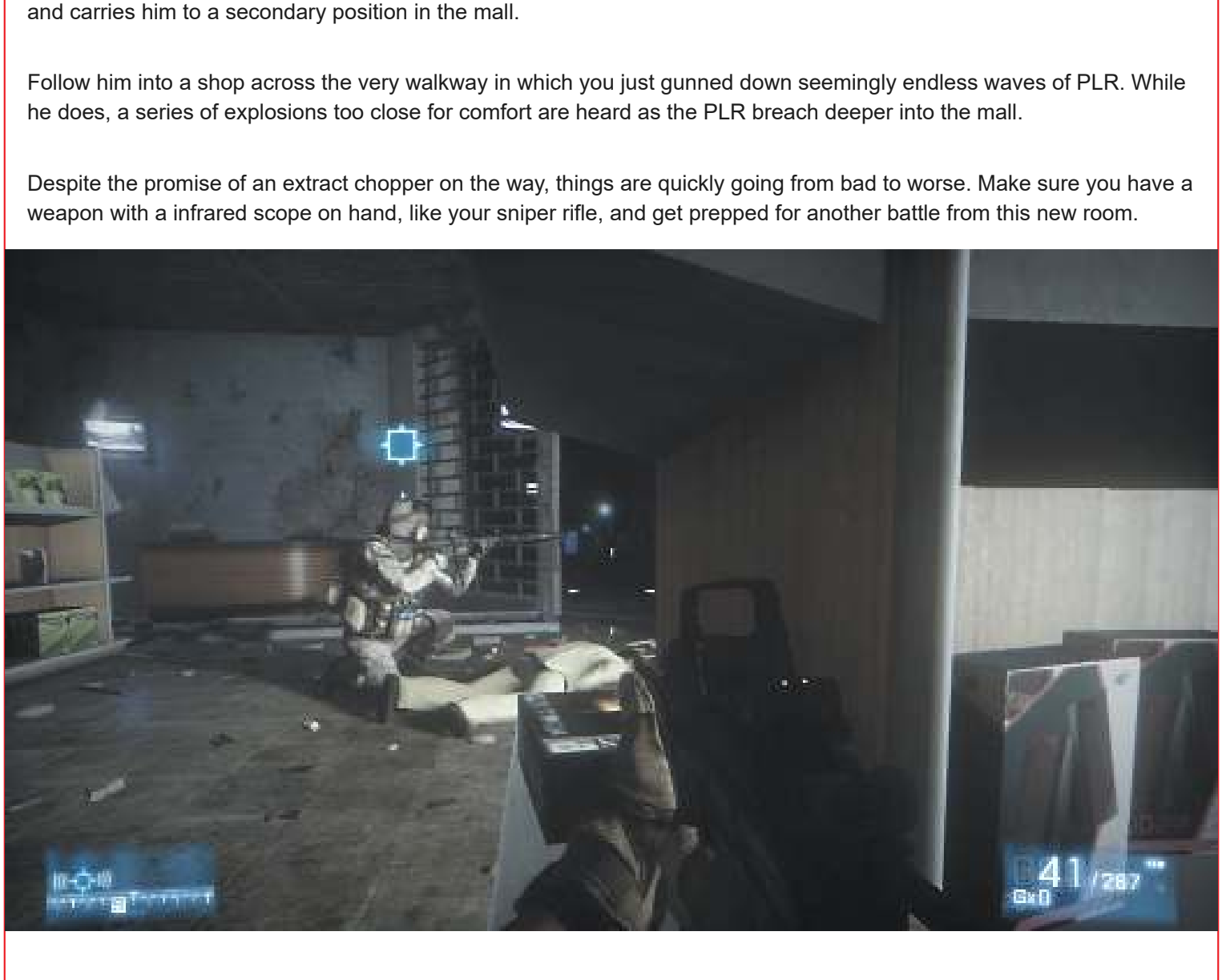
It’s important not to stray out of the room with Al-Bashir. Not only does it provides ample protection from enemies outside, but some PLR can sneak by you if you aim down toward the back side of the mall.

Look for telltale flashlights that appear at close-range and gun them down rapidly. Failure here means restarting this whole sequence again, right down to placing the claymores. An Ammo Crate just outside the room provides critical refills your survival will be depending on.

Clearly, your position has been compromised and it’s time to relocate. Campo hefts Al-Bashir’s slack, weakened form and carries him to a secondary position in the mall.

Follow him into a shop across the very walkway in which you just gunned down seemingly endless waves of PLR. While he does, a series of explosions too close for comfort are heard as the PLR breach deeper into the mall.

Despite the promise of an extract chopper on the way, things are quickly going from bad to worse. Make sure you have a weapon with a infrared scope on hand, like your sniper rifle, and get prepped for another battle from this new room.



Although it’s certainly a factor, the threat this time isn’t so much the PLR on your current level as much as the troops on the upper levels. Peek out from behind the bookshelf in this new room, acquire them, then duck back into cover.

They’re fixed in their firing positions, so it’s most important to get your sights level with where they are first. After lining up the shot, duck back into cover, peeking out to take them down one by one during lulls in their bombardment.

Keep an eye out for forces on your level, too. Some hostiles will descend the escalator nearby to make things complicated, so go slow here. Fix a target, take cover if needed, then dispatch them.

The sheer number of enemies and their skill at drawing a bead means this is incredibly difficult on normal levels, and lethal on the hardest one.

After whittling down the PLR numbers, Campo gets the call that the extraction vehicle is here. Only one problem: it waits outside with a sea of hostile opposition between here and there.

Gun down as many targets at the far end of the mall as possible while staying alive, then let Campo do his thing. Even more PLR move in behind him, and sprinting to the exit will only end in a fatal hail of gunfire.

Instead, try to push forward from one bit of cover to the next, making note of all the enemies to your right flank and those above. Push or sprint to the main, central planter before dealing with the immediate threats above.

After eliminating them, catch your breath and recover health before sprinting out and around the planter, then right back through the exit from this mall.

DO NOT charge out ahead despite the enticing attraction of the helicopter rescue. You must supply covering fire as Campo brings the VHT into the Osprey’s bay. PLR will assault the LZ from above with RPGs that can bring things to a swift end.

You will have to restart the whole section following Al-Bashir’s recloation over if you die. Hold them back until things have subsided for a moment, then sprint like you’ve never sprinted before toward the bay of the VTOL.

Once inside, things become just a bit more clear as Faruk Al-Bashir explains the seemingly cozy relationship between himself and Solomon.

Mission 10: Rock and a Hard Place

Rock and a Hard Place

Unit 1st Recon Marines
Callsign Sgt. Henry "Black" Blackburn
Location Araz Valley, Iran
Date November 9th
Time 0810hrs Zulu Time
Black is on the tail of a Russian arms dealer by the name of Amir Kaffarov, who may have helped in moving the final missing nuke elsewhere around Iran.

If there is to be any hope in finding Solomon, it must start with using Kaffarov to track him down. With Al-Bashir dead, the Marines are out of options.

What starts as a downright tranquil trek through a small Iranian forest quickly turns dangerous as the convoy comes under fire from RPGs and ground forces alike.

REPEL ENEMY ATTACK

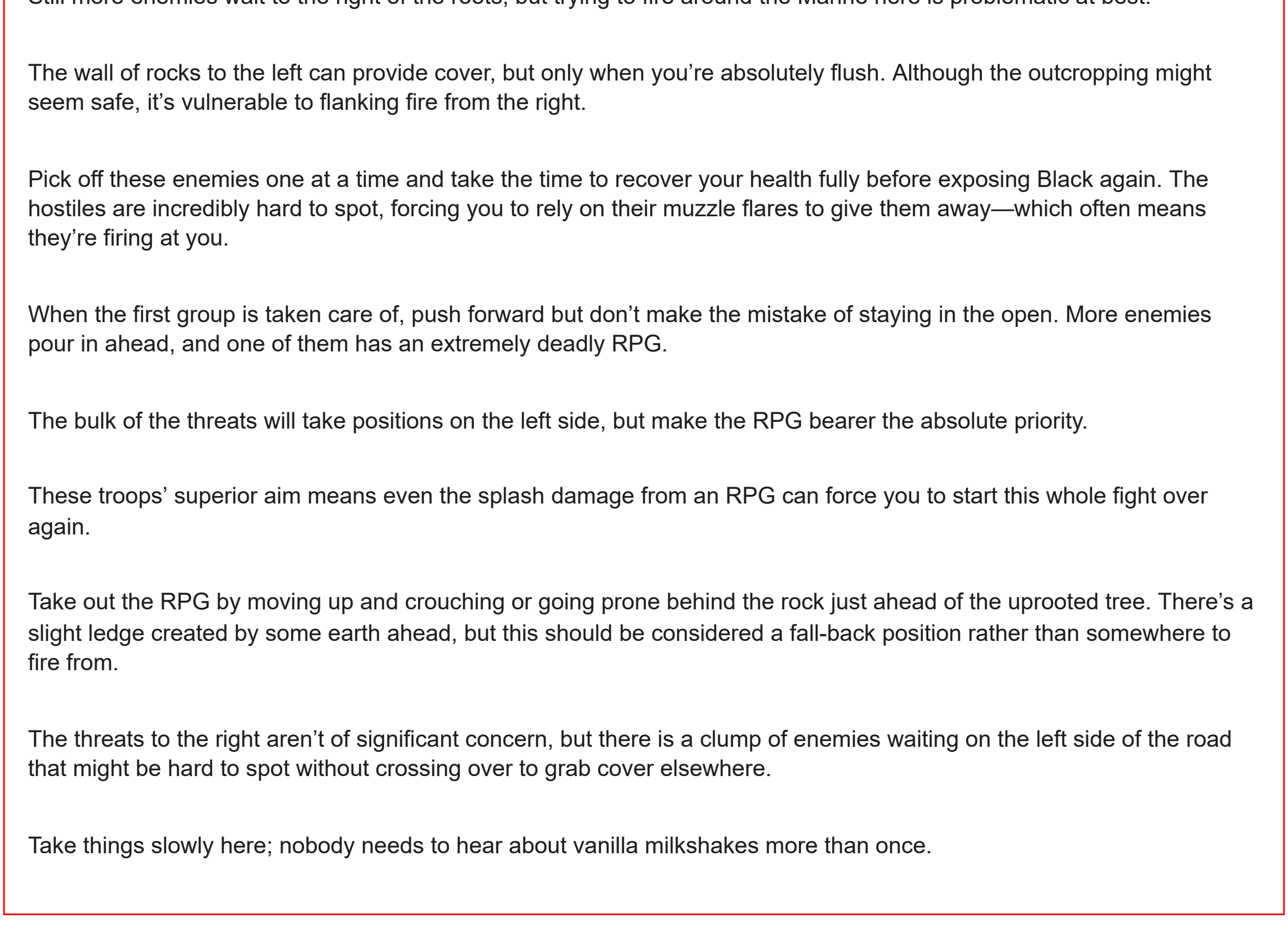
Caution

Forest Fire

One would certainly be forgiven for thinking this is just another routine ambush, but these skilled enemy marks-men demonstrate more extensive training than most.

Immediately grab cover behind the uprooted tree next to a fellow Marine. Duck safely under cover of the tree roots in response to incoming fire as the enemies here are extremely lethal.

A few tangos can be eliminated by poking out behind the roots' right side. One takes up a position near the trees to the right, while another grabs cover near the burning wreckage of the first part of the convoy.



Still more enemies wait to the right of the roots, but trying to fire around the Marine here is problematic at best.

The wall of rocks to the left can provide cover, but only when you're absolutely flush. Although the outcropping might seem safe, it's vulnerable to flanking fire from the right.

Pick off these enemies one at a time and take the time to recover your health fully before exposing Black again. The hostiles are incredibly hard to spot, forcing you to rely on their muzzle flares to give them away—which often means they're firing at you.

When the first group is taken care of, push forward but don't make the mistake of staying in the open. More enemies pour in ahead, and one of them has an extremely deadly RPG.

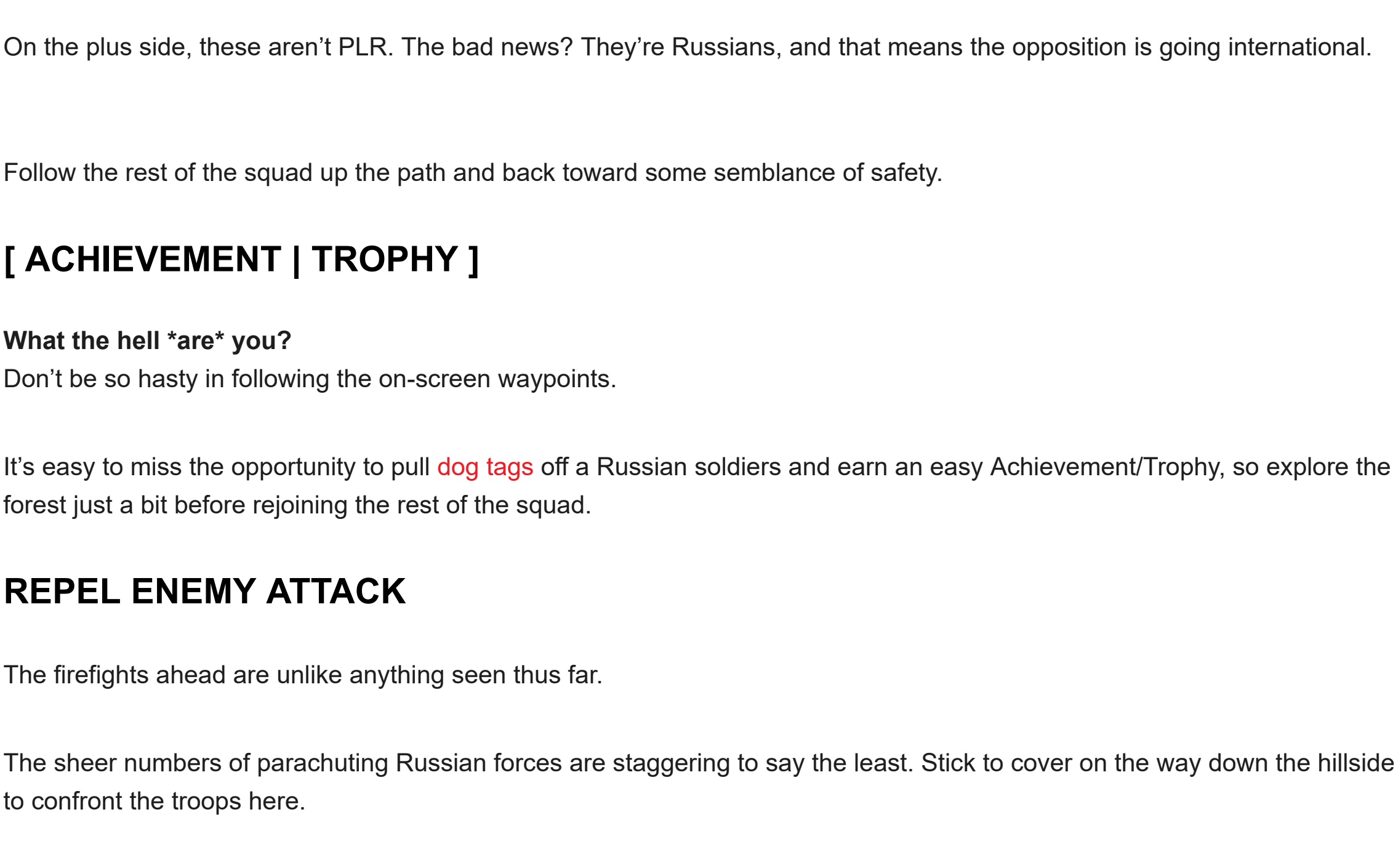
The bulk of the threats will take positions on the left side, but make the RPG bearer the absolute priority.

These troops' superior aim means even the splash damage from an RPG can force you to start this whole fight over again.

Take out the RPG by moving up and crouching or going prone behind the rock just ahead of the uprooted tree. There's a slight ledge created by some earth ahead, but this should be considered a fall-back position rather than somewhere to fire from.

The threats to the right aren't of significant concern, but there is a clump of enemies waiting on the left side of the road that might be hard to spot without crossing over to grab cover elsewhere.

Take things slowly here; nobody needs to hear about vanilla milkshakes more than once.



INVESTIGATE

On the plus side, these aren't PLR. The bad news? They're Russians, and that means the opposition is going international.

Follow the rest of the squad up the path and back toward some semblance of safety.

[ACHIEVEMENT | TROPHY]

What the hell *are* you?
Don't be so hasty in following the on-screen waypoints.

It's easy to miss the opportunity to pull dog tags off a Russian soldiers and earn an easy Achievement/Trophy, so explore the forest just a bit before rejoining the rest of the squad.

REPEL ENEMY ATTACK

The firefights ahead are unlike anything seen thus far.

The sheer numbers of parachuting Russian forces are staggering to say the least. Stick to cover on the way down the hillside to confront the troops here.

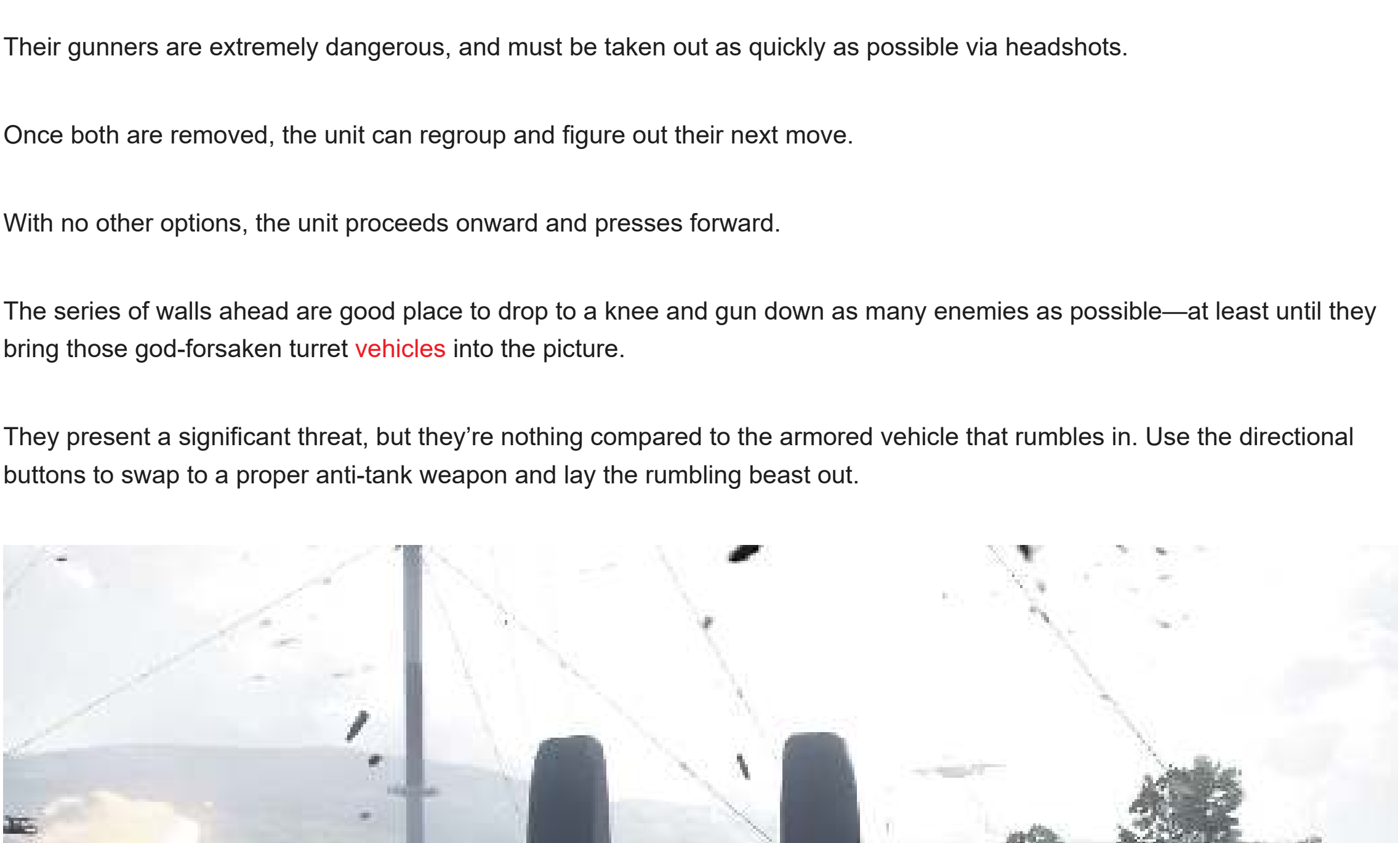
There's no real strategy beyond simply thinning their numbers. Push forward and gun down some targets, making sure to push up as the waypoint indicators change.

Eliminate the tangos that take up positions behind cover ahead. Trying to gun down every Russian streaming into this battlefield is a foolish and possibly costly idea.

Focus your fire on the forward operating enemies nearest Black's position. Continue to lay them out as efficiently as possible, moving up when the situation presents itself.

Take care not to find yourself behind cover that can be easily destroyed.

As a general rule of thumb, if it's metal, it's cover—at least until the softer stuff surrounding it is removed by heavy gunfire from those mounted turrets, leaving only a metallic skeleton.



After putting a sufficient dent in the enemy troops, a pair of mounted machine gun vehicles will show up.

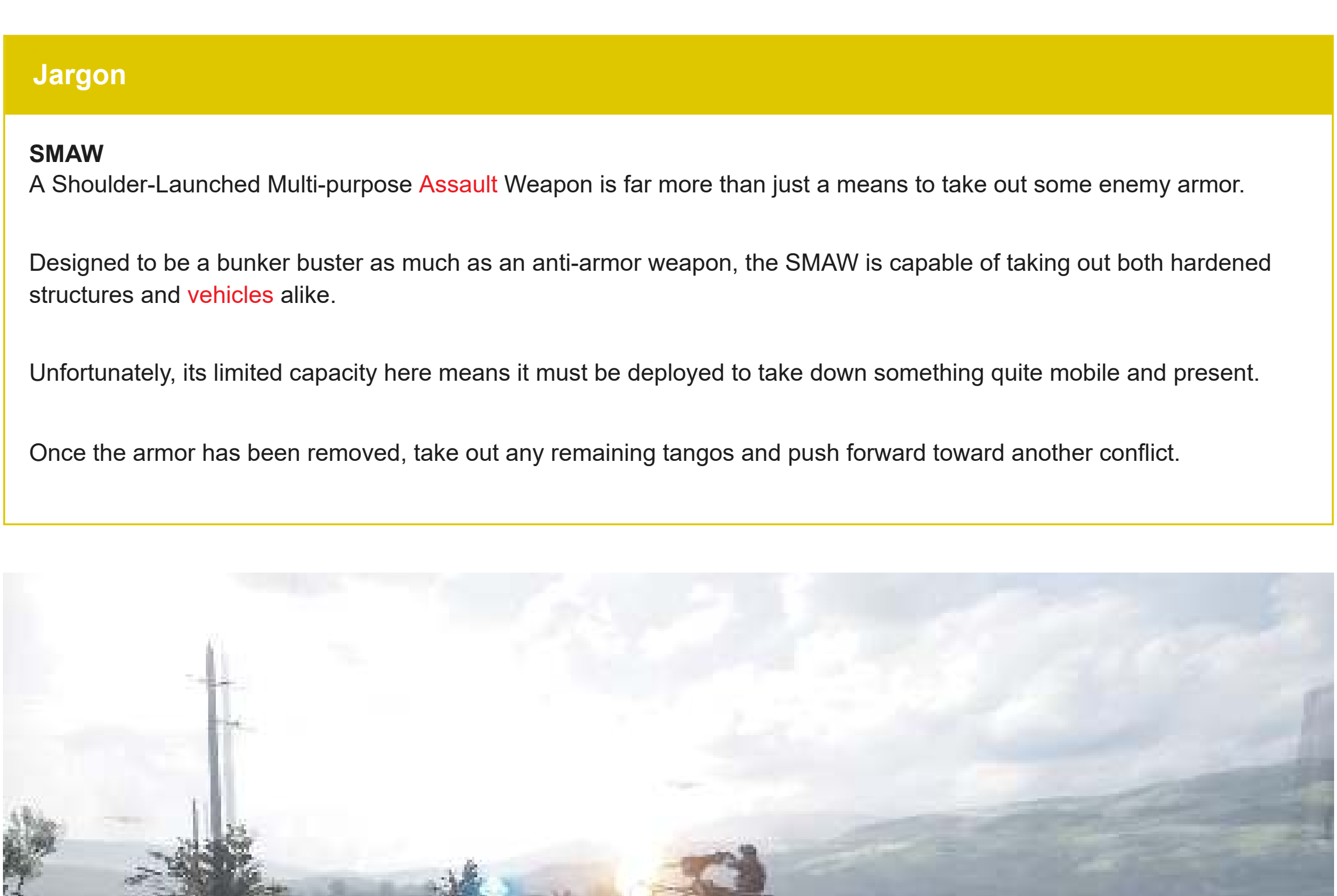
Their gunners are extremely dangerous, and must be taken out as quickly as possible via headshots.

Once both are removed, the unit can regroup and figure out their next move.

With no other options, the unit proceeds onward and presses forward.

The series of walls ahead are good place to drop to a knee and gun down as many enemies as possible—at least until they bring those god-forsaken turret vehicles into the picture.

They present a significant threat, but they're nothing compared to the armored vehicle that rumbles in. Use the directional buttons to swap to a proper anti-tank weapon and lay the rumbling beast out.



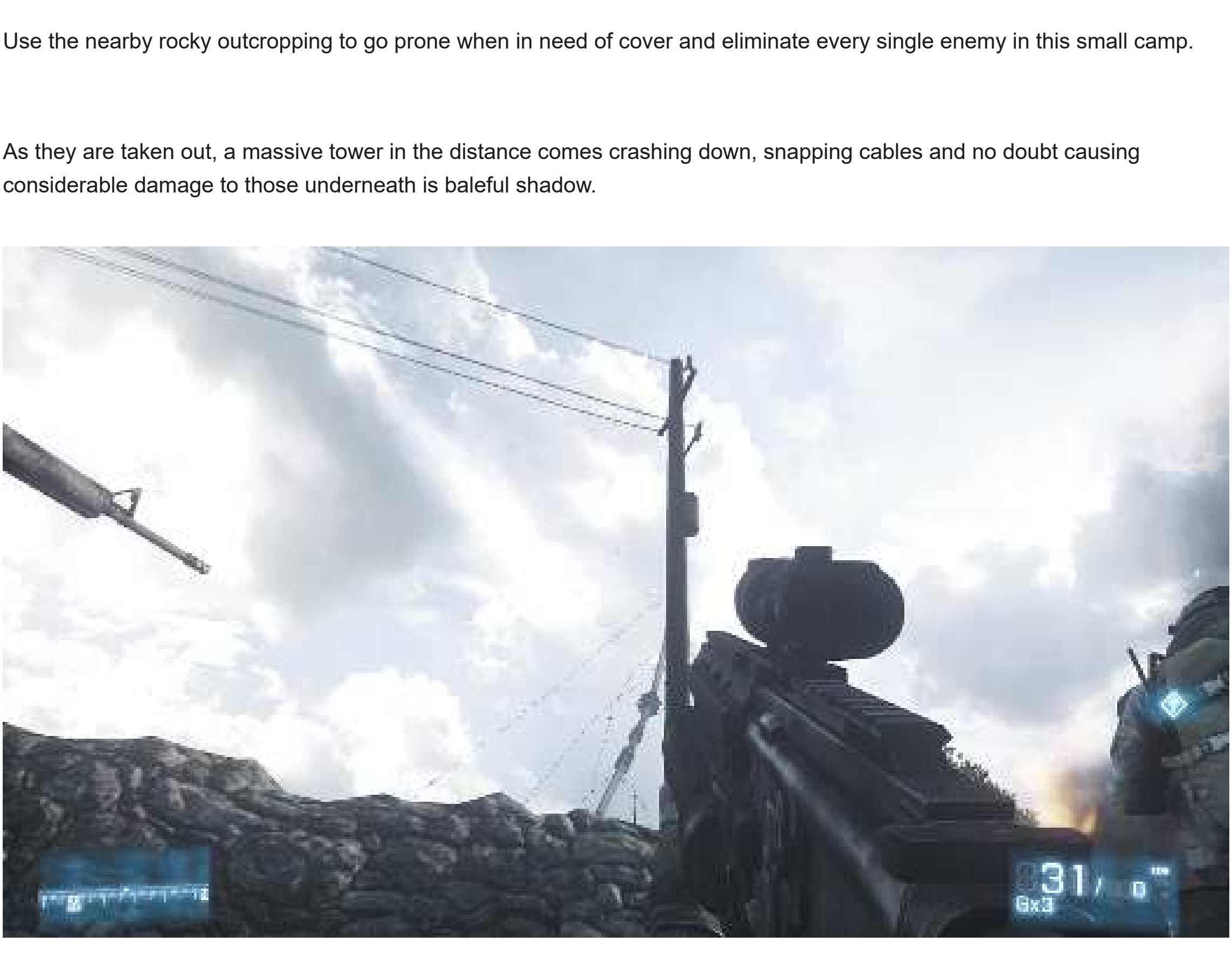
Jargon

SMAW
A Shoulder-Launched Multi-purpose Assault Weapon is far more than just a means to take out some enemy armor.

Designed to be a bunker buster as much as an anti-armor weapon, the SMAW is capable of taking out both hardened structures and vehicles alike.

Unfortunately, its limited capacity here means it must be deployed to take down something quite mobile and present.

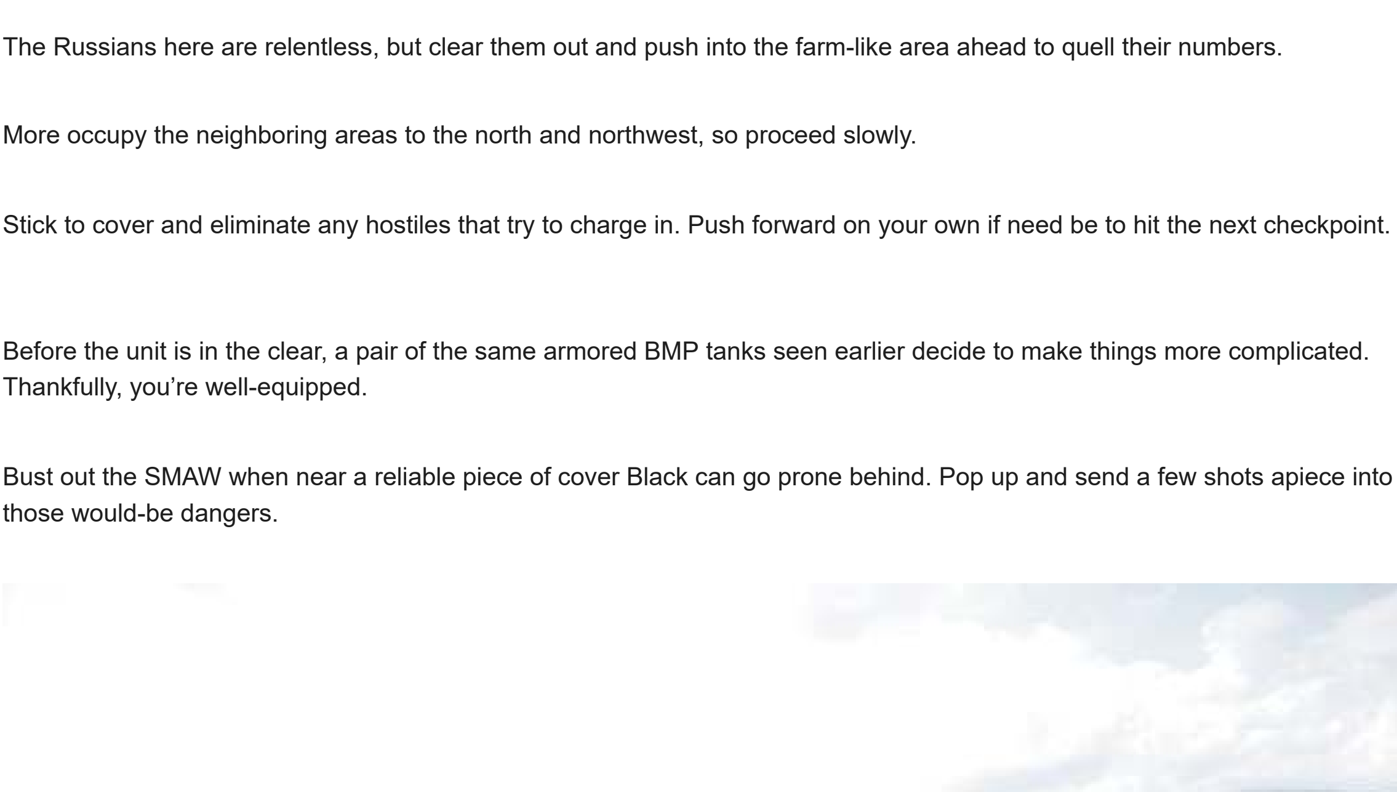
Once the armor has been removed, take out any remaining tangos and push forward toward another conflict.



The enemy heavies might be taken care of, but this new group of enemies is nothing to scoff at.

Use the nearby rocky outcropping to go prone when in need of cover and eliminate every single enemy in this small camp.

As they are taken out, a massive tower in the distance comes crashing down, snapping cables and no doubt causing considerable damage to those underneath is baleful shadow.



Charging down the road, another conflict erupts near a set of silos near a farm.

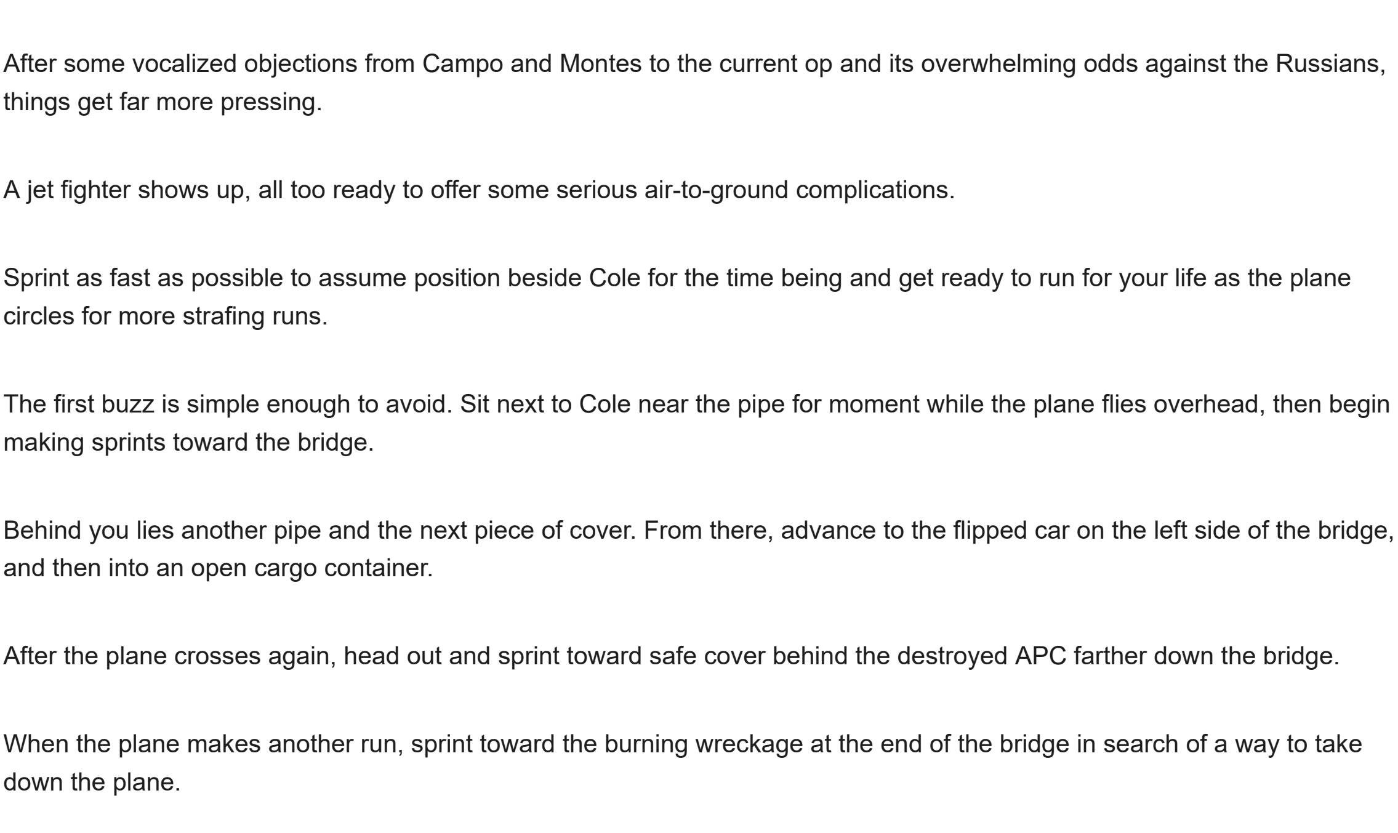
The Russians here are relentless, but clear them out and push into the farm-like area ahead to quell their numbers.

More occupy the neighboring areas to the north and northwest, so proceed slowly.

Stick to cover and eliminate any hostiles that try to charge in. Push forward on your own if need be to hit the next checkpoint.

Before the unit is in the clear, a pair of the same armored BMP tanks seen earlier decide to make things more complicated. Thankfully, you're well-equipped.

Bust out the SMAW when near a reliable piece of cover Black can go prone behind. Pop up and send a few shots apiece into those would-be dangers.



Follow the group toward a series of low cover near a car. Take your time here eliminating threats and moving up as cover provides; it's about to get far more explosive...

After some vocalized objections from Campo and Montes to the current op and its overwhelming odds against the Russians, things get far more pressing.

A jet fighter shows up, all too ready to offer some serious air-to-ground complications.

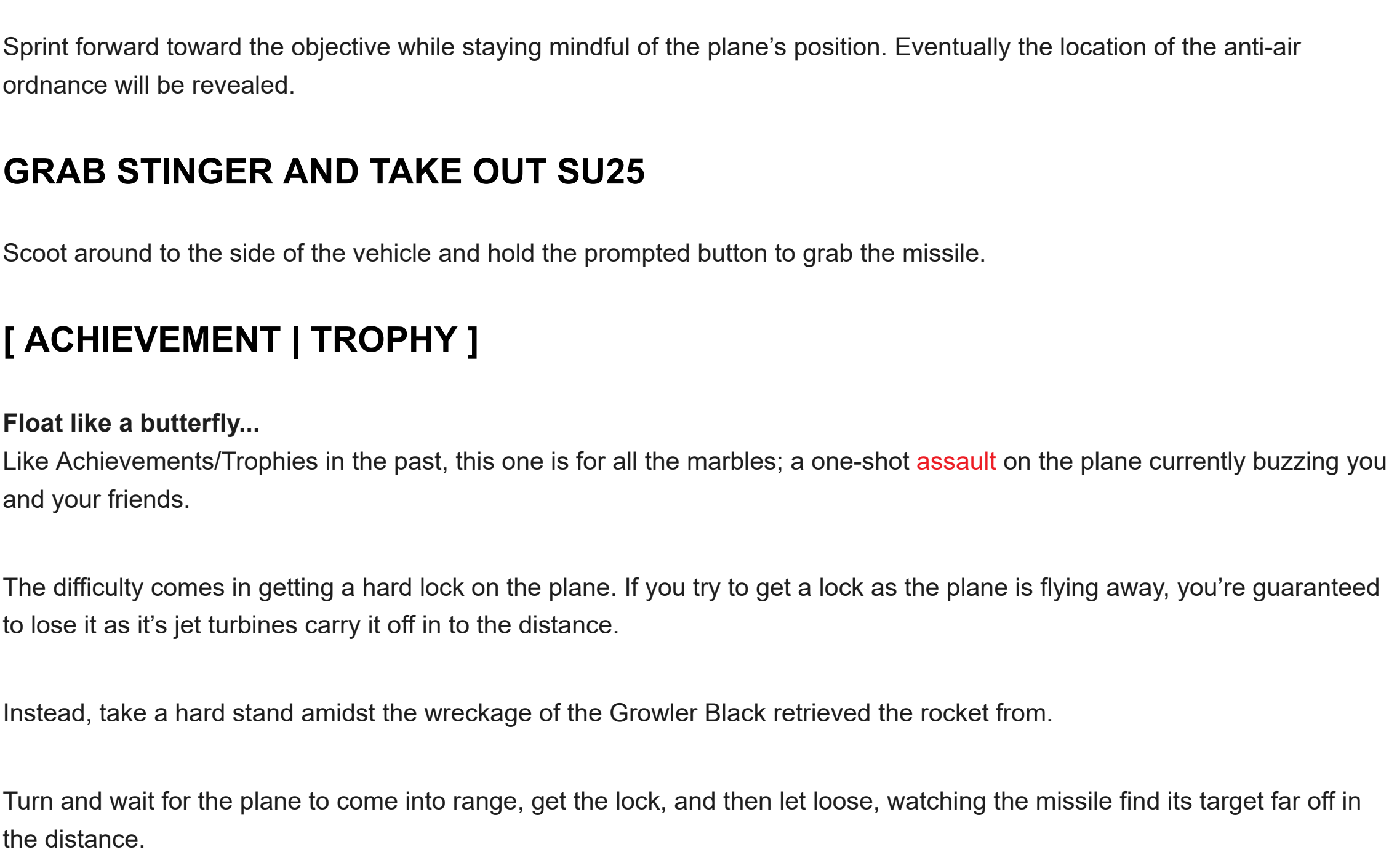
Sprint as fast as possible to assume position beside Cole for the time being and get ready to run for your life as the plane circles for more strafing runs.

The first buzz is simple enough to avoid. Sit next to Cole near the pipe for moment while the plane flies overhead, then begin making sprints toward the bridge.

Behind you lies another pipe and the next piece of cover. From there, advance to the flipped car on the left side of the bridge, and then into an open cargo container.

After the plane crosses again, head out and sprint toward safe cover behind the destroyed APC farther down the bridge.

When the plane makes another run, sprint toward the burning wreckage at the end of the bridge in search of a way to take down the plane.



SEARCH THE GROWLER WRECK

Sprint forward toward the objective while staying mindful of the plane's position. Eventually the location of the anti-air ordnance will be revealed.

GRAB STINGER AND TAKE OUT SU25

Scoot around to the side of the vehicle and hold the prompted button to grab the missile.

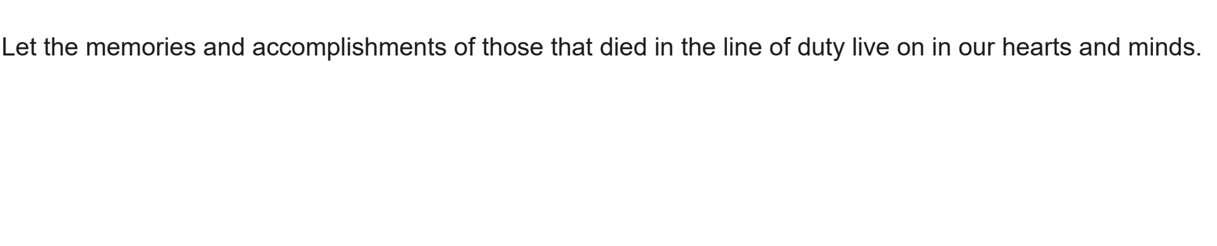
[ACHIEVEMENT | TROPHY]

Float like a butterfly...
Like Achievements/Trophies in the past, this one is for all the marbles; a one-shot assault on the plane currently buzzing you and your friends.

The difficulty comes in getting a hard lock on the plane. If you try to get a lock as the plane is flying away, you're guaranteed to lose it as it's jet turbines carry it off in to the distance.

Instead, take a hard stand amidst the wreckage of the Growler Black retrieved the rocket from.

Turn and wait for the plane to come into range, get the lock, and then let loose, watching the missile find its target far off in the distance.



After all that fighting, this mission comes to a tragic and violent close.

Let the memories and accomplishments of those that died in the line of duty live on in our hearts and minds.

Mission 11: Kaffarov

Kaffarov

Unit GRU
Callsign Dimitri “Dima” Mayakovsky
Location Araz Valley, Azerbaijan
Date November 9th
Time 0830hrs Zulu Time

Dima and the GRU have precious little time left to reacquire and secure the nuke or risk an international incident over presumed involvement with Solomon. Even as Blackburn is crossing the valley, Mayakovsky plans to drop in on Kaffarov—literally.

In the dim red glow of a cargo plane’s belly, Dima and his friends check each other’s equipment and set their height sensors in preparation for the drop. After a few moments, Dima punches a button and the back of the plane opens.

Looks like you’re taking the express route down to Kaffarov’s compound. When the green jump light comes on, take up a position alongside the supplies and push the whole thing right out the back before joining it in a thrilling free-fall.

What about the cut-off force?
Assault battalion is currently descending, nobody leaves or enters the valley.

HALO JUMP

Jargon

HALO

When your objec-tive is getting boots on the ground stealthily, there’s nothing like a High Altitude-Low Opening jump. They are designed to deploy units at extreme altitudes with minimal exposure to the plane and jumpers, who often require oxygen masks due to the thin atmosphere.

HALO jumps typically involve pulling the parachute ripcord very shortly before pancaking the ground. This minimizes the risk of being spotted by cutting down on the time spent slowly gliding downward.

Despite the relative safety of the insertion altitude, the rapid change in at-mospheric pressure can have the same effect as divers get when ascending too quickly: the bends.

As Dima and crew are racing the clock to find Kaffarov before the Americans, they’ve set the altitude to pull the cord at a gut-wrenching 500 feet.

After tumbling earthward for a few moments, enjoying one hell of a view, listen for a steady tone and use the Action Button to pull the ripcord. Once on the ground, stick close to the rest of the team and push onward through the forest.

The canister that was pushed out of the plane along with Dima’s crew was a weapons drop, a canister with serious firepower that will make getting into Kaffarov’s villa much easier.

Unfortunately, as you’ll discover when following the other GRU operatives, the canister has been discovered by a small group of Russians.

When your buddy drops to a knee next to a small mound, follow his lead but scoot around the right side to get a good firing position on the enemy below. Listen for the count to coordinate with your teammates, then simultaneously open up with small, quick bursts into the crowd.

The idea is to eliminate as many of these curious grunts in the opening salvo as possible. The moment the small group is fired upon, their friends near the cars to the south will quickly return fire.

Carefully drop down and open the ammo case to procure something a little beefier than your starting weapon.

The enemies near the car can be surprisingly deadly thanks to their shotguns and eagerness to lob grenades right into whatever cover you’re currently using. Grab cover behind the smallish rocks closest to the vehicles.

Either pop up just long enough to find a target or scoot slowly around the rocks themselves to get a good firing position. Polish off the last of the threats before looking toward the vehicles themselves as a way in.

INFILTRATE KAFFAROV’S VILLA

Hop in to the SUV’s back seat on the driver’s side and sit back while enjoying the privacy provided by the car’s tinted windows. Once inside the compound, get ready for a serious show of resistance.

Wait for the button prompt, then pull the trigger on the guard standing just outside the window and slip out of the vehicle.

The door to the control room is forced open, allowing the team to split up. Punch the switch on the wall to open your door and a sliding door for the other two GRU operatives.

ADVANCE THROUGH POOL HOUSE

A guard waits at the top of the stairs, alerted by the sound of the doors opening. Gun him down, then head up the stairs and immediately take cover near the stone wall ahead rather than one of the vehicles.

The reason becomes clear just seconds into this firefight: a RPG trooper up on the hill fires down at the cars whenever Dima takes cover near one. Pick off the RPG from your current position behind cover before taking aim at the many troops nearby.

They have no qualms about tossing an abundance grenades, so don’t be afraid to return the favor. Keep pushing up, gunning down more enemies as they spill out of more SUVs, but keep an eye out for more RPG fire as you push forward.

Slip into the small channel near the wall on the right side of the road and take out the tangos up above before pushing on.

They're not going to let us through. Dima, take the one on the right. Wait for my order.
31 /372
Gx3

Your GRU buddies move up quickly, taking cover near another series of walls and firing on the hostiles running down the hill. Although they mention a pipe nearby that can be crawled into to flank the enemy, it’s possible to just wait out the firefight here, pushing up as your teammates do, though it’s not nearly as sneaky or interesting as using the pipe to flank enemies.

Regardless, continue pushing toward the pool house. As Dima and squad near the house, they discover the garage door is sealed shut and take a detour to the front door. After entering, your teammates will stack up near one door, while you can take the one leading to the garage. Just as you breach, a guard tries to overpower Dima who shrugs the attack off without incident.

After Dima and the GRU bound up the stairs onto the pool house’s roof, another group of tangos opens fire from Kaffarov’s main villa. Deal with them easily using a scoped weapon with an infrared sight like the AEK-971 dropped by the guard in the garage below.

Stay low behind the planters here on the roof and pick off the enemies one at a time before moving up with your two buddies when the opposition starts to pull back.

Their retreat wasn’t a concession; snipers spill out onto the roof of the villa, and should be taken out as quickly as possible. Continue to counter them with the infrared scope.

The snipers come in waves, and can set up on the upper-most floor as well as the roof, so keep that scope moving to find the next target. Once all threats have been eliminated, it’s time to move into the villa and find Kaffarov.

Before moving on, keep the sniper rifle and swap out your other weapon with one of the DAO-12s laying around. The combination of short-range stopping power and infrared scope on this drum-fed semi-automatic shotgun is too useful to be overlooked.

CAPTURE KAFFAROV

The second the trio nears the front door, all hell breaks loose. Enemies try to push in from the left side of the room, so direct Dima’s shotgun spread to quickly take out the two guards on the right.

Flank any remaining enemies that are still engaging your buddies near the front door. When all hostiles have been cleared out, take a multi-story approach to tracking down Kaffarov; Dima heads up the stairs while the other two deal with ground-level threats.

A single guard waits at the end of the hall after heading up the stairs. Take him out, then move into the next room, keeping an eye out for a guard that’s standing on the deck.

If he retreats to the adjacent room off the deck, just take him out through the windows before he can draw a bead. An Ammo Crate is your reward, as is an empty set of hallways for the rest of this upstairs trip.

Mobile team report? Mobile team report goddammit!

After heading back down the stairs ahead to meet up with your buddies, swing around the corner facing the sunny deck outside and gun down a few more guards in the room ahead.

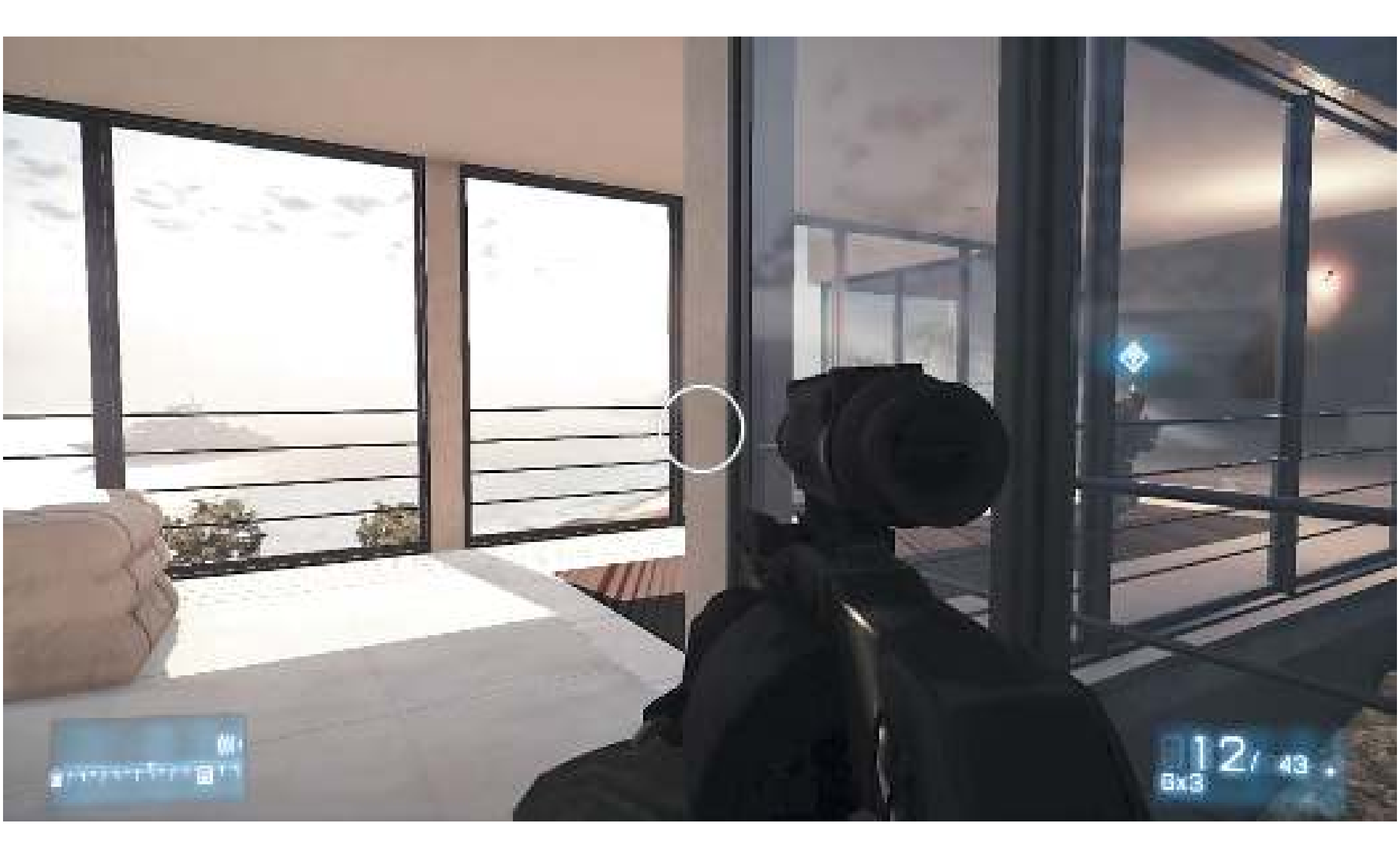
The staircase leads up to an even sunnier pathway, but there’s a hidden danger lurking here, so proceed slowly.

Caution

Rocket-Propelled Surprise
The second Dima makes it up the stairs, an RPG is launched directly at him. Whatever you do, don’t stay in the open. Use the metal framing of the windows as cover if needed, or try to snipe the RPG troops from the stairs.

An RPG to the face means having to repeat this entire villa shootout from the front door checkpoint, so proceed slowly. The RPG fire is coming from the opposite side of the house, from behind a small bar.

Once the room is clear, your buddies will stack up on the door and wait for you to breach. Unfortunately, there’s another surprise waiting on the other side: a shotgun-armed grunt blows holes in the door when you draw near. Keep clear of the line of fire while Kiril tosses in a grenade the team breaches the room.



There are quite a few enemies in this darkened room, which makes having an infrared scope that much more important. Drop to a knee to use the many couches here for some cover, then sweep the outside of the room to take out as many guards as possible.

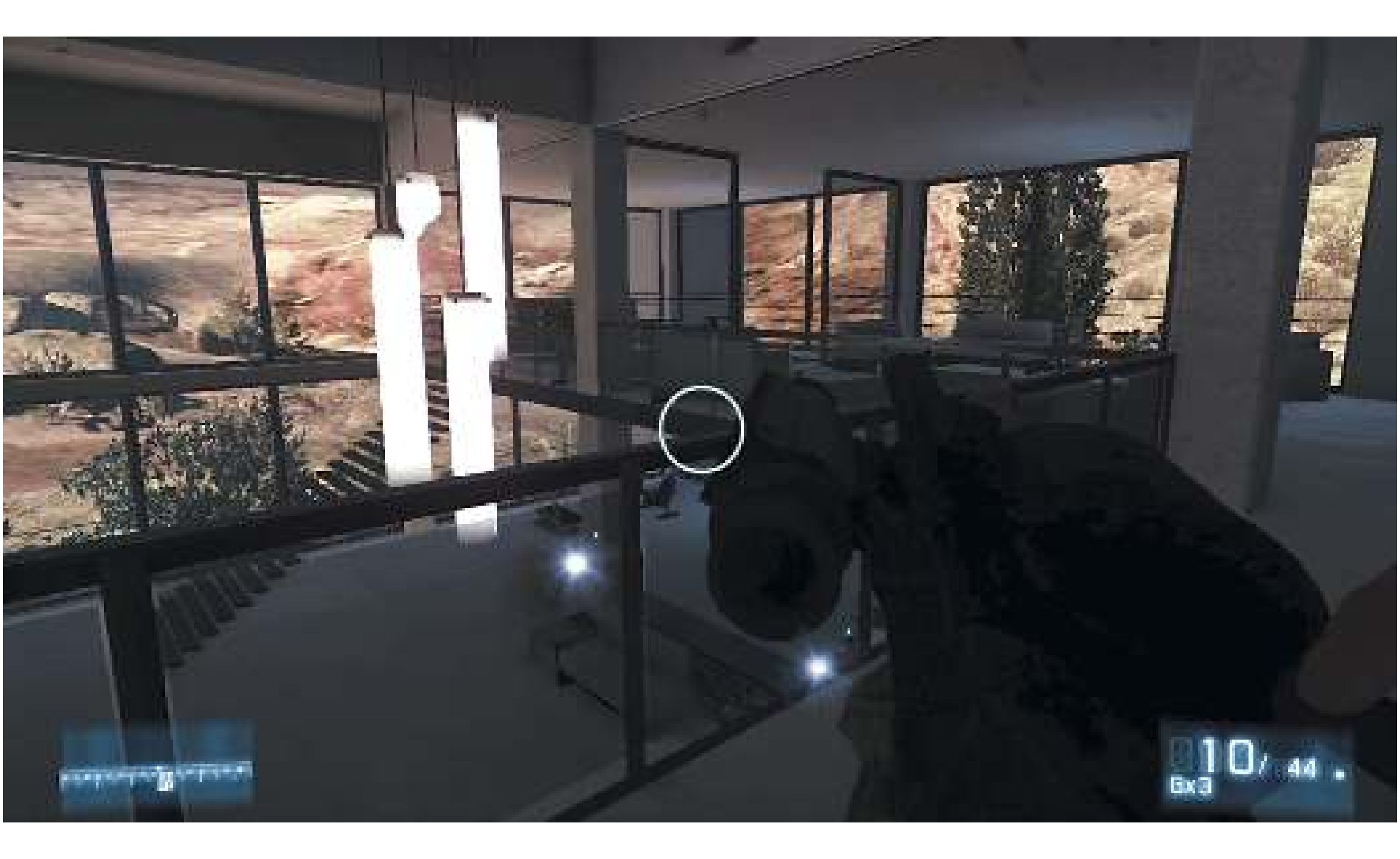
Head up the stairs and watch the left door at the end of the room for a surprise guard. The other two squadmembers will stay on the lower level, leaving the upper floor all yours. The door on the right leads out to another set of furniture being used for cover.

Eliminate the guards up here before helping your buddies below to avoid being tagged in the back while providing support. When all the guards are dealt with, head downstairs to regroup.

Head into the red room, restocking on supplies at the Ammo Crate as needed. This is it, the final push toward the fleeing Kaffarov. Head down through the blackened corridors before turning left into a long hallway absolutely swarming with enemies.

Infrared scopes are invaluable here, particularly on a sniper rifle. But in a pinch, the enemy’s own flashlights can be used to target and take them out before they can fire.

Move up slowly, using the columns as cover while eliminating as many enemies at long range as possible. It’s extremely easy to get flanked or to have cover blown away, so move between cover often and don’t be afraid to go prone behind a buddy to recover health.



One of your comrades will kick open a door revealing a room beyond bathed in flames. There’s no point in trying to push through this area; the two lethal machine gunners laying down fire at the far end are protected by a wall.

Instead, follow the waypoints downstairs into a training area. This low-light section is filled with automated targets and hidden guards with laser sights that will blind if pointed directly at Dima’s face.

Move from room to room slowly, thoroughly eliminating each area’s threats before moving on. Be mindful of enemies that can appear on the upper catwalks.

[ACHIEVEMENT | TROPHY]

Practice Makes Perfect
While moving through this little practice range, don’t forget to stop and headshot all of the automated targets in here for an easy reward: the Practice Makes Perfect Achievement/Trophy—just don’t forget to concentrate on any enemies that might be in the room first.

Traverse the whole course, and don’t be afraid to head upstairs to make sure you’ve tagged everything before moving on.

After dealing with the threats in the firing range rooms, head up the stairs to confront a few more guards in the room beyond the glass door. Inside wait the two machine gunners from that long, fiery hallway where your buddies have been waiting for you to flank the protected gunners.

Gun down all the guards in this room to open the way for your friends to regroup before pressing onward. One of your GRU teammates will kick open a door leading to another staircase revealing a few guards at the top.

Rush the staircase, unloading on any tangos as you push through the fire and explosions. At the top of yet another staircase wait a few more guards, but they can be taken down in a similar fashion as the last, especially if you’re still rocking that DAO-12. Gun them down, then head for daylight.

Kaffarov is getting away! Sprint toward the helicopter and press the Jump Button to grab onto one of the struts before the chopper can fully lift off. A simple Quick Time Event plays out, revealing an awesome mid-air bail-out and some parting words of disappointment.

The Great Destroyer

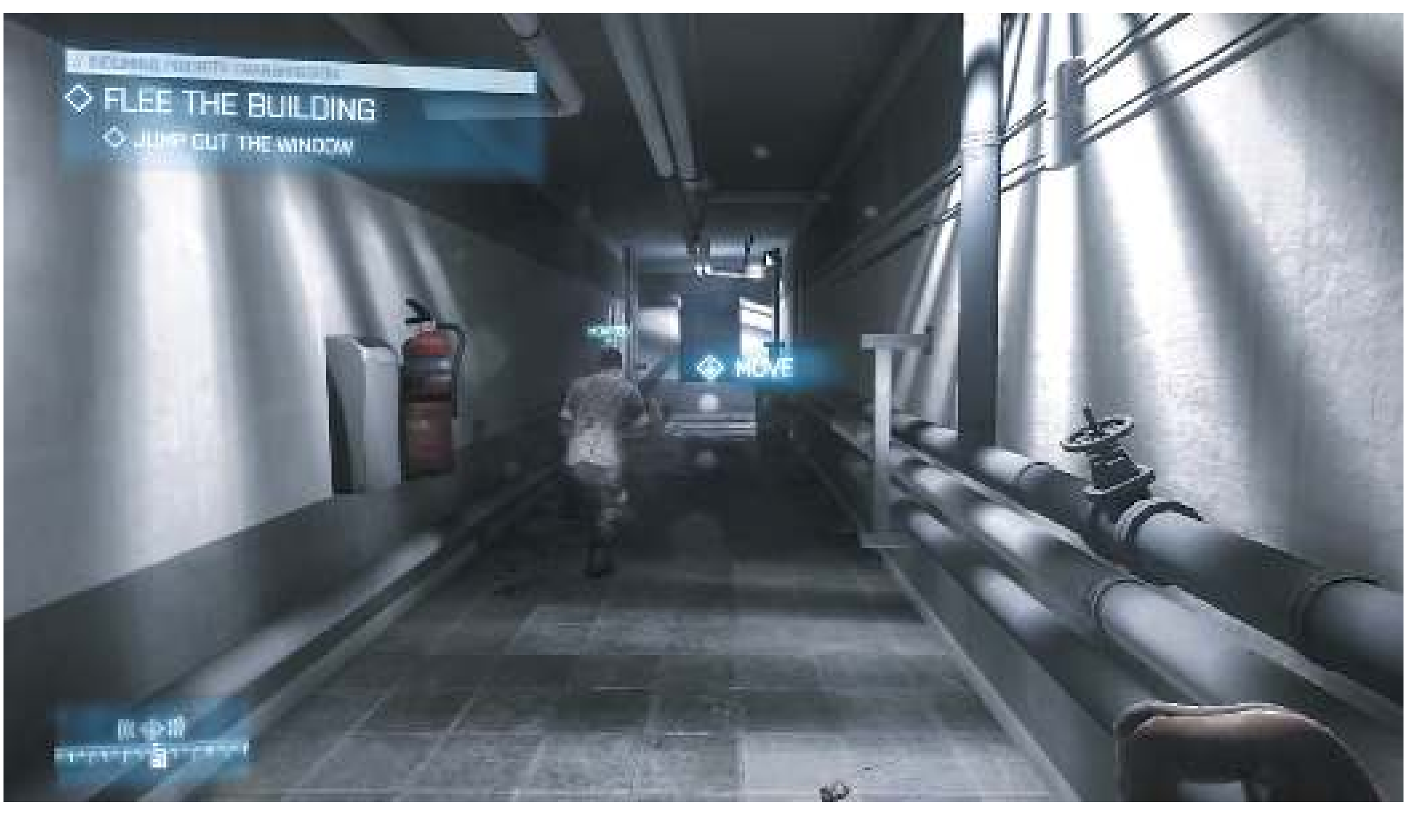
Unit 1st Recon Marines
Callsign Sgt. Henry "Black" Blackburn
Location Long Island, USA
Date November 14th
Time 1755hrs Eastern Time

This is it. This is for all the marbles. If the two government morons that have been grilling Blackburn for hours won't listen to the evidence, Black will have to deal with matters himself. Solomon is not going to do to New York what he did to Paris, not while this Marine is still breathing.

When the interrogators return, wait for the on-screen prompt to take the first one out, then help Montes out with his captor. When both are down, head for the door, then out into the hallway.

JUMP OUT THE WINDOW

With more misguided fools coming, there's no other option than to crash through the window at the end of the hallway. Sprint toward it and press the Jump Button when you get near for a spectacular escape.



REACH THE STREET

No time to dawdle, now; there's automatic gunfire behind you and a train that's right on time. Follow Montes up the stairs, then head down and toward the waypoint marker, watching for traffic.

REACH THE TRAIN

This should all look rather familiar by now. Just make a bee line for the objective and wait for the train to arrive.

JUMP!

When the train draws near, press the Jump Button to vault over the railing and onto the speeding cars below.

GET TO THE ENGINE

You ever get the feeling you've seen all this somewhere before? Yep, this is the very first level all over again, but this time, things aren't going to end so abruptly.

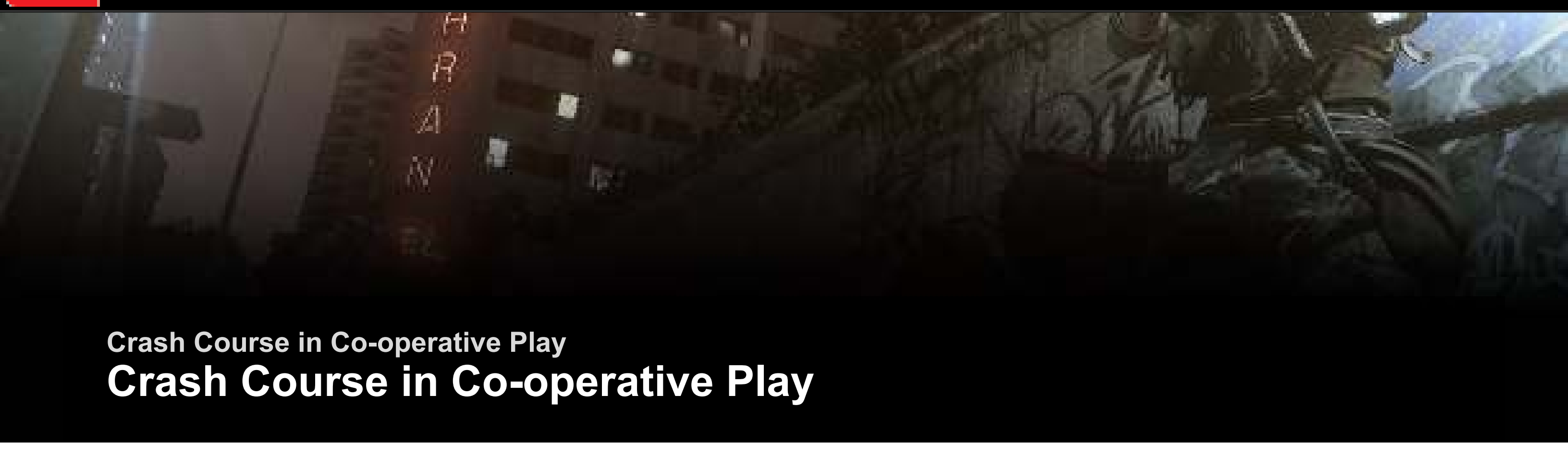
Gun down the masked men as soon as you're given control of the situation, then repeat the process you did all those hours ago: duck under the rubble, push through the second car, pick up a shiny new weapon, lose it to a guard, leap to the next train car, gun down the enemies at the top of the train, jump back down, unload with automatic weapons fire through the next few cars, then, finally, reach the door where Solomon is waiting with a guard. Time to make things play out a little differently.

SECURE THE DETONATOR

Press the Action Button to kick off a scripted sequence that will be all too familiar. The unsuspecting guard is ambushed, then Black is ambushed and a Quick Time Event plays out.

Follow the on-screen prompts, fighting off Solomon and taking his guard hostage. Commit to taking this terrorist down via any means necessary, even if that means doing yourself in in the process.

I'm not afraid to die. How about you?



Crash Course in Co-operative Play

The co-op Mode in Battlefield 3 is an interesting hybrid of the smaller maps from the Campaign and a simplified version of the persistent reward system from Multiplayer.

It offers a separate, but parallel, storyline that runs alongside the efforts of Black, Dima, Miller, and Hawkins that provides an alternate take on the fight.

Though there are shared environments from the Campaign, they're often presented in new or slightly differing ways. And like the Multiplayer experience, enemy fire deals far more damage.

There's no shrugging off multiple rounds here; if you come under fire, even on the easiest difficulty levels, it's quite easy to go down, Stick to cover, use teamwork, and above all else, communicate constantly.

SEMPER FI

Being a good Marine is more than just shouting "Hooah" and gunning down tangos left and right. You have to work as a unit, supporting and covering your fellow squadmates with absolute precision.

Grabbing cover should be the first thing you think about when entering a firefight.

The second should be controlling the kick from any weapon, be it an assault rifle, light machine gun, or machine gun.

Burst fire is key; not only will it keep your view from bucking from the recoil, but it allows for quickly reaction to changes in the combat situation should an enemy take cover or if more of his friends join the fray.

Remember, too, that bullets in Battlefield are modeled just like the real thing.

You need to lead far-off targets while accounting for bullet drop over long distances.

SERVICE HAS IT'S REWARDS

Starting the co-op campaign offers a chance at acquiring several Achievements/Trophies. In addition, it offers the lasting benefit of unlocking new weapons for use in Multiplayer. They are:

These exclusive weapons are a mix between those that are class-specific and others which can be used with any kit. Earning them requires plenty of practice and a firm knowledge of each level.

It is highly recommended that all Achievement/Trophy runs be attempted on Easy.

It's also a good idea to stick to Easy for your first time playing through co-op so you can learn the layout of the levels: enemy placement, surprise threats, the flow of the missions, and so on.

MAKING THE MOST OF A DIFFICULT SITUATION

Notching up the difficulty has a number of key effects: enemy gunfire does more damage, the aim assist is reduced or completely disabled, and when in Man Down state, you're given less time to be revived by a teammate.

There's no significant difference in the number of enemies or the points earned per mission.

Nevertheless, on higher difficulties, enemy aim improves and their AI level increases, making them far more lethal. Patience becomes increasingly important, as does familiarity with the mission at hand.

It's highly recommended that you and your teammates make an Easy run-through before attempting the tougher stuff.

Tip

The Art Of Bleeding Out
It's going to happen: you're going to be surprised by a grenade or a close-quarters enemy and enter the Man Down state. This is not the end, however; you can still fire your sidearm and you're still mobile enough to crawl towards buddies and capable of firing your sidearm.

Use this to your advantage by crawling over to heavy cover, allowing a co-op partner to assist you without coming under fire himself. There's nothing worse than going from support to a liability in the middle of an intense battle.

Take the time to settle yourself into a position to get patched up without getting your friends killed.

THE BASICS

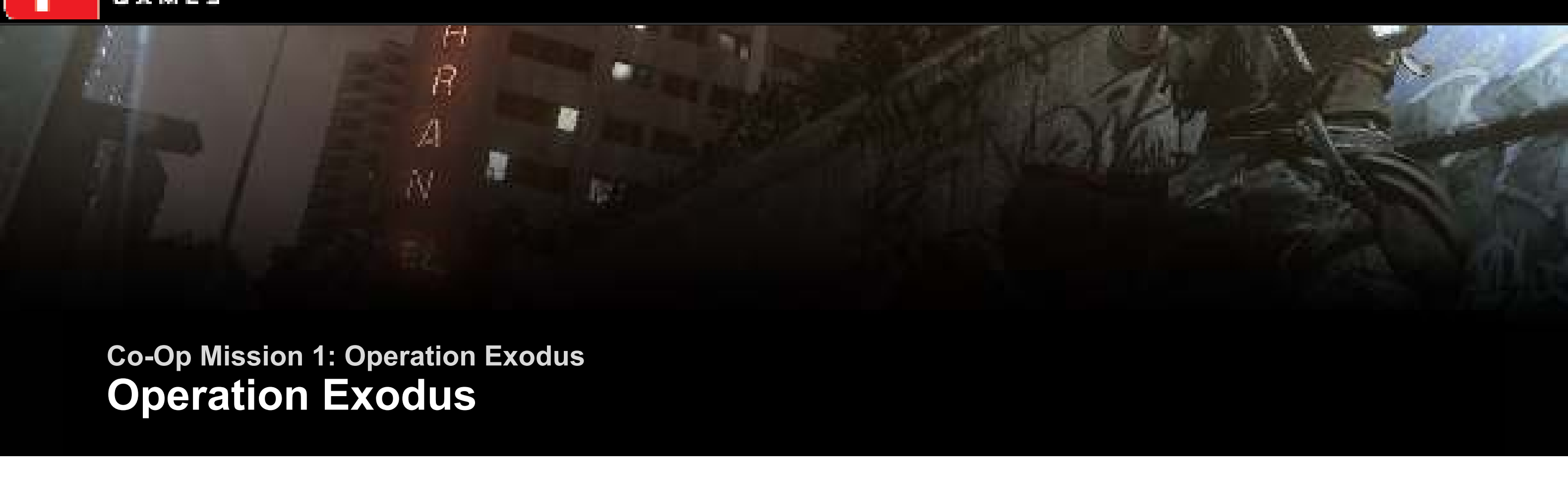
Tip

Eyes On
Verbal communication during missions is crucial, but comments like "second tango from the left, your 12 o'clock" isn't as helpful as simply spotting the target for your teammate.

Spotting works exactly as in multiplayer, with the added benefit of being able to see which player has marked a target thanks to a handy little number next to the orange blip over an enemy's head.

It only takes a second, and helps identify targets with great efficiency. On harder difficulty levels, this can be the difference between drawing a bead on a target before they can take out your buddy or watching them get gunned down in front of you, necessitating a revive.

Image	Name	Available For	Points Required
	MP412 REX Revolver	All Kits	63,000
	KH2002 Assault Rifle	Assault Class	126,000
	MP7 Machine Gun	All Kits	189,000
	M39 EMR Assault Rifle	Recon Class	262,000
	93R Pistol	All Kits	315,000
	SG553 Assault Rifle	Engineer Class	378,000
	G3A3 Assault Rifle	Assault Class	441,000



Co-Op Mission 1: Operation Exodus

Operation Exodus

A number of high valued POWs are being detained at a US camp. A recent earthquake has weakened the camp's defensive perimeter and made it vul-nerable to PLR attacks.

An evacuate order of the camp has been given. You and a handful of marines are assigned to defend the camp until all personnel have pulled out.

The enemy has gotten wind of the camp's weakened condition and the PLR are poised to take full advantage of the situation. Reports of a large invasion force moving in on the camp's position from all sides has pushed tensions to the breaking point for the small detachment tasked with the camp's defense.

History is filled with examples of numerically inferior forces triumphing over their adversaries through superior strategy and tactics; these are the moments where a soldier's training is put to the ultimate test.

With the support of five Humvees armed with .50 cal machine guns, hold back the enemy surge set to converge this critical urban junction until the extraction choppers arrive.

TAKE UP POSITION AT THE WALK BRIDGE

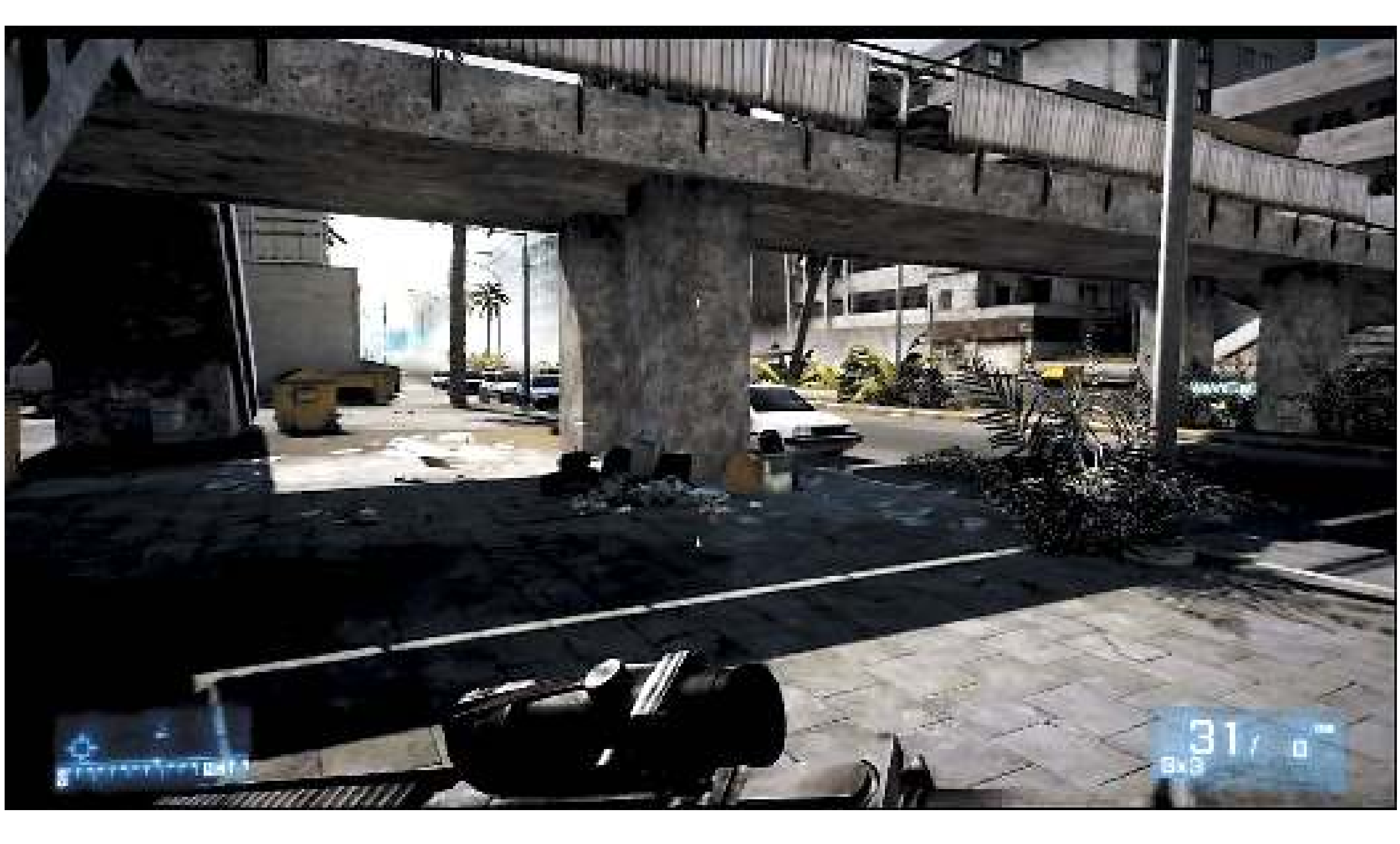
Once the mission begins, all available units are called to scramble toward the walk bridge that spans the north section of the broad thoroughfare. While the Humvees hold position to the south, your squad moves to the front lines to meet the inbound hostiles.

Once you reach the bridge, take a defensive position around the bridge at street level and prepare for the troop onslaught swarming through the far end of the street.

The walk bridge may seem like a good spot to hold position, with its elevated perspective and sandbag barriers installed along the railing. However, the metal sheets placed in front of these barriers only offer a brief tactical advantage.

After the metal sheets are gunned down, you are only safe from enemy fire while prone behind the sandbags.

Peeking in and out in this state to attack is difficult and can allow multiple enemies can advance under the bridge out of your line of sight. Keep them at bay before they reach and engage the Humvees.



The bridge columns under the walkway offer superior cover and more mobility for your squad. This area is close to the Ammo Crate, both columns are close enough for you to support to any overwhelmed squad member and the position can halt the PLR's progress on both sides of the street.

HOLD THE DEFENSIVE LINE

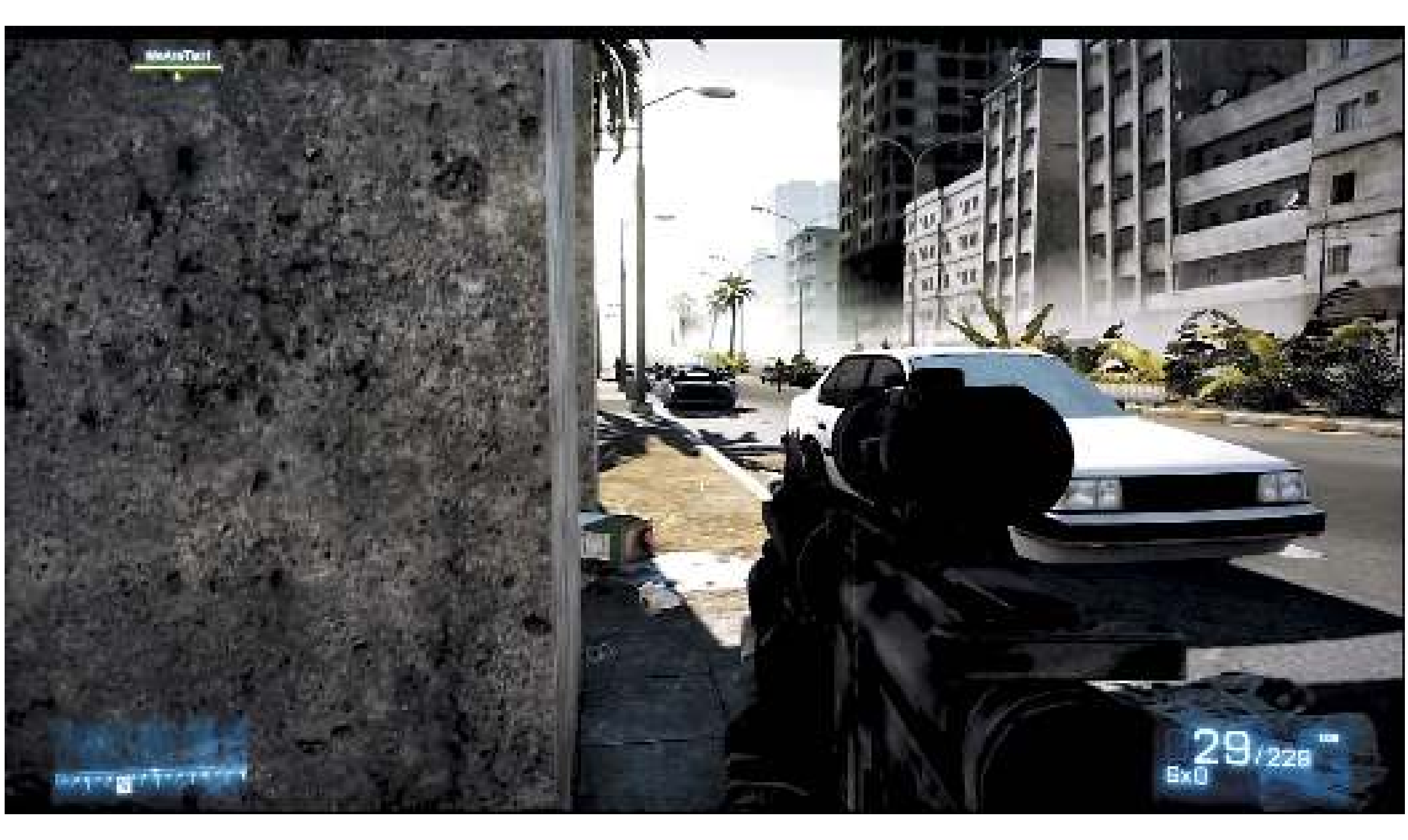
Once in position, look down your iron sights past the smoke and haze to the northern horizon. Be patient and aim carefully at the first wave coming over the rise in the road.

Try to take them down while they charge in and look for cover behind the cars parked along the street.

Although the targets are harder to tag from far away, don't pass up this opportunity to clear them out while they are still out in the open. Cover both sides of the street, but anticipate the bulk of the invaders to charge in from the street's left side.

The right side of the street has fewer parked cars and enemies eventually run out of cover as your teammate covering that side funnels them over to the left side of the street. After gunning down several waves of PLR forces, a low rumble shakes the street.

It is not an aftershock, but a BMP moving in to take out the Humvees.



[ACHIEVEMENT | TROPHY]

Achievement/Trophy Tip: Car Lover

The Humvees play a critical role in maintaining a last line of defense for the camp Keep the Humvees for the duration of the mission and earn the first co-op Achievement/Trophy.

Unless you are a glutton for punishment, take note that each co-op Achievement/Trophy can be had on Easy difficulty.

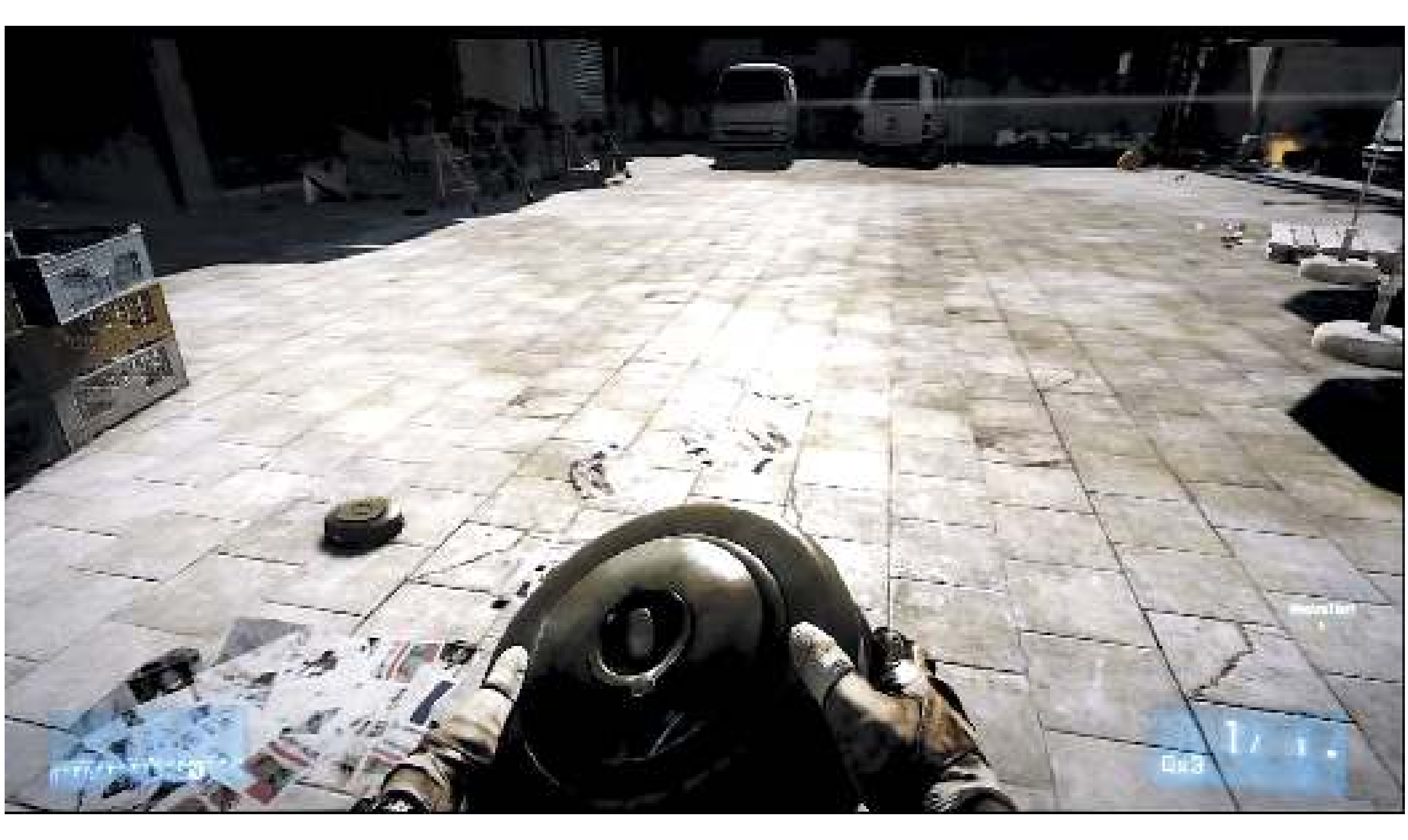
The Humvees' .50 caliber gunners can mow down most of the troops that make it past your lines, but they are in no position to take down the troops sporting RPGs and the BMPs that periodically roll down the street.

Acquiring and prioritizing these major threats are the key to success. The RPGs always position themselves on the high ground—perched on the top floors of a building. Scan the area for these heavy troops and make killing them priority number one once they are spotted.

When confronting the BMPs, grab a mine or claymore from an Ammo Crate and place them along the vehicle routes detailed below before the regular troops arrive. These explosives won't destroy BMPs outright, requiring you to use your equipped Javelin to permanaently scrap them.

Be sure you are safe from any remaining PLR troops or BMP turrets before trying to get a lock on the vehicle. Take your shot cautiously since you'll have to wait a full five seconds to reload a fresh missile.

There is barely a moment to think after clearing the north side of the street. Scouts report more hostiles moving through the rubble-filled alley, west of the walk bridge.



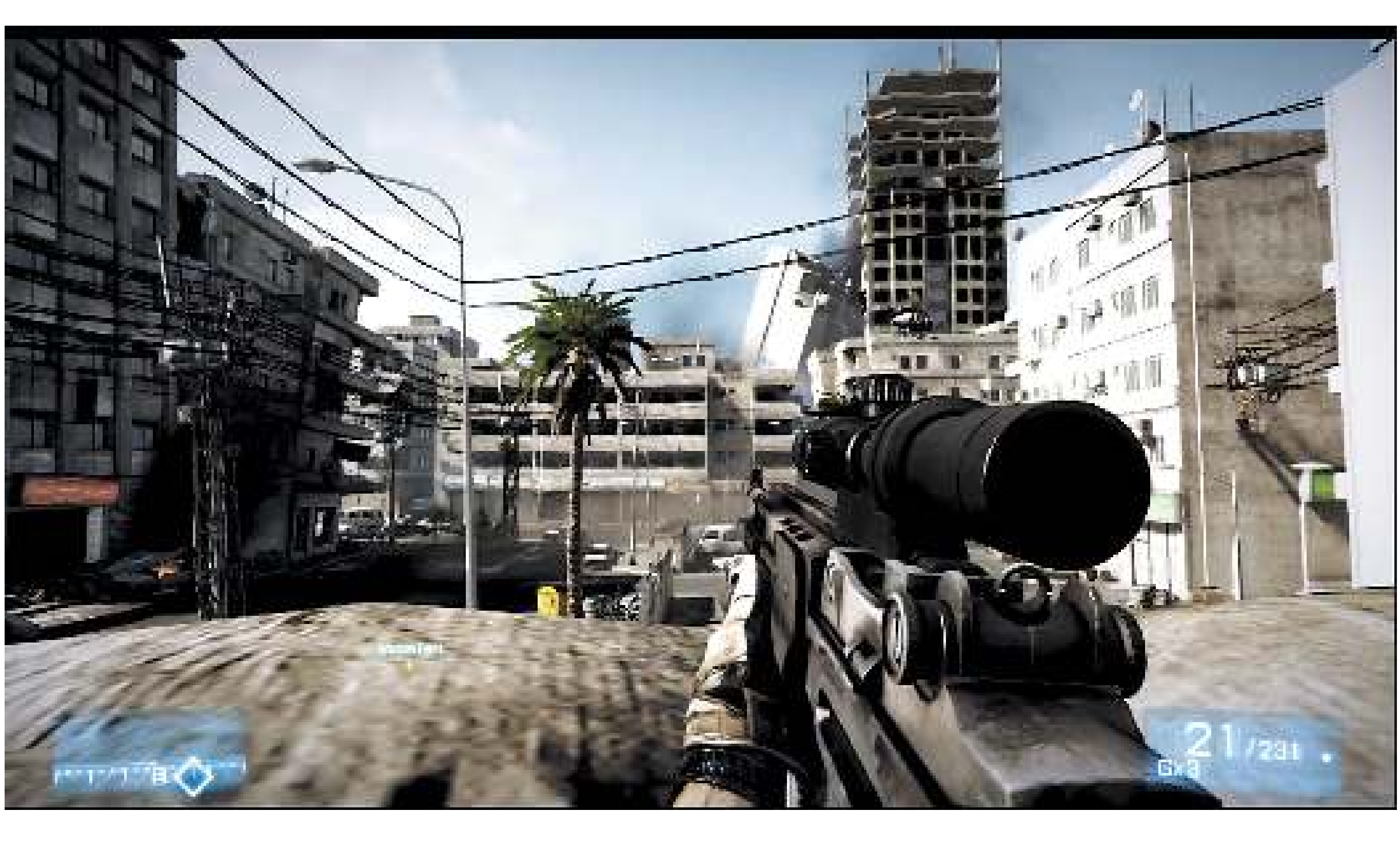
Grab a mine from the Ammo Crate and place it at the mouth of the alley in anticipation of later threats. Find a secure spot to stop all the soldiers advancing into the small market next to the walk bridge. There is good cover near either wall under the bridge stairway, or stay put at the nearby bridge column.

Watch out for the RPGs camping on the top floor of the northwest building—both you and the Humvees are wide open to attack from the high ground. They are tricky to take down but you don't have much choice unless you're willing to expose the Humvees to considerable damage.

Luckily, the proximity of this alley to the Humvees gives their gunners a chance to provide covering fire, allowing you to easily flank the hostiles.

As you weed out the last of the gunmen, the mine placed earlier goes off and signals a BMP's arrival through that narrow alley. Immediately switch to the Javelin and blow up the infantry fighting vehicle before it travels out of the market.

If it clears the market stalls, it will almost certainly will blow up one of your Humvees. Annihilating the BMP leaves both the north and west ends of the street clear, but the fight is far from over.



REINFORCE THE EAST PERIMETER

Tip

Location, Location, Location

There are many worthy spots that allow your team to ambush the numerous hostiles populating the east side, but the best defensive formation hinges on a bird's eye view that covers a street level teammate. Climb the ladder on the building right next to the archway that leads into the east side perimeter.

Equip the sniper rifle on the Ammo Crate and lie down in the corner of the building next to the sandbag barriers and the metal sheet. While you scope out the scene from above, your teammate can take a prone position behind the second white car on the street and draw most of the enemy's attention.

Replenish your weapons ammo at the Ammo Crate before following the Humvees to the east side perimeter. It's hard to shake an ominous feeling while repositioning as several aftershocks rock the area. To prepare for the incoming heavy vehicles that precedes the regular PLR troops, grab a mine or claymore.

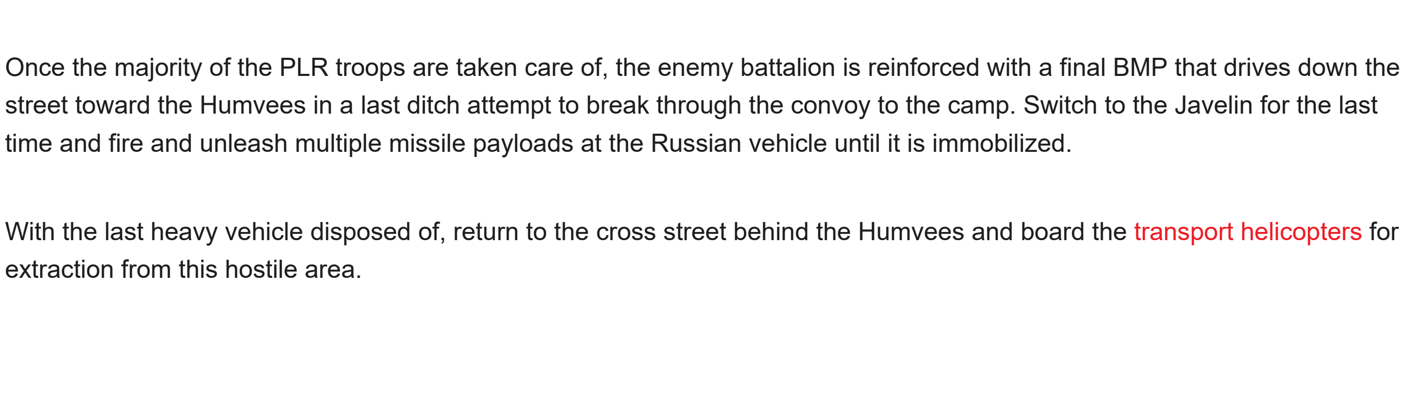
They can be acquired from one of two Ammo Crates, either on the roof of a nearby buildings or inside the open garage door inside the building on the right. After setting the explosives, seek out an optimal defensive position and get ready for the PLRs last—albeit largest—attack battalion.

The scouts from the chopper above inform your team that several squads are about to pour out of the other end of the street. Opposition forces arrive in the area from the left corner of the intersection. From this location, they either charge forward from cover to cover as they inch their way to the Humvees, or hang back and dig into defensive positions behind the row of parked cars at the end of the street.

Your teammate covering the street level can strafe behind the white car and spot targets from either side. Aggressively unloading bullets on the encroaching enemies successfully draws the majority of PLR attention and eases enemy pressure on the sniper's high perch. This allows the sniper to easily pick off any soldiers out of his teammate's view without fearing for his safety.

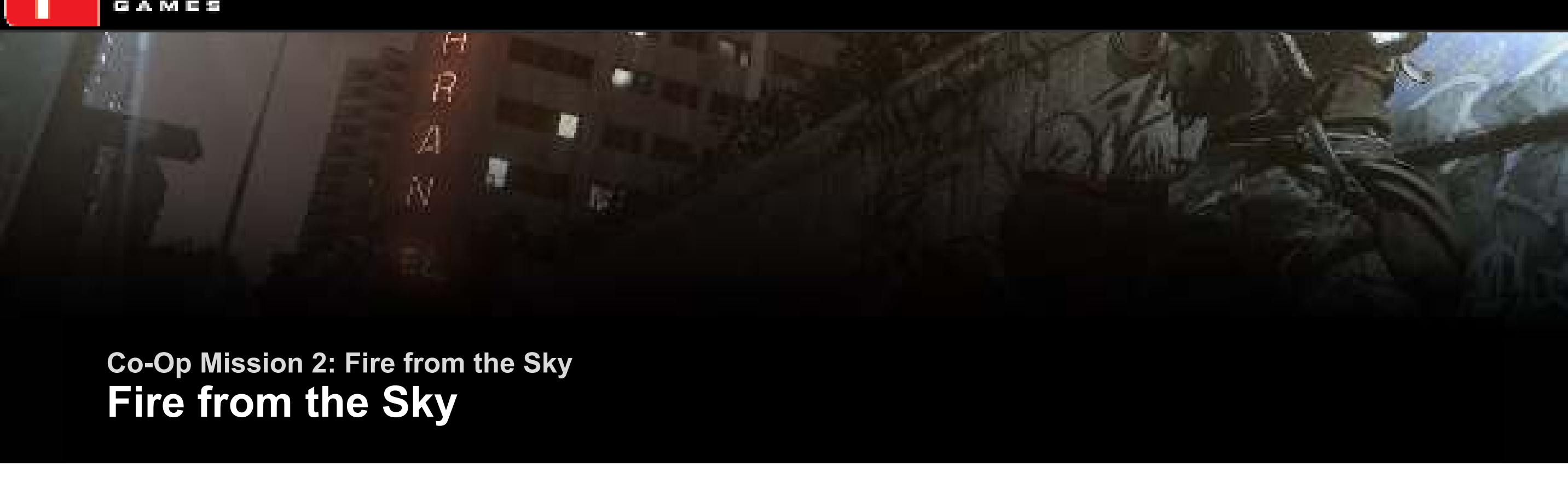
After several squads are mowed down, the action shifts to an alleyway to the right of the cars. From the high ground, keep an eye out for these troops and warn your teammate of the approaching hostiles. Your partner on the ground should shift position in order to keep the white car between him and the PLR soldiers.

Things get cooking as the troops continue to flood the area. While your teammate is busy with the troops trying to flank his position, scan the roof and top balconies of the buildings directly facing you. RPG units are hiding along the concrete lips of the buildings, waiting for a chance to fire a rocket at you or your teammate. Catch them in the act as they pop up to aim their rockets and nail them with a quick head shot.



Once the majority of the PLR troops are taken care of, the enemy battalion is reinforced with a final BMP that drives down the street toward the Humvees in a last ditch attempt to break through the convoy to the camp. Switch to the Javelin for the last time and fire and unleash multiple missile payloads at the Russian vehicle until it is immobilized.

With the last heavy vehicle disposed of, return to the cross street behind the Humvees and board the transport helicopters for extraction from this hostile area.



Co-Op Mission 2: Fire from the Sky

Fire from the Sky

An American convoy escorting a general privy to classified intel has been ambushed on their way back to base. The general is being held captive in a remote mountain village. You will be providing close air support for a strike team sent in to rescue him.

Finally, a taste of the Battlefield series' hallmark vehicles without having to actually deal with the chaos of online multiplayer. The vehicle being offered can be difficult to master at first: the helicopter.

If you're looking for a bit of training before putting the lives of your online brethren at risk, this is the way to do it.

Just don't expect to become an expert your first time through this lengthy mission. When playing as the pilot, your gunner is counting your flying skills to keep the helicopter level and help them line up targets.

Steering the craft takes a light touch and a steady hand, so this guide focuses on the pilot's perspective during the mission. Compared to navigating this valley intact, operating the main guns and guided missiles is a piece of cake.

ESCORT FIRE TEAMS TO LZ

Catuion

A Crash Course in Heli Piloting

Your first time flying a helicopter is bit like trying to ride two bikes at once; the thing just wants to get back down to the ground, pilot and crew be damned. The key to getting a handle on things is to start slowly and remember a few basic strategies.

Your top priority is mastering the throttle control and learning to pitch the rotors in the direction you want to go. Apply the throttle sparingly; your heli is incredibly nimble while fuel is being applied to the rotors, but that power also amplifies minute changes in direction.

Start slow, learning to pitch your view down to pull the aircraft forward, then back to slow it down. Remember that this also increases altitude, so feather the controls at first and experiment with pitching the aircraft forward and back without applying more throttle afterward.

The second lesson is in actually steering the whirlybird. The main controls used to turn left and right on-foot apply here to rotation around the helicopter's central axis.

The normal look controls guide the ability to pitch, allowing you to strafe the helicopter side to side and move forward and backwards.

Successful navigation uses a combination of these controls; rotation to actually change direction and pitching the craft to help level out and counter excessive momentum in undesired directions.

There's no hard and fast way to teach this; like learning a clutch in a stick shift, it must come naturally in time after practice.

Eventually, things like slow banking turns or even quick 180 degree snaps will become second nature.Of course, there's also the matter of your gunner to consider.

Al-though the forward turret they command can rotate quite freely, it doesn't do much good if the heli is traveling in the wrong direction. Use those first lessons to get a handle on hovering as evenly as possible, and above all communicate with your gunner to let them know when you need to make an abrupt change.

The less you move, the more precise their shots will be. Since the pilot only has a limited supply of rockets before reloading, keep-ing the helicopter steady is the single most important technique for taking out ground troops.

As a gunner, you have far more range of movement. Use this to call out targets that you'd like the pilot to swing around to get a better position on. The gunner's ability to switch to an enhanced vision mode makes picking out those last few stragglers and spotting them for the pilot much faster, and can mean the dif-ference between losing Alpha or Bravo squads or seeing them charge forward toward the next objective.

[ACHIEVEMENT | TROPHY]

Untouchable
Despite the name, you can indeed take a little incoming fire—from small arms, mostly—and still earn this Achievement/Trophy. What you can't do, however, is withstand too many sustained attacks from the mobile anti-air vehicles and BMPs that appear throughout this mission.

If facing ground troops, feel free to venture close to allow your gunner to take out the targets. But when engaging a vehicle, attack from afar and don't be afraid to beat a hasty retreat if you've drawn too much attention.

If that pounding from the ground becomes too much for the engines, a fire warning will sound for the pilot, necessitating the use of the Fire Extinguisher, which instantly kills the chances of becoming Untouchable.

As with all co-op Achievements/Trophies, attempting this on the Easy difficulty is absolutely recommended.

Start by taking off from the landing pad and cruising at relatively high altitude through a narrow canyon that spills out into a small farm village. Your helicopter is faster and more agile than the troop transports moving Fire Teams Alpha and Bravo into the combat zone, so use the opportunity to move out into the farmland just past their landing zone.

Here you can turn to face them and practice leveling out and hovering. The pilot's external view here comes in handy when first wrapping your head around the concept of controlling the pitch of the aircraft.

Watch how the whole helicopter responds to each subtle adjustment to the controls to acclimate to their sensitivity. Once the Fire Teams get their boots on the ground, the mission proper begins.

SUPPORT THE FIRE TEAMS

The first target the air support is tasked with is a pair of mortar batteries on opposite ends of the river that snakes through the middle of the map.

As a pilot, resist the temptation to unload with rockets since lining up the target requires that the helicopter pitch downward, which will in turn cause the craft to lose altitude and begin moving forward.

Instead, the gunner should take out the targets by switching to infrared and targeting the mortars with the main cannon. The pilot's rockets' explosive payload might seem a good way to make a strafing run, but the cannon is far more effective.

As a gunner, concentrate fire on the targets until they're turned from HUD blip to non-issue. You can save ammunition by targeting the nearby vehicles and catching the mortars in the ensuing explosion.

After removing the mortar threats, the Fire Teams will come under attack from multiple tangos in the tilled field directly ahead of them.

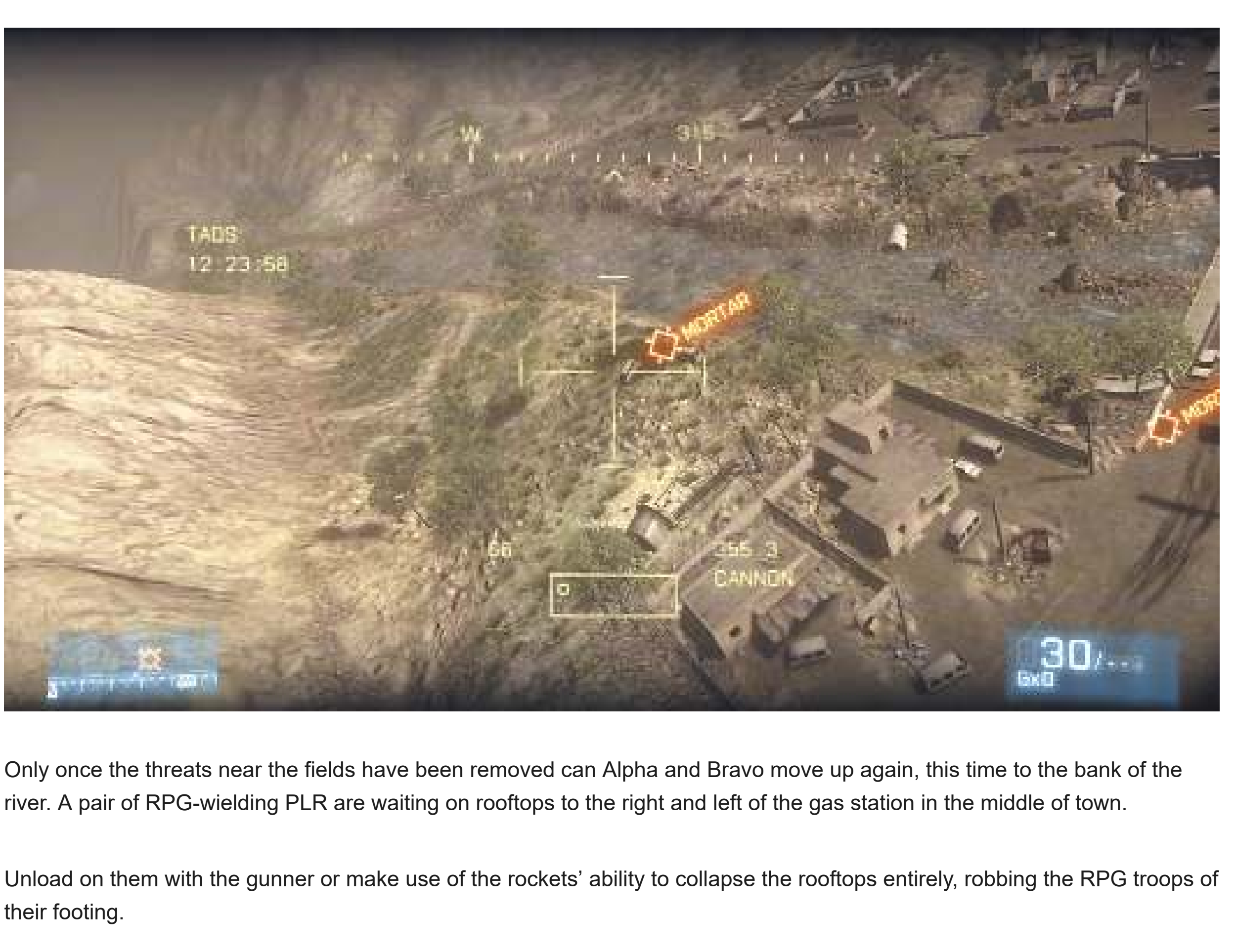
Use the same techniques here as before, hovering as a pilot with minimal altitude changes or lateral movement to let your gunner get the best position. Try to hover parallel to the lines of the field, as the trees between them offer ample cover for the enemy ground forces.

It's critical that gunners take note of the infrared scope's incredible usefulness. It lights up targets that would otherwise be almost completely camouflaged against the backdrop of the brown soil and leafy trees below.

When the initial threats have been gunned down, Alpha and Bravo will move up a short distance. They don't get very far before coming under fire again from more enemies in the twin fields ahead, as well as enemies in the modest structures bordering the fields.

While responsibility for taking these enemies out still falls to the gunner, pilots can finally make use of those rocket volleys to completely destroy the structures tangos are firing from.

Unload with a salvo, then manually reload as you would on foot instead of waiting for the current rocket supplies to dwindle to nothing. Reload on your terms to avoid being caught with less than a full complement of firepower in fights to come.

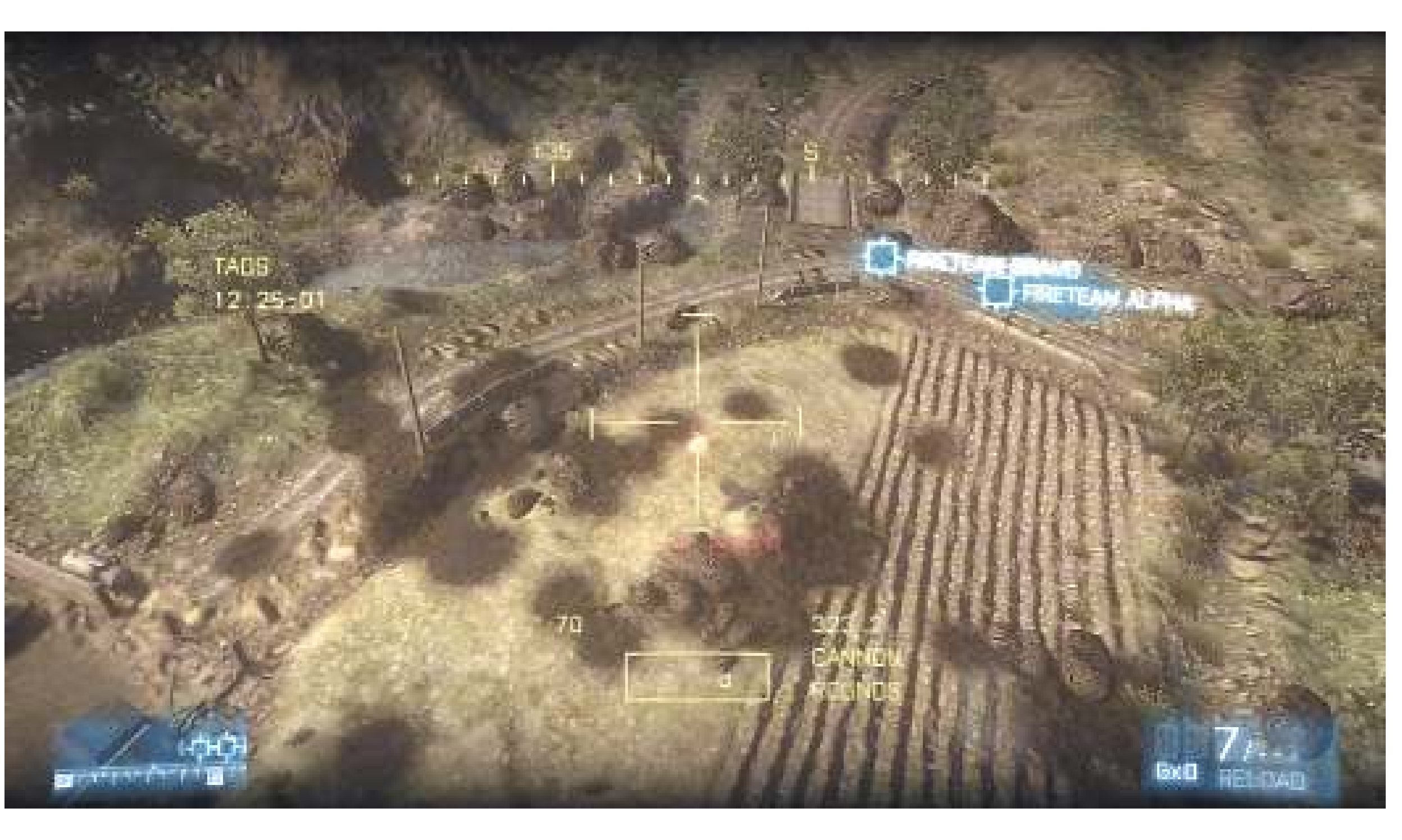


Only once the threats near the fields have been removed can Alpha and Bravo move up again, this time to the bank of the river. A pair of RPG-wielding PLR are waiting on rooftops to the right and left of the gas station in the middle of town.

Unload on them with the gunner or make use of the rockets' ability to collapse the rooftops entirely, robbing the RPG troops of their footing.

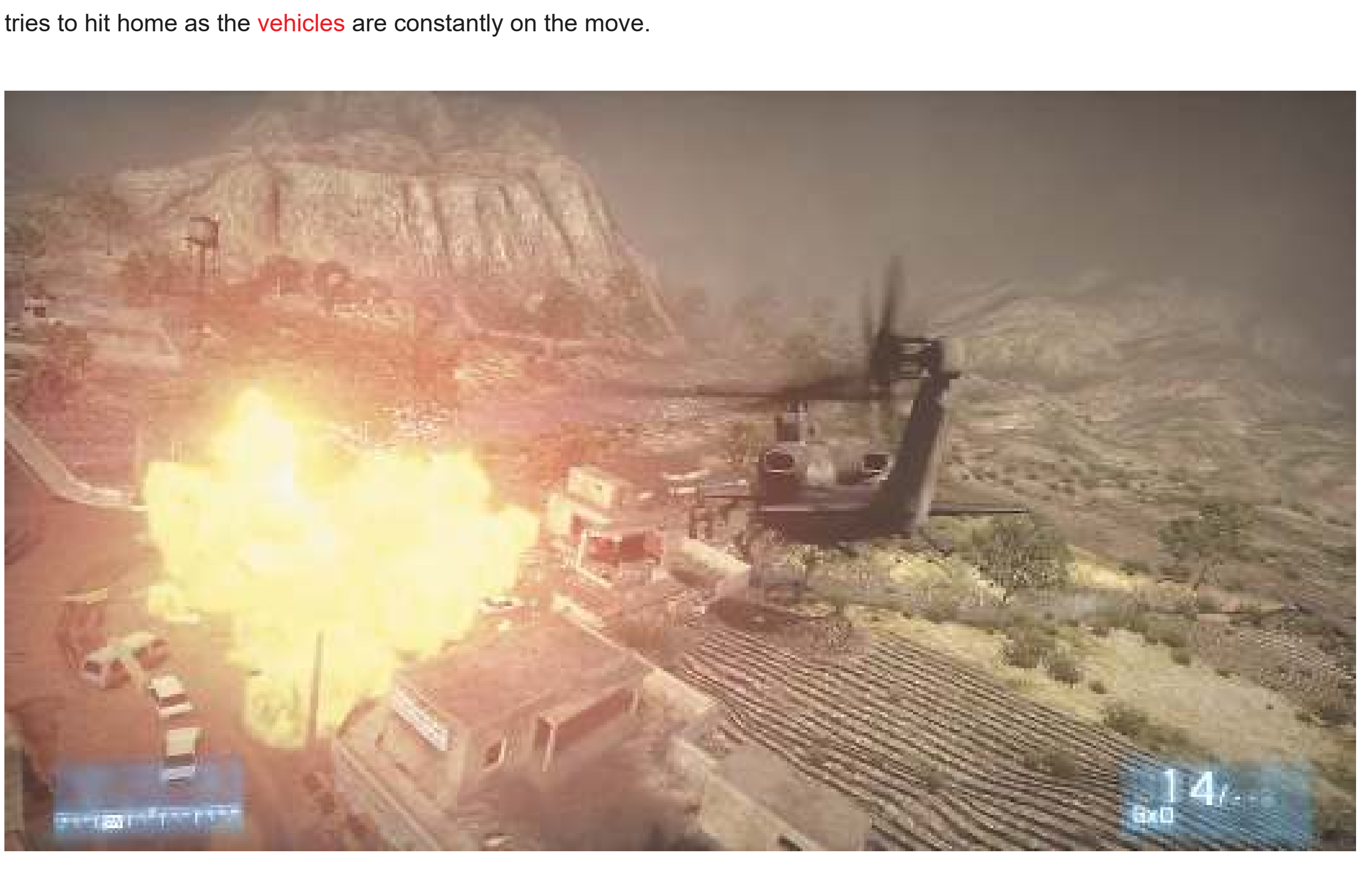
Having eliminated the threats to the heli, assist the Fire Teams with the PLR that pour out of buildings on the other side of the river. Take things slowly, clearing each squad of enemies in an area before slowly moving to the next group.

Always keep in mind the many nearby vehicles can be destroyed to provide some explosive deterrence. Look for a large explosion at the gas station as a sign that enemy numbers are dwindling and take out any remaining ground forces so the Fire Teams can continue pushing up.



As they do, a pair of BMPs will roll out of the main compound at the far end of the map. Taking these armored vehicles out is best done at a distance, with the gunner switching to the guided missiles the helicopter is packing.

These aren't fire-and-forget weapons; the missiles must be guided toward their target by keeping them painted in the center of the targeting reticule, so ask your pilot to hover from afar to allow a clear line of sight toward the BMPs. It may take multiple tries to hit home as the vehicles are constantly on the move.



Strafing runs are generally not recommended here, though the pilot's rockets can help pour on the damage to eventually take out the enemy. However, getting close to these armored mobiles is a risky proposition than can cost you the Untouchable Achievement/Trophy before you know it.

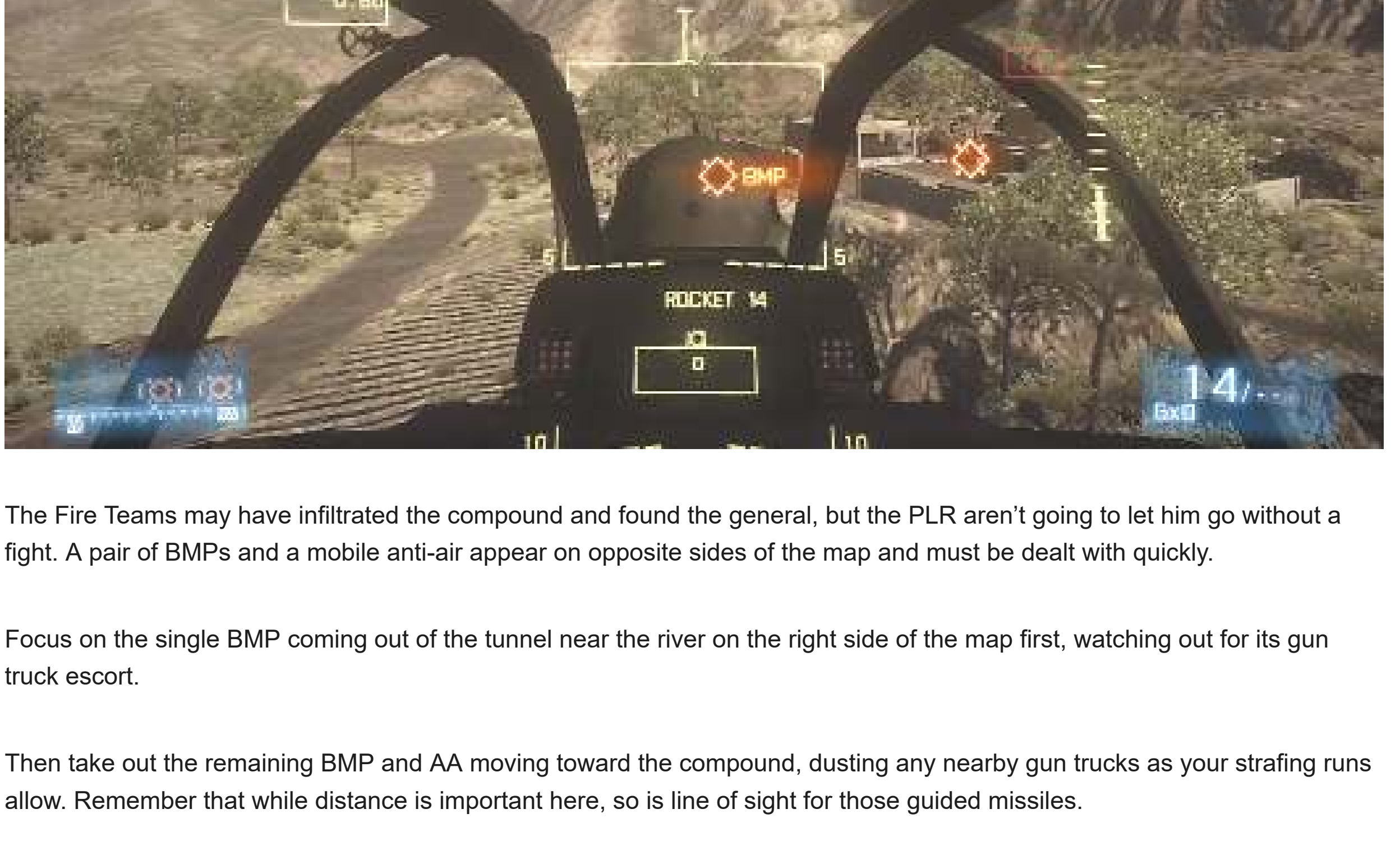
The Teams will come under fire again as they push up the street cutting through the middle of town—the most dangerous targets being a pair of RPG PLRs. Take them out as you and your co-op partner did before, then switch to hovering alternately near the buildings on the left side of the street and the grassy areas on the right to help thin out the opposition.

A trio of threats present themselves as the teams move up: a pair of BMPs and a far more dangerous mobile anti-air vehicle with its sights trained directly on your helicopter. Focus on the AA first, using guided missiles as available.

Note that the pilot's own missiles and the gunner's cannon fire are more effective on the AA than the BMPs. Once the AA has been dealt with, concentrate on the BMPs, hitting them with everything you and your partner have got.

With the major threats eliminated, move on to take out any remaining ground forces with the cannon, including gun trucks. You can pick them out easily from their surroundings with the infrared view.

REPEL THE ATTACK



The Fire Teams may have infiltrated the compound and found the general, but the PLR aren't going to let him go without a fight. A pair of BMPs and a mobile anti-air appear on opposite sides of the map and must be dealt with quickly.

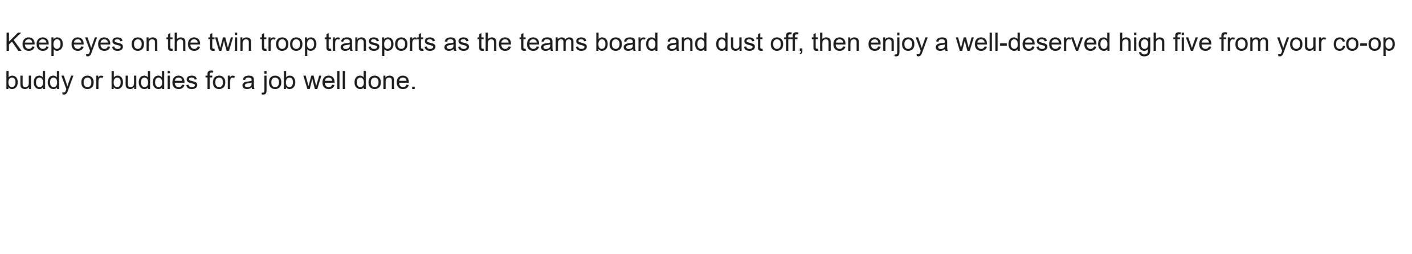
Focus on the single BMP coming out of the tunnel near the river on the right side of the map first, watching out for its gun truck escort.

Then take out the remaining BMP and AA moving toward the compound, dusting any nearby gun trucks as your strafing runs allow. Remember that while distance is important here, so is line of sight for those guided missiles.

The catch is that whenever a gunner has a clear shot toward the mobile anti-air, it can fire back just as cleanly so work quickly.

Any remaining gun trucks and ground troops that weren't taken out while attacking the trio of main threats will take up position near the compound, so gun them down to help with the extraction effort.

ESCORT THE FIRE TEAMS TO EXTRACTION ZONE



As the Fire Teams move out of the compound and begin pushing right toward another field, a mass of ground troops and gun trucks attempt to route them. Pilots should hover around the open plain to the right of the compound to allow gunners to lay down heavy fire on the enemies there.

Before the fight is over, yet another pair of armored vehicles spills out from the tunnel near the river where the single BMP emerged before. Quickly move to eliminate the anti-air, then the BMP to allow the Fire Teams to move to the extraction point.

Keep eyes on the twin troop transports as the teams board and dust off, then enjoy a well-deserved high five from your co-op buddy or buddies for a job well done.

Co-Op Mission 3: Exfiltration

Exfiltration

Thanks to extensive intelligence work, we've been able to locate El Zakir. He was not expected to give himself up, but when local agents located and captured his immeadiate family, he agreed to negotiate his surrender.

El Zakir is awaiting extraction in an apartment complex in the outskirts of Bagh-dad. You need to secure him and bring him back to the Green Zone.

Although El Zakir has contacted the US and is willing to surrender himself, the PLR is not willing to give up one of their own so easily. Several PLR troops guard the complex he's being held in.

Once he is freed, the entire army reacts and engages the extraction team with a full-on assault through the streets of Baghdad.

LOCATE EL ZAKIR

ESCORT EL ZAKIR TO THE HUMVEES

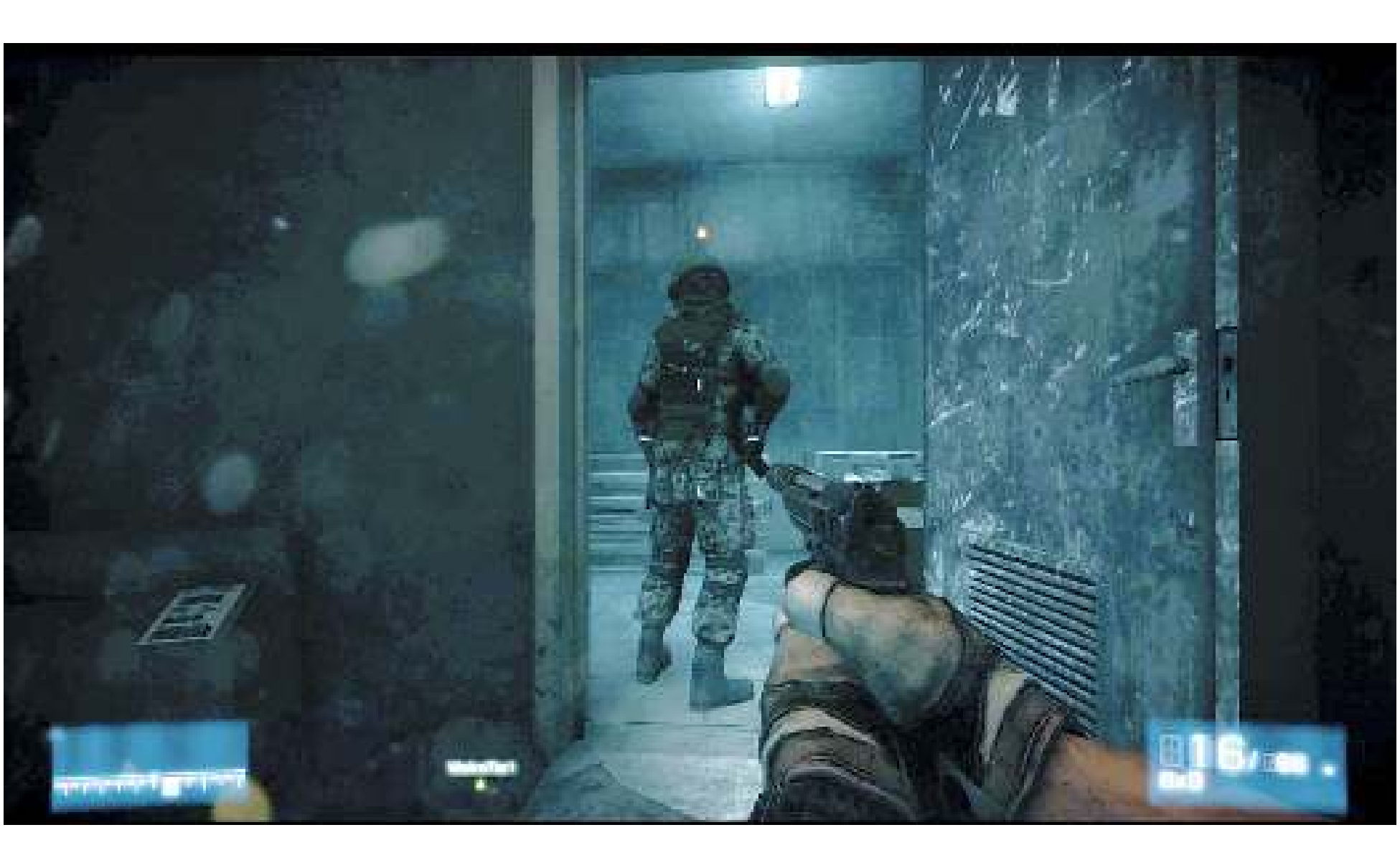
[ACHIEVEMENT | TROPHY]

Ninjas
Baghdad doesn't exactly mirror feudal Japan, but the extraction team can execute their plan quietly like the notorious asssassins of that era. To obtain this co-op Achievement/Trophy, reach El Zakir without comprimising the extraction team's presence.

To avoid detection, crouch and quietly move through the complex, eliminating any guards or security systems that may reveal your position.

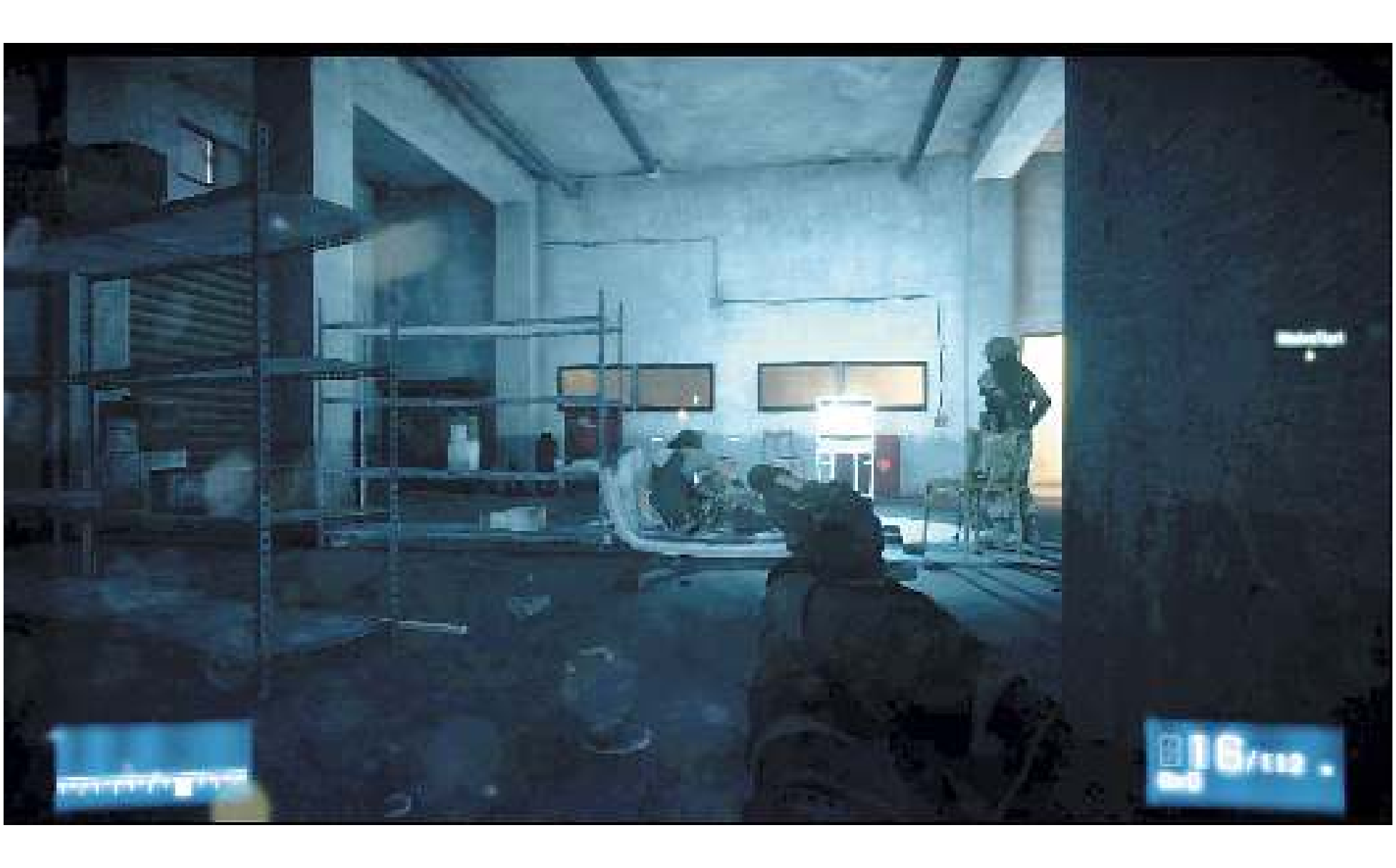
When you encounter a PLR post manned by several hostiles, kill the guards swiftly and quietly using the silenced pistol or save ammo with the knife when their backs are turned.

Most of the rooms and halls in the area have more than one guard posted, and all must be eliminated simultaneously to remain hidden. Failing to coordinate attacks with your teammate results in a PLR guard tripping the alarm and alerting the entire complex to your presence. With those alarms blaring, the complex becomes the center of an intense firefight rather than a swift, stealthy extraction.



Hop off the Humvee, pass by all the garage doors and enter the complex through the door on the west side of the building. As you enter the complex, crouch to stalk carefully through the garage until you reach a pair of guards lounging in front of a television.

While they watch the latest news reports, aim your pistols from just outside the door or through the entryway window and take them out.



Tip

Quantity, Not Quality
While aiming for a headshot is nice for perfectionists out there, a missed shot can screw up a perfectly good stealth mission and any chance at that Ninjas Achievement/Trophy.

Unloading several shots at the enemy's center of mass while their backs are turned may not be elegant, but it beats having to restart the mission.

With the garage clear, continue your search for El Zakir, traveling through a hallway that leads to the laundry room. Take position in the small room just before the laundry room and carefully aim your pistols at the next set of guards posted there.

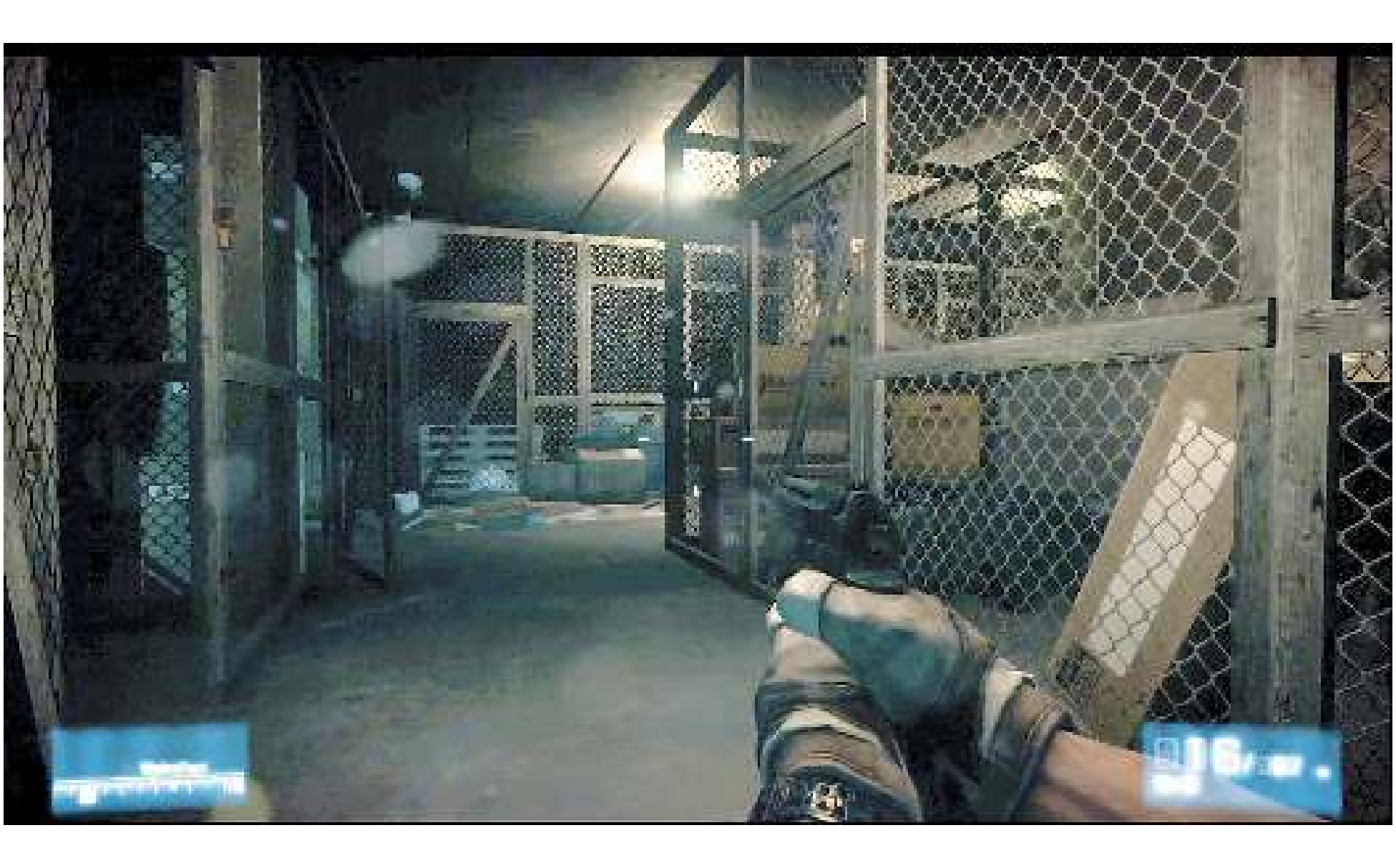
After putting some permanent bloodstains in the guards' clothes, watch out for the Closed Circuit TV (CCTV) camera installed in the hallway ahead.

Take a cautious peek at the CCTV as you go around the storage shelf in the center of the room, place the device between your sights and disable it with a shot or two.

There are two more CCTVs placed in the storage hall ahead. To be absolutely sure you don't get caught in either cameras' view, aim at each CCTV through the storage grates.

Slowly edge past the first storage grate to spot the camera installed in the second corner of this storage hall and uninstall it with authority.

With one camera down, set your sights on the next one placed in the corner near the door at the end of the hall.



Now that those voyeuristic viewfinders are out of commission, go through the door at the end of the storage hall to reach the apartment's stairway. A PLR guard, with his back turned away from you, is standing at the base of the stairway.

There is no need to waste any bullets on this guard; simply sneak behind him and silently put him down with your knife.

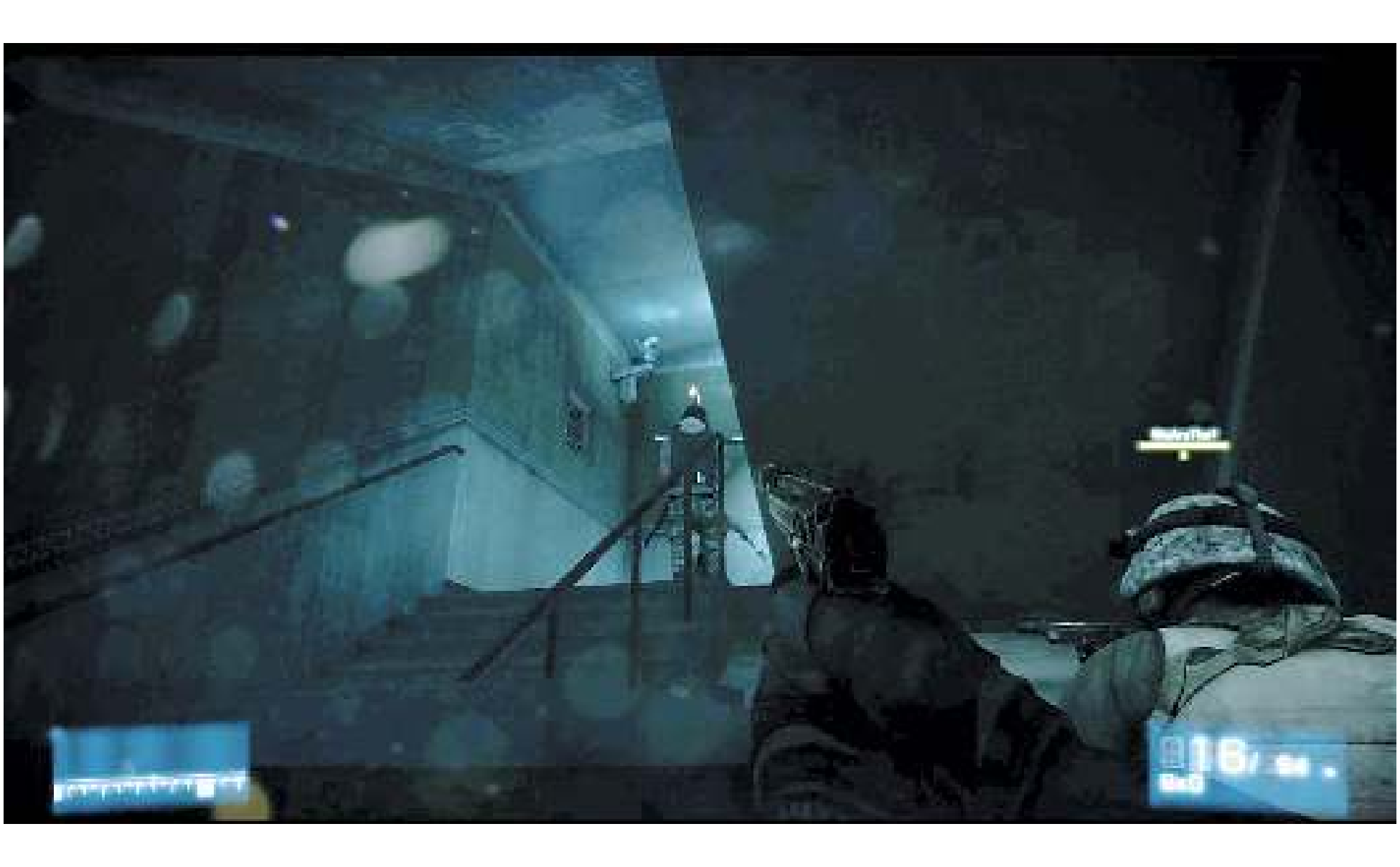
Intel says El Zakir is on the third floor of this building, but the path up to his apartment is dense with heavy security. Keep those sights trained ahead as you quietly climb the first flight of stairs.

A single guard and a CCTV are positioned next to the second floor doorway. Stay out of view near the top of the first set of stairs and decide with your teammate who takes down which hostile.

Get a precise bead on your designated target and coordinate a simultaneous attack to continue the journey upward undetected.

Don't congratulate each other just yet; there is another security post occupied by two guards and a CCTV near the third floor doorway. Follow the same strategy that worked for the last set—one person handles the CCTV and the other tackles the guards.

However, whoever is charged with taking care of both guards has the tough task of finding the precise angle to carefully line up both guards in their sights. In order to maintain the team's cover, the bullets must penetrate the first target and take out the one behind him. Fire multiple bullets to ensure that both targets go down to clear out the stairway.



Enter the third floor and sneak down the hall to find El Zakir's apartment, where two more guards are stationed in front of the door. Move into a good firing position without alerting them and aim for a headshot this time.

Since both targets have their backs to the wall, shooting at center of mass and right into their body armor does not take them out fast enough to remain hidden.

Eliminate the door guards in one shot, and your team is awarded this mission's Achievment/Trophy.

With ninja status obtained, breach the the apartment door and surprise the last two guards inside the living room. Now that all hostiles have been cleared out of the building, get to the frightened El Zakir cowering in the kitchen.

After he equips himself with a weapon, escort the PLR defector to the stairway at the other end of the hall, down the stairs to the ground floor, and finally out of the building and to the waiting Humvees.

TAKE POINT

The asset is secure and all that is left is to escort the convoy out of Baghdad. Of course, an exit strategy out of Baghdad is never a simple proposition. Move ahead of the convoy and trek down the street to scout for any threats.

Turn left at the first corner, load up at the Ammo Crate on the left sidewalk and equip the sniper rifle next to it.

Travel south down this short road and hang another left onto the narrow street ahead. Upon reaching the corner, the waiting PLR springs their trap. Suddenly, dozens of soldiers flood out from the far end of the street and begin firing upon the convoy.

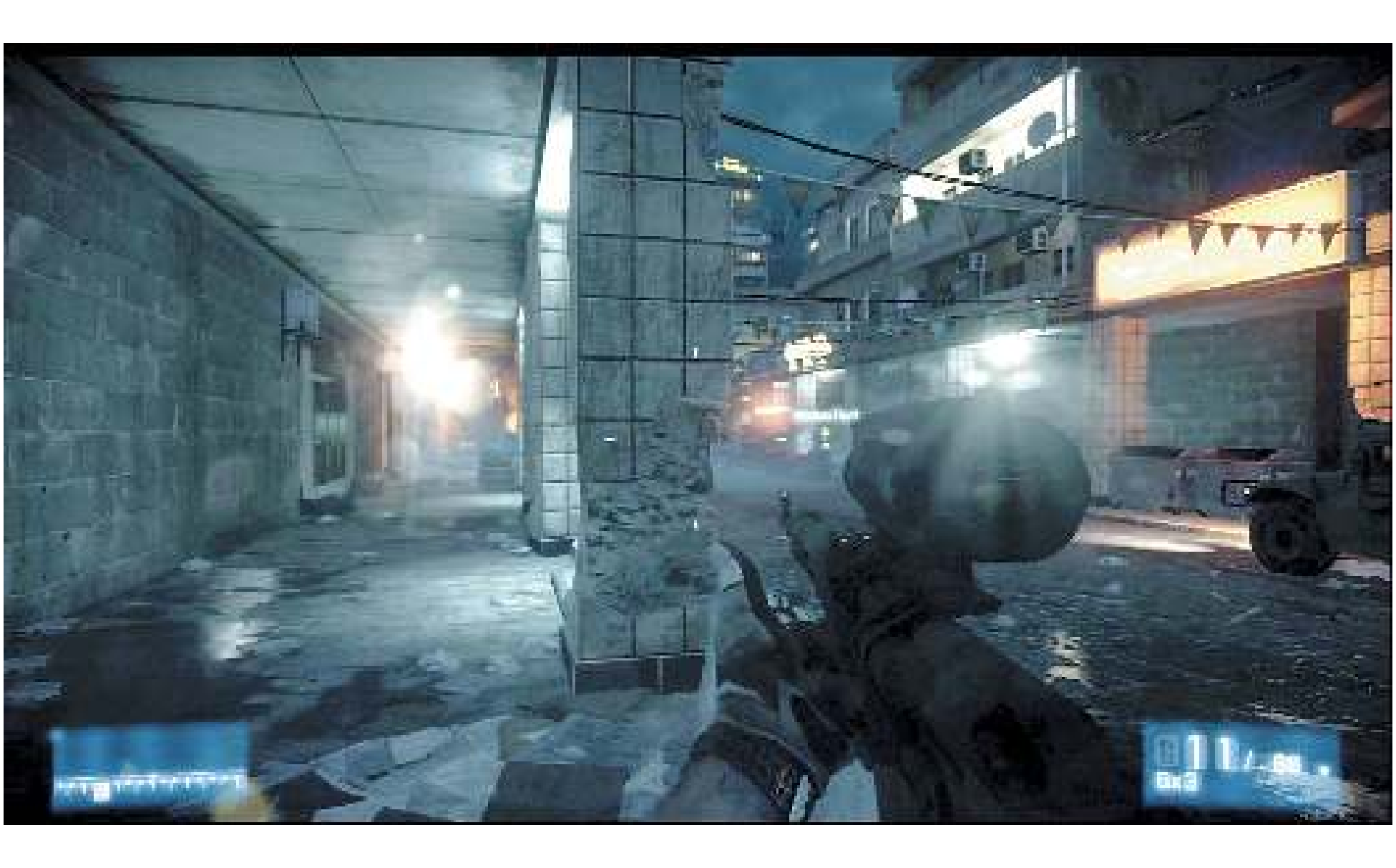
They're backed by additional hostiles camping out along the rooftops and balconies on the buildings on the south (right) side of the street.

Tip

Bait and Hook
Since multiple targets are advancing down this single street, it's best to split up your forces between both sides of it in order to spread out the incoming fire.

While your partner rushes out to the walkway on the right side of the street and finds cover between the support columns, stay on the corner of the street on the left side and cover him by sniping the rooftop soldiers—especially any that are carrying an RPG.

As your partner draws enemy fire from the street level, pick off any targets moving down the left side of the street that try to flank him or encroach on your position. Methodi-cally locate and eliminate each target until the street is clear of all hostiles.



The Humvee convoy begins moving again once the PLR trap is thwarted and the opposition eliminated. Before trudging ahead to the next area, take this opportunity to replenish your supplies from the Ammo Crate located in a small gap on the north (left) side of the street.

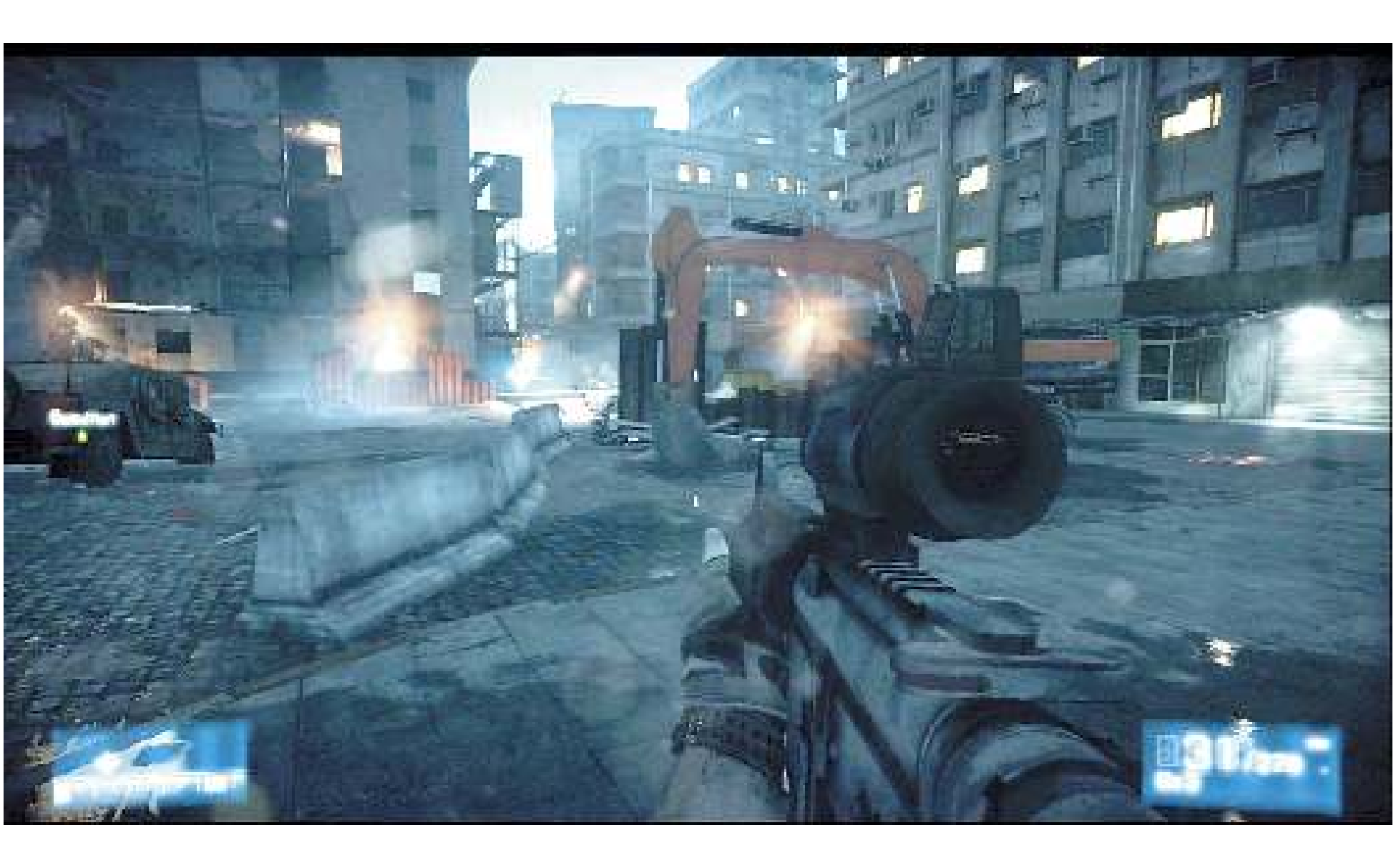
Now that you are rearmed and ready to go, head down the street and turn right at the next road to find a gate blocking the end of it. Wait for the Humvees to arrive and apply their ample horsepower to crashing through the gate.

Follow them into a construction work site where another PLR ambush takes out several Humvee gunners. Without their gunners, the vehicles are extremely vulnerable to attack and your team has to provide immediate support.

Find cover behind the crane at the north end of the area while your teammate locates some cover on the opposite side to cover your flank. The PLR ground troops can only enter the site through the corner on the south end.

Fire on any enemy that comes through the corner, and scan the two buildings for any RPG equipped enemies.

If you spot one on any of the balconies, focus your full attention on dropping those targets before they can blow up a Humvee.



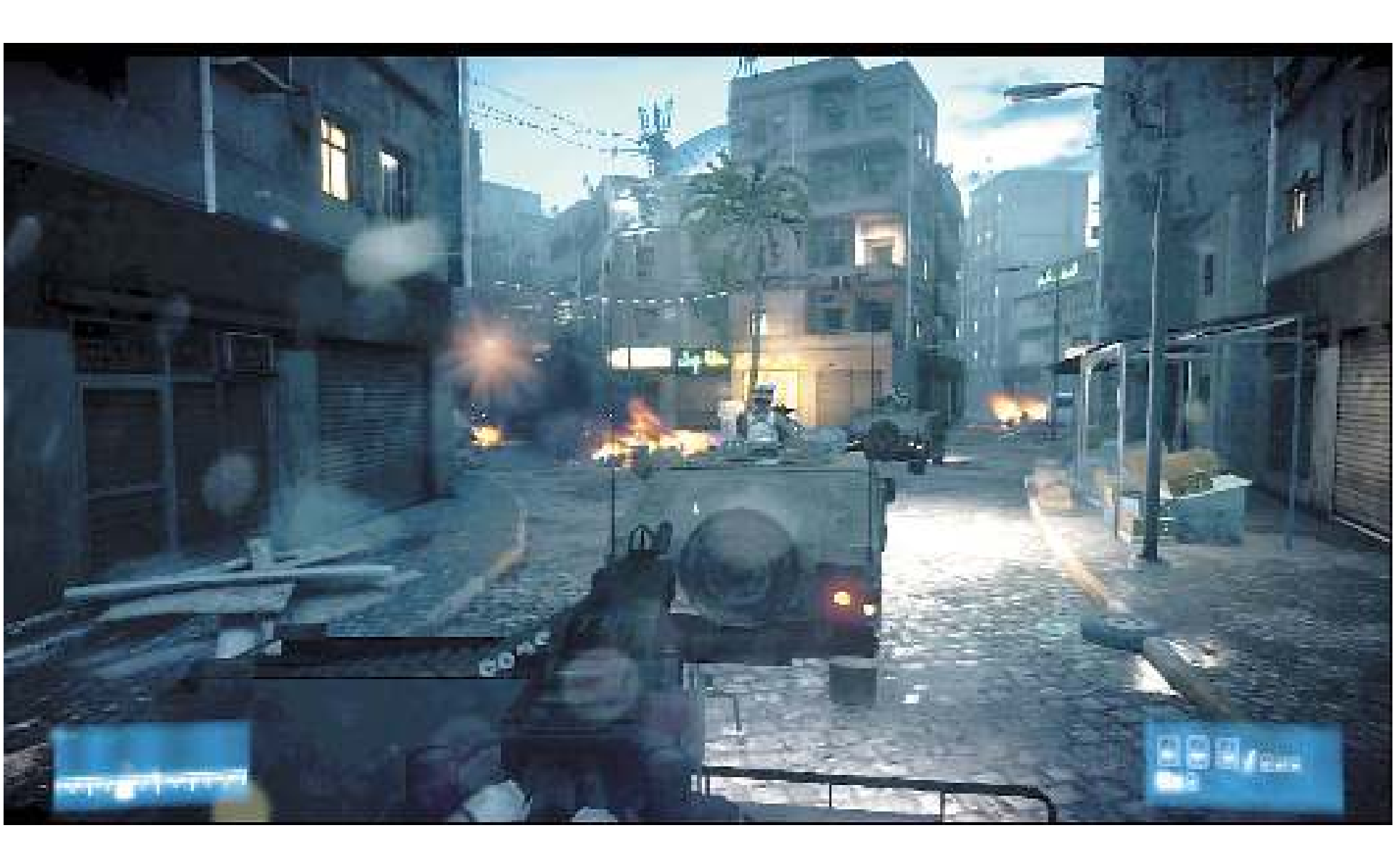
TAKE GUNNERS POSITION

After your team survives the PLR's second ambush, the extraction team orders you and your partner to replace the Humvees' vacant gunner cabs. Run over to an open transport and get in the vehicle.

The team is off scouting detail and now in the relative safety of the Humvee, but the exposed 50. cal turret reminds you that this is no leisurely drive to the extraction point.

The convoy starts to move again through the streets, but is interrupted when the lead Humvee is destroyed by a hidden IED. Open fire on the PLR troops' fortified position on the corner in front of the convoy while the Humvees regroup on the road to the left.

Spray bullets at the enemies camping upon the building balconies above as the Humvees pick up speed down the narrow market road.



DETONATE C4 ON THE GATE

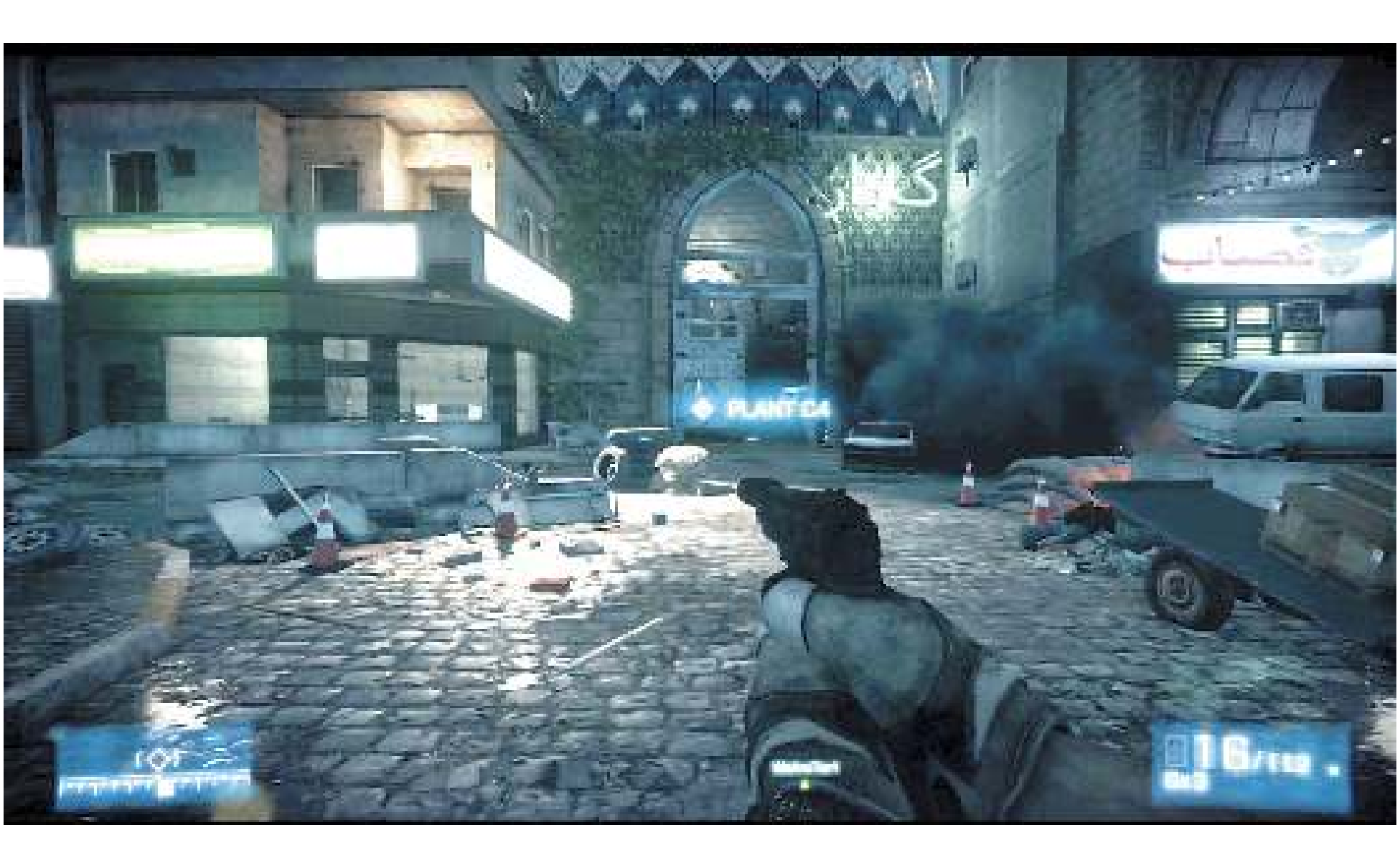
A domed structure ahead houses several parked cars and a heavily-reinforced wooden gate blocking the convoy from reaching the extraction point. Tasked with clearing the obstruction with a C4 charge, your team exits the vehicles.

While inside the building, stock up on supplies from the Ammo Crate before you place the charge on the gate and blow it up.

Once you open up the path, PLR troops arrive to cut your team off from the convoy. They take positions in the alleyways flanking the stretch between you and the Humvees, laying down heavy fire.

Utilize the Ammo Crate in the garage and lob enough grenades into both alleys until the coast is clear for the team to return.

The convoy continues its run for the extraction point once the team reaches the Humvees.



Tip

Point Man

There's no need for everyone to pile out of the Humvees to tackle the objective. Leave your partner in their forward-most Hummer and proceed on foot, sprinting over to the gate to lay down the C4, but hold off on detonating it. Sprint back to the cover of the Humvee convoy, letting that forward gunner unload on any enemies that might try to stop your sprint back to the trucks. Once under cover, detonate the C4 and climb back into your vehicle.

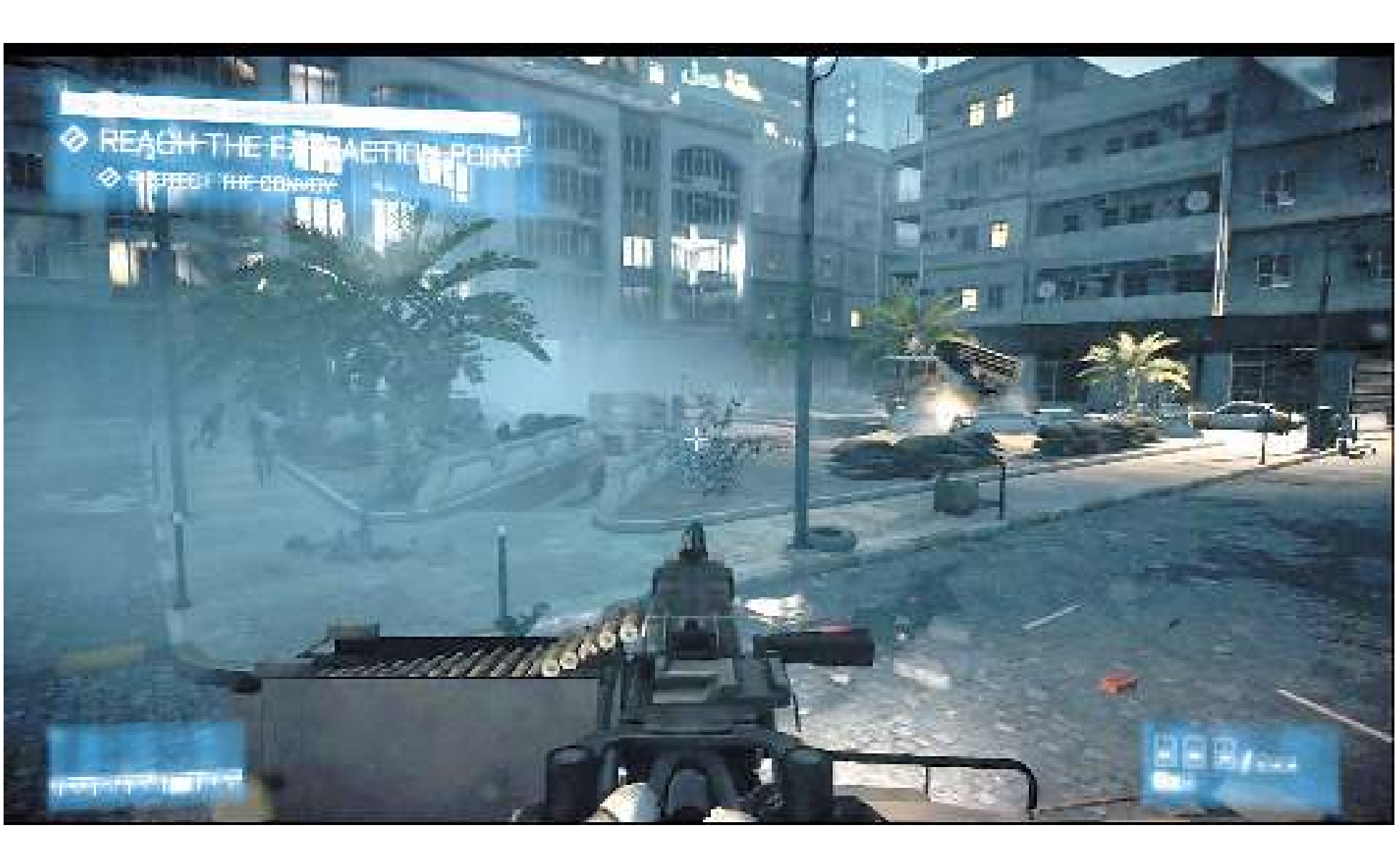
CLEAR THE AREA

The path has reopened and the convoy burns rubber as they blaze a trail to the extraction point. Unfortunately, the open square ahead is swarming with PLR troops. Before the evac choppers can land and dust off El Zakir and the extraction team, the area has to be cleared of all hostiles. Doing so is easier said than done. The PLR have secured positions both in the center of the square and inside the Iraqi Union building to the south. Even worse, reinforcements are pouring in from both the east and west end of the square. With the multiple hostile contacts firing and attempting to flank the team, this firefight is going to take plenty of skill and endurance to survive.

Tip

Rock the Rockets
As the extraction team drives into the square, there are only a few seconds until you are forced to exit the vehicle. Use those precious moments to mow down as many enemy troops as possible.

Two juicy targets to consider before you part with the 50. cal are the pair of BM-21s, or rocket equipped trucks, in the center of the square. Other than provid-ing a spectacular explosion, blowing up both targets takes out nearby enemies caught in the blast and destroys some of their vital cover.

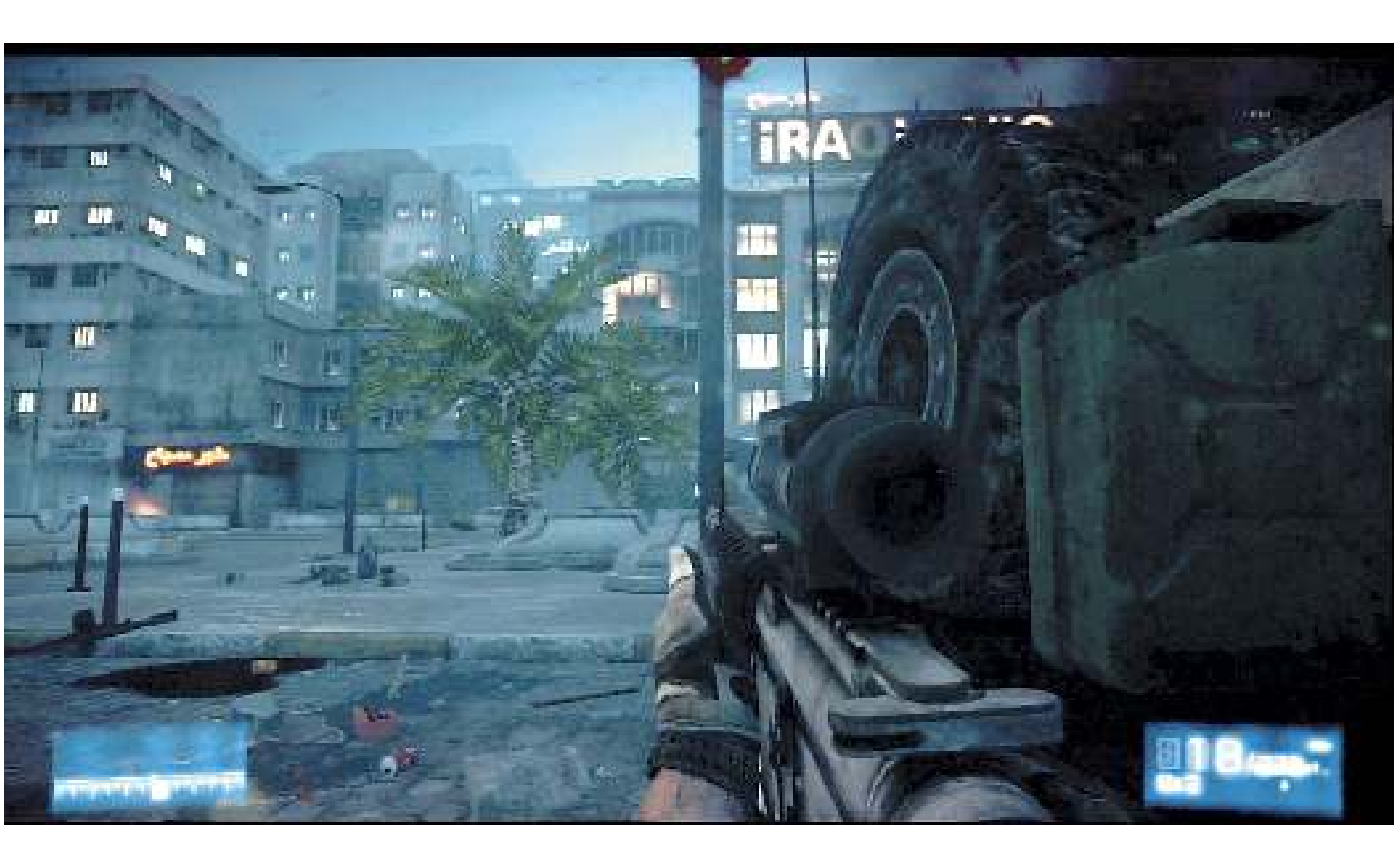


El Zakir and the rest of the extraction team have taken refuge, but are pinned down in a small storage garage in building on the northwest corner of the square. If you are running low on supplies, an Ammo Crate is in front of the northern building, directly behind the remaining Humvees.

In fact, the most secure cover in the area is found behind the Humvees. Crouch or lay prone while keeping the Humvee between you and the enemy. Alternate between firing from the rear or the front of the vehicle to retaliate against the numerous enemy PLR.

Focus on weeding out the ground forces around the square first before even attempting to tackle the troops firing from the Iraqi Union Building. Staying behind the Humvees keeps you protected from the high ground, but the street level threats are constantly trying to flank your position.

Only after taking down the bulk of the forces down here should you shift attention to the targets above. Once the main ground forces have been thinned to a more manageable number, be on the lookout for the RPG-toting enemies scattered across multiple floors in the building ahead. By launching a couple of rockets, they can virtually obliterate most areas of cover in the square.



Once the Union building and the ground troops are cleared, the extraction chopper arrives to remove El Zakir and the extraction team from the PLR forces. Climb into the chopper and give the team that long awaited congratulations.

Co-Op Mission 4: Hit and Run

Hit and Run

The company El Zakir referenced is Levin Cooperative. It's located in central Paris. You need to go in and retrieve everything you can from their of-fices. A private security team has been alerted to your presence and is headed to the offices to stop you.

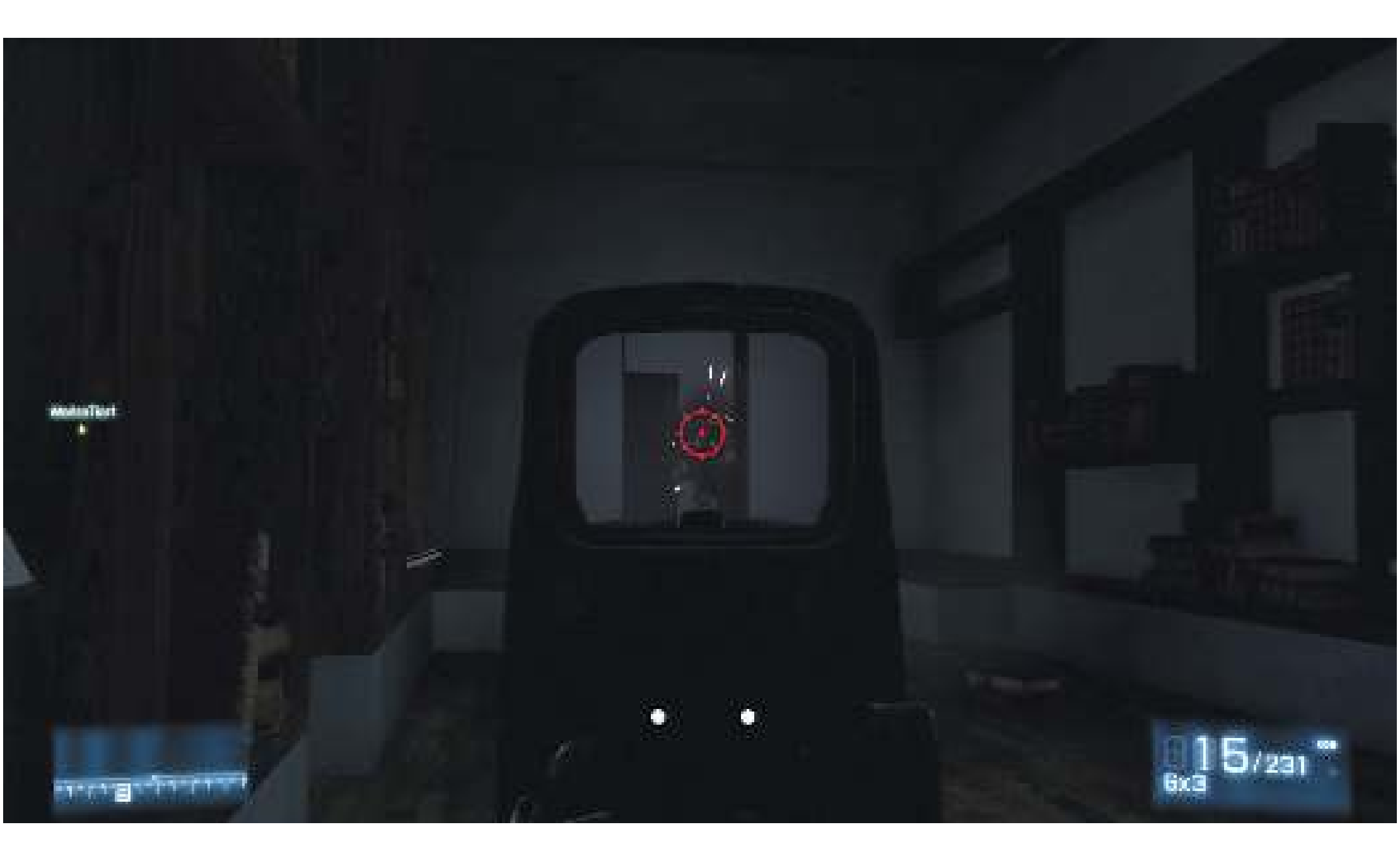
You need to secure and extract whatever evi-dence there may be. In an interesting reversal of the Campaign level Comrades, you and your co-op partners must infiltrate the Parisian financial district and then exit from the garage that Dima, Kiril and Dimitri infiltrated through.

Your reward for making it through an absolutely insane series of firefights is the chance to take brief control of a car as it careens through the levels of the garage.

NEUTRALIZE ALL ENEMY FORCES

[ACHIEVEMENT | TROPHY]

Push On
This is quite possibly the hardest Achievement/Trophy in the game. It cannot be overstated enough: this should be attempted on an Easy difficulty run. It's hard enough to get through this fight at all, much less without entering a Man Down state that requires a revival from a buddy.



Move quickly as soon as the level kicks off, dropping a claymore at one of the doorways leading into this small office while your buddy does the same with the other doorway.

As soon as they're down, quickly retreat to the desk at the back of the room and go prone, looking out toward the windows. If the desk becomes too crowded, your teammate can hold position in south corner of the room where a lip provides cover from the windows.

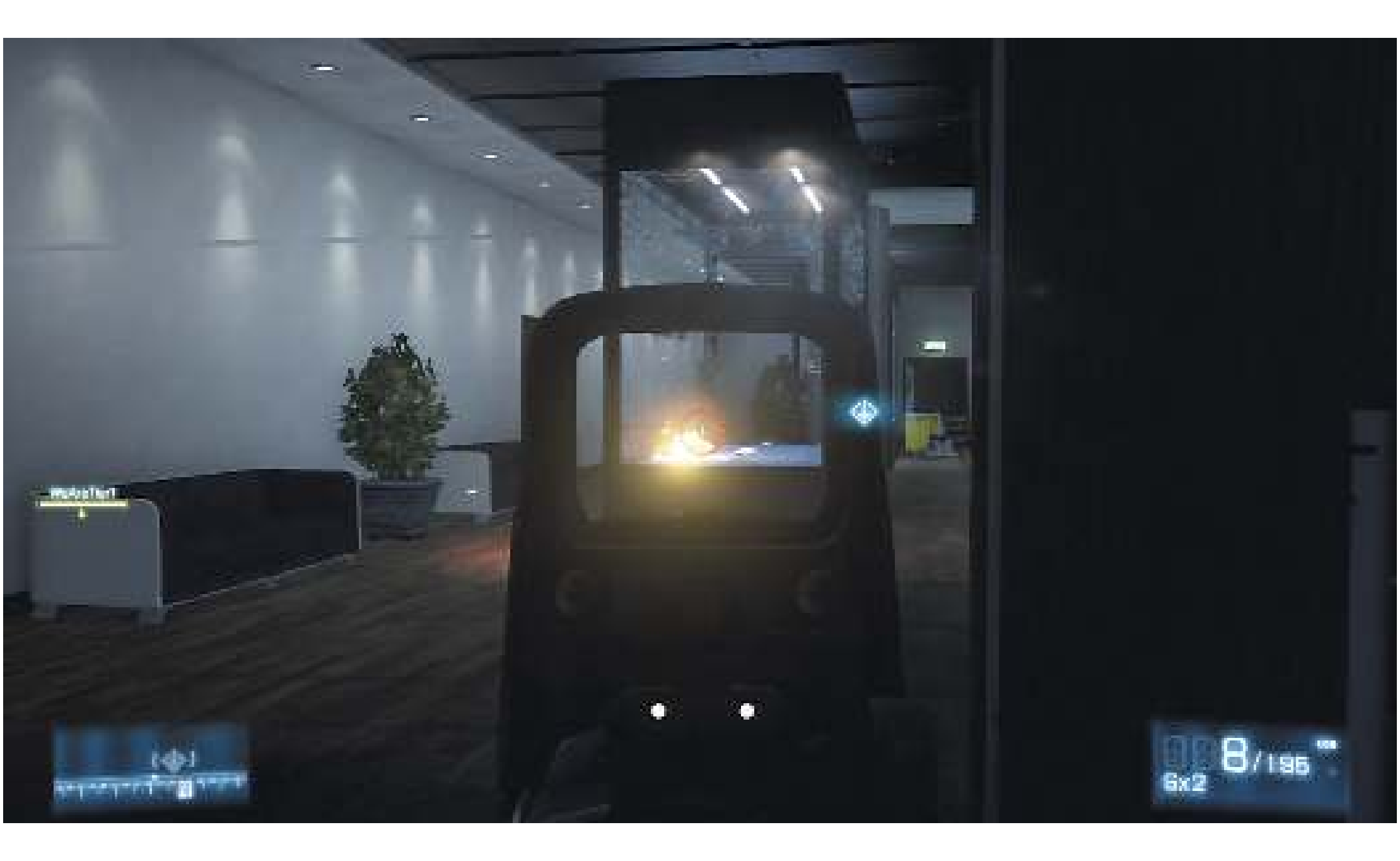
A trio of enemies crash through the windows, throwing flashbangs as soon as they do. From your prone position, gun them down, then rise to assist your partner with the other entryways.

The claymores may not even be triggered, but their presence can hold back the enemy. Make sure to stick to cover and fire at any flashlights that come into view before heading out into the room beyond to finish off any stragglers.

Shortly after removing the rest of the breaching team, the double doors in the room outside the starting office will be blown open, and a few more enemies will try to pour in.

Lob a grenade here to disperse and hopefully take out a few more enemies, then get ready for a real firefight.

EXTRACT THRU THE GARAGE

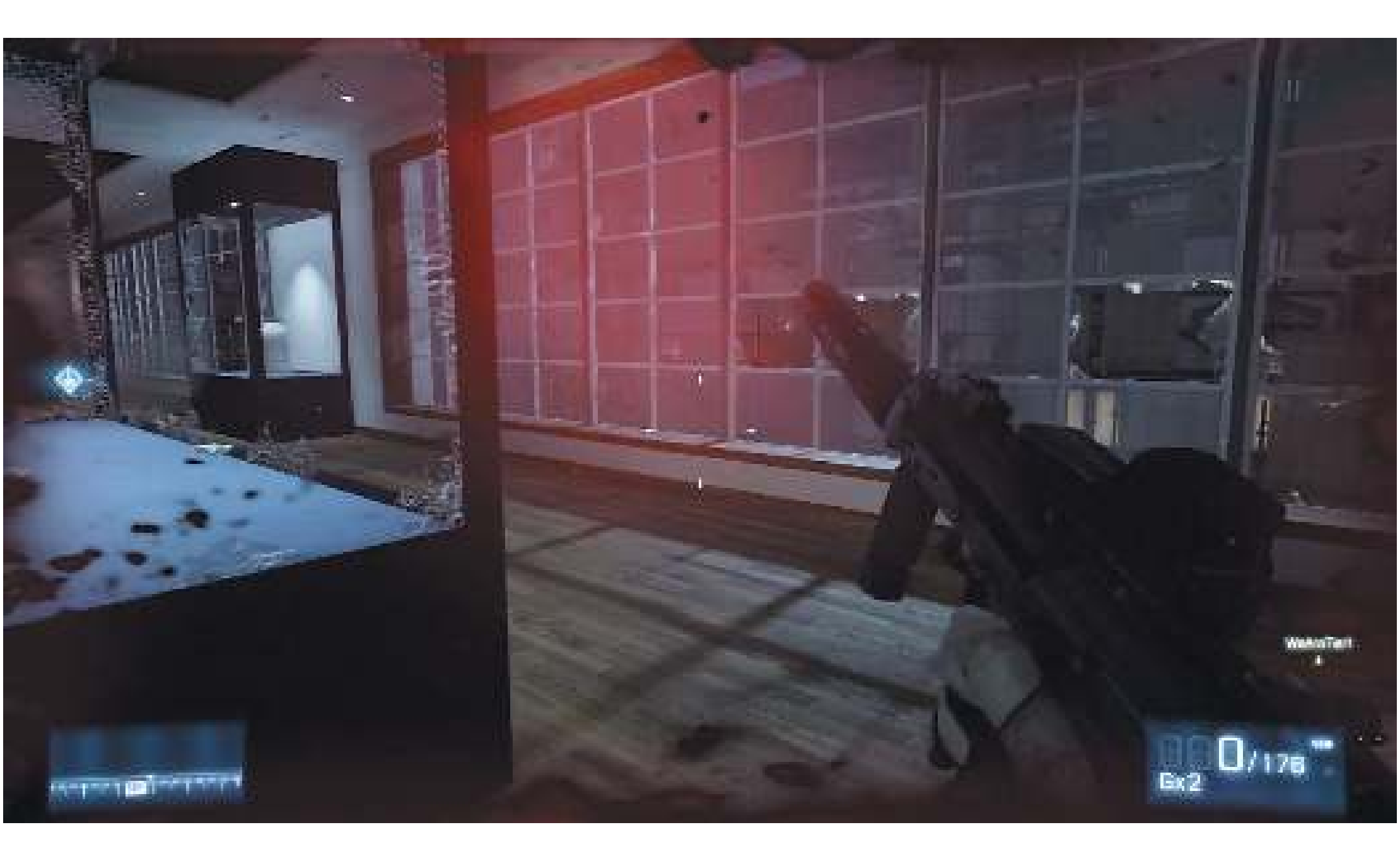


The hallway beyond the double doors is absolutely teeming with enemies. Stick to the cover on the right side of the doorway or the planters on the left to thin the number of enemies along the length of the hallway.

Duck back into cover often or risk losing the chance at that Push On Achievement/Trophy. Once the more immediate threat of the enemies in the hallway are dealt with, things get more dangerous; a team of snipers have taken up position just outside and will fire in with laser-sighted precision on anyone attempting to make their way down the hallway.

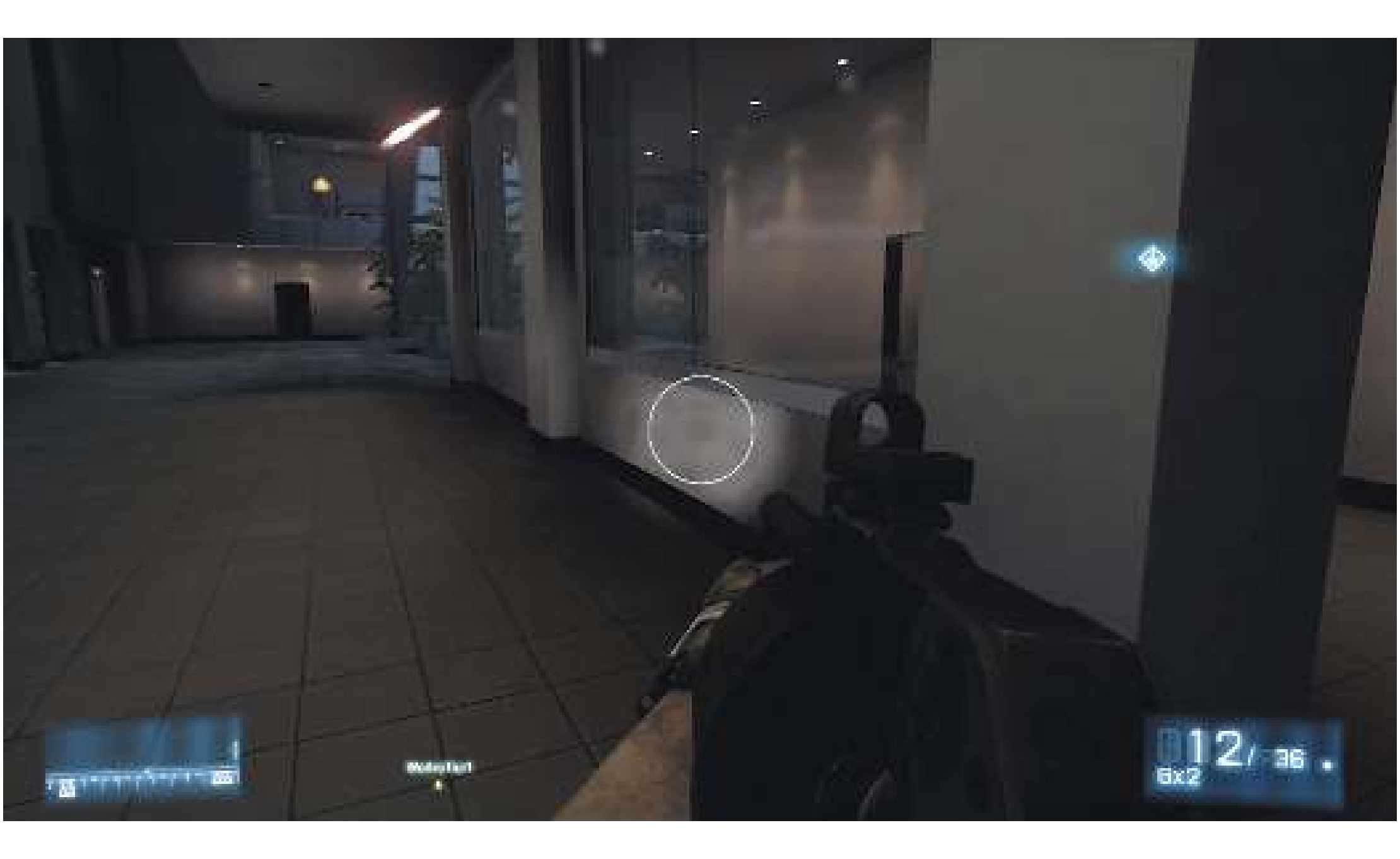
Sprint toward the left side of the display case directly ahead, and keep a watchful eye for more enemies before pushing on diagonally to the right near another display case. On harder difficulty levels, grenades will be a constant threat, so stay on your toes.

Use your co-op buddy or buddies to leapfrog up, providing covering fire for them as they move to the next bit of cover.



Sprint back to the left and go prone behind a third display case and get ready for more enemies to try to crash the party from the doorway at the far end of the hall. Take them out, then sprint through the doorway.

Avoid trying to take on the snipers; it's better to concern yourselves with the immediate threat in the hallway than a far-off hostile that can end your mission prematurely.



The next room is mercifully free of windows and offers a brief respite from the enemy sniper fire—at least until the end of the hallway. Use the planters and display cases to continue to push forward and down the stairs to the lobby below, where a multi-tiered firefight erupts.

Sprint into the room across from the staircases to grab a valuable bit of cover, but be prepared for plenty of tangos to storm in through the entrance facing into the main lobby.

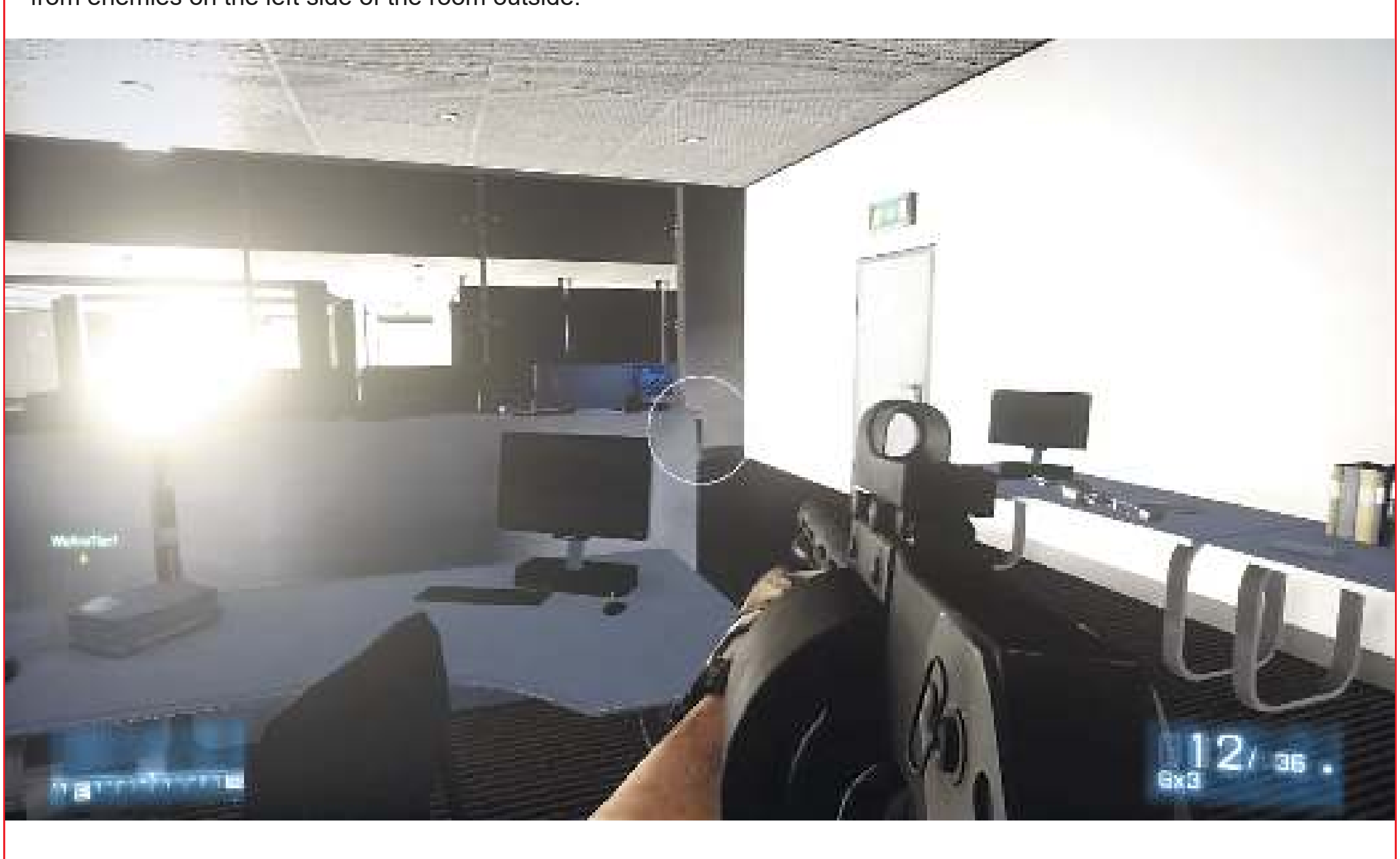
Gun them down methodically, then turn your attention to the fire coming from the upper level across the lobby. Be ready for inbound grenades; thankfully this room is large enough that you can sprint away from any explosions near the doorways.

Look for flashlights up above and snub them out with a little lead before moving on up a set of stairways to the right. Keep watch for any enemies that might try to ambush you at the top of the first set of stairs.

Take things cautiously ahead; those fleur-de-lis-stamped walls are extremely poor cover. In fact, almost all of the objects in the room designated by the waypoint will crumble away under gunfire—something to keep in mind as you discover the door out is blocked. Make note of the Ammo Crate to the left and stock up for a big firefight.

Caution

A False Sense of Security
Though it might appear the desks and computers here can offer some semblance of protection, they're no match for the heavy firepower coming from the east. Tons of enemies are unload-ing on this office complex, and there are only a handful of real pieces of cover. There's a filing cabinet to the left of the doorway facing east and a copier to the right of it. A small chunk of wall on the far right side of the room can be used for cover, but only as a last resort due to exposure from enemies on the left side of the room outside.



On easier difficulty levels, the bottom-less reserves of the Ammo Crate at the back of the room can make for a fun game of grenade toss. Unload with gusto lobbing grenades until incoming fire subsides, but remember that there's no real cover behind the desks, so don't get grenade happy lest you lose your chance at that Push On Achievement/Trophy.

When the incoming fire finally dies down, that locked door suddenly becomes a bit more cooperative. Head toward it, but be ready for it get kicked open by a masked hostile and unload on him before he can take you out. Head down the stairs and into a chance for some multi-level mayhem.

The squad needs to briefly split to stack up at two doors on on different staircase landings before both teams can breach at the same time. The upper floor is rife with enemies, but the DAO-12 offers a meaty means of dealing with these close-quarters threats.

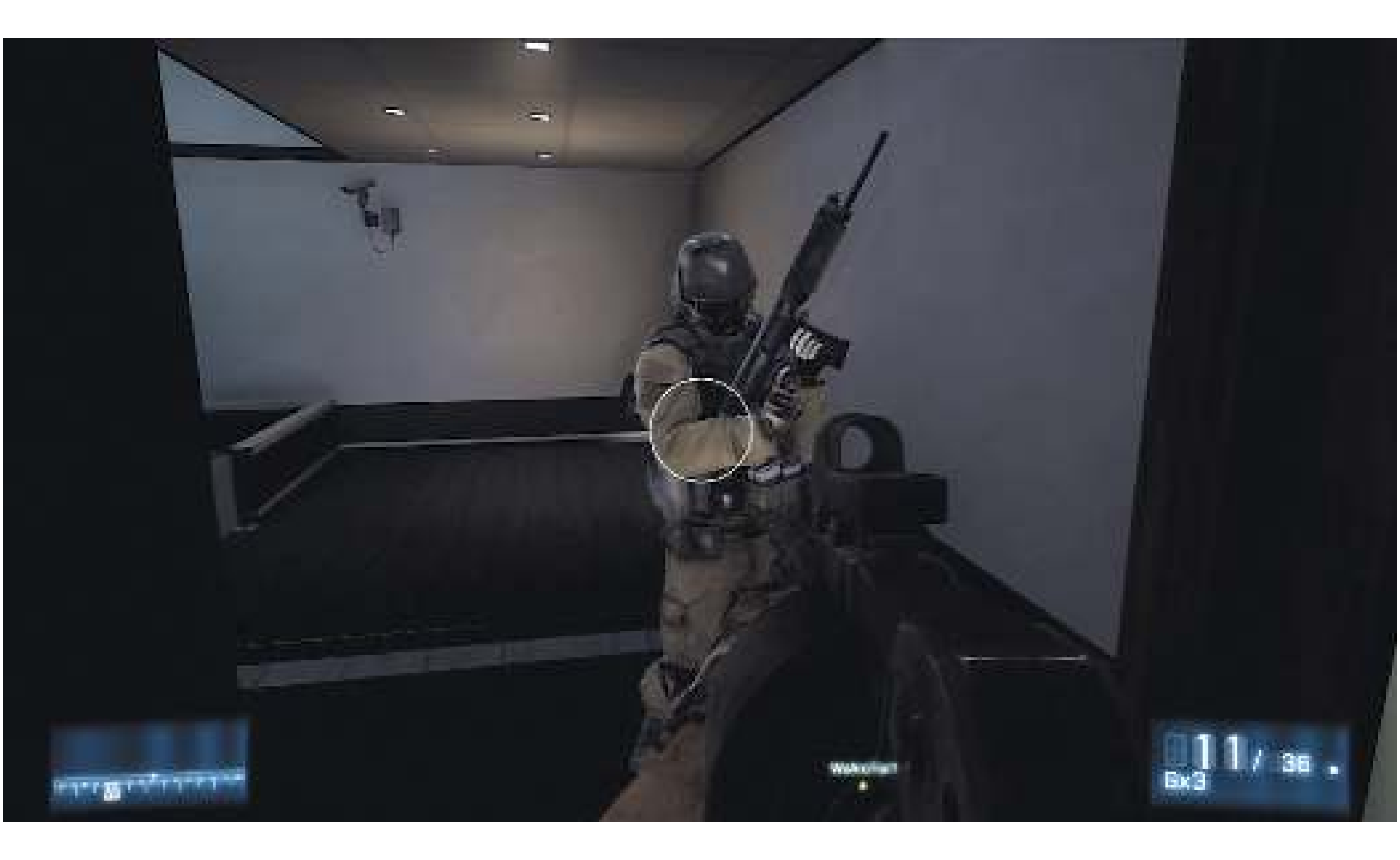
Gun them down, then stock up with the Ammo Crate at the far left end before firing down on enemies that are going after your buddies below.

For those on the ground floor, immediately take cover behind the circular columns on the left or right side of the room. Though this fight is meant to be something of a dual-level shootout, it's actually much more advantageous to double-back up the stairs and deal with the threat from above.

Aside from being a better vantage point from which to snuff out all those flashlights, the Ammo Crate up there means easy refills of grenades.

Keep in mind that this upper level's only real sources of cover are the circular columns jutting up from below and a small wall directly to the right of the entrance.

However, the latter position is vulnerable to incoming fire from enemies on the left side of the room below. The low edge of this upper floor provides almost no cover, so stay near the door leading back to the staircase and retreat there to recover health.



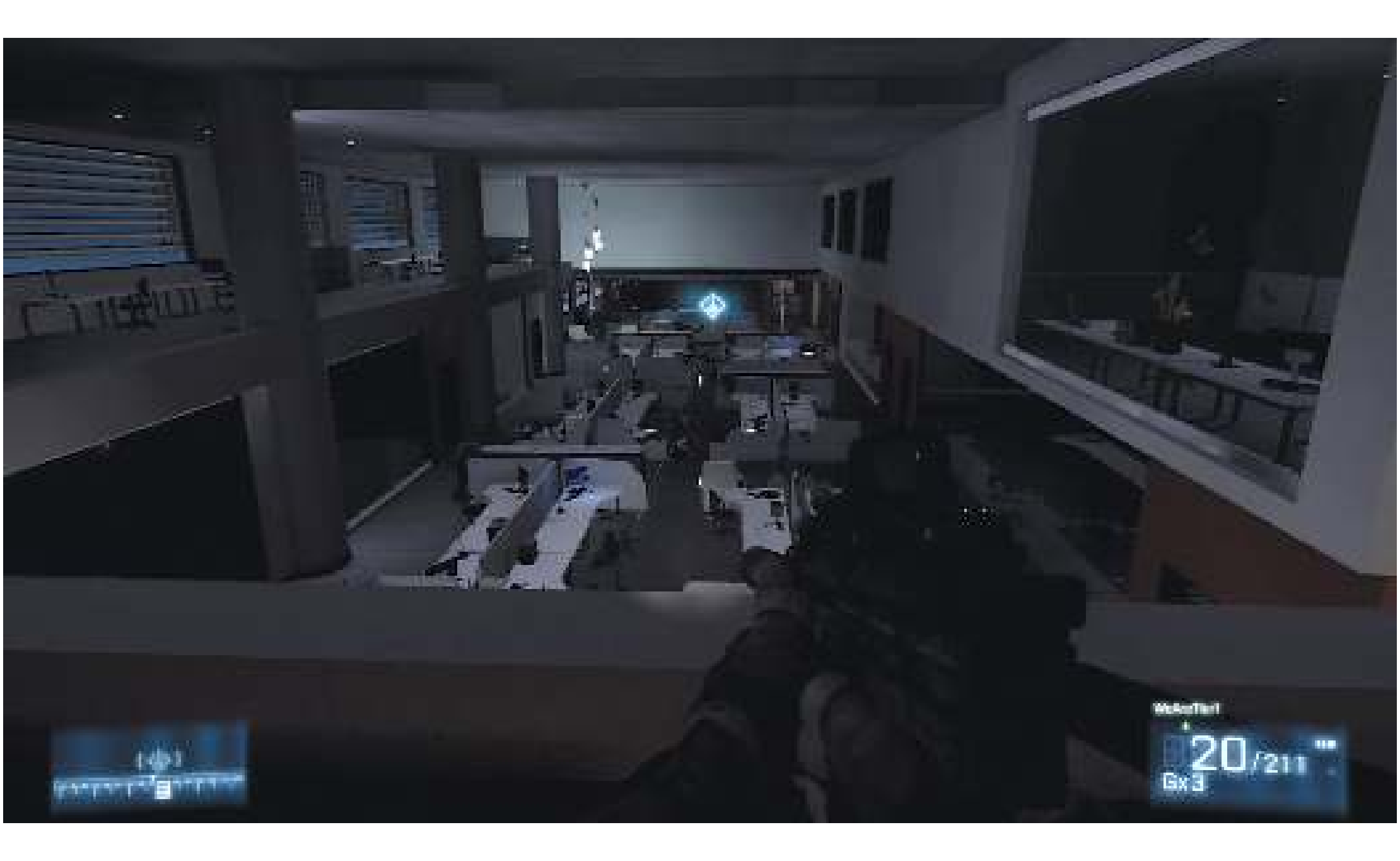
More shooting kicks off as soon as you and your buddies press forward into the next set of offices. More fleur-de-lis walls here are chipped away by even glancing fire.

Stay mobile, going prone as needed to recover health, or consider falling back to the rooms on either side of the office behind you. It can be tough to spot enemies here, but keep a lookout for flashlights and fire in that direction.

The multiple angles here make cross-fire quite common, so be sure to gun down enemies in office to the east before peeking out to take out more to the south.

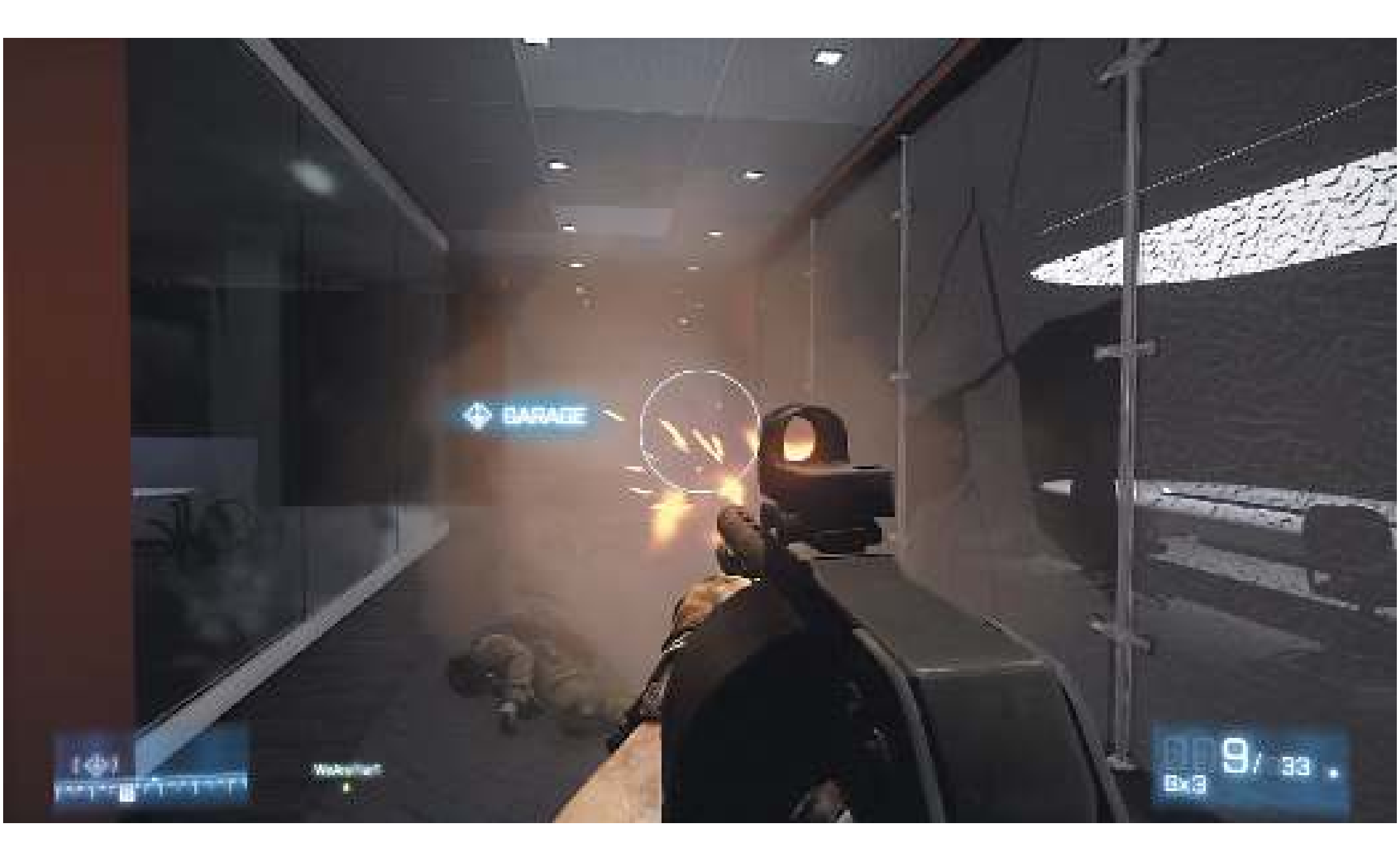
Again, the DAO-12 shotgun is astoundingly good at quickly putting out buckshot spreads that have a surprising amount of range. Move slowly down these hallways, dealing with enemies as they move into your line of fire.

If need be, fall back to the Ammo Crate behind you to restock. Remember that there are two south-facing hallways where you can find additional hostiles. Don't let them get the drop on you here.



Both south-facing hallways eventually converge into a single hallway. The doorway out of these offices and down toward the garage is tantalizingly close at the far end, but the rooms to the right and especially the large glass-walled room to the left are still chock full of enemies.

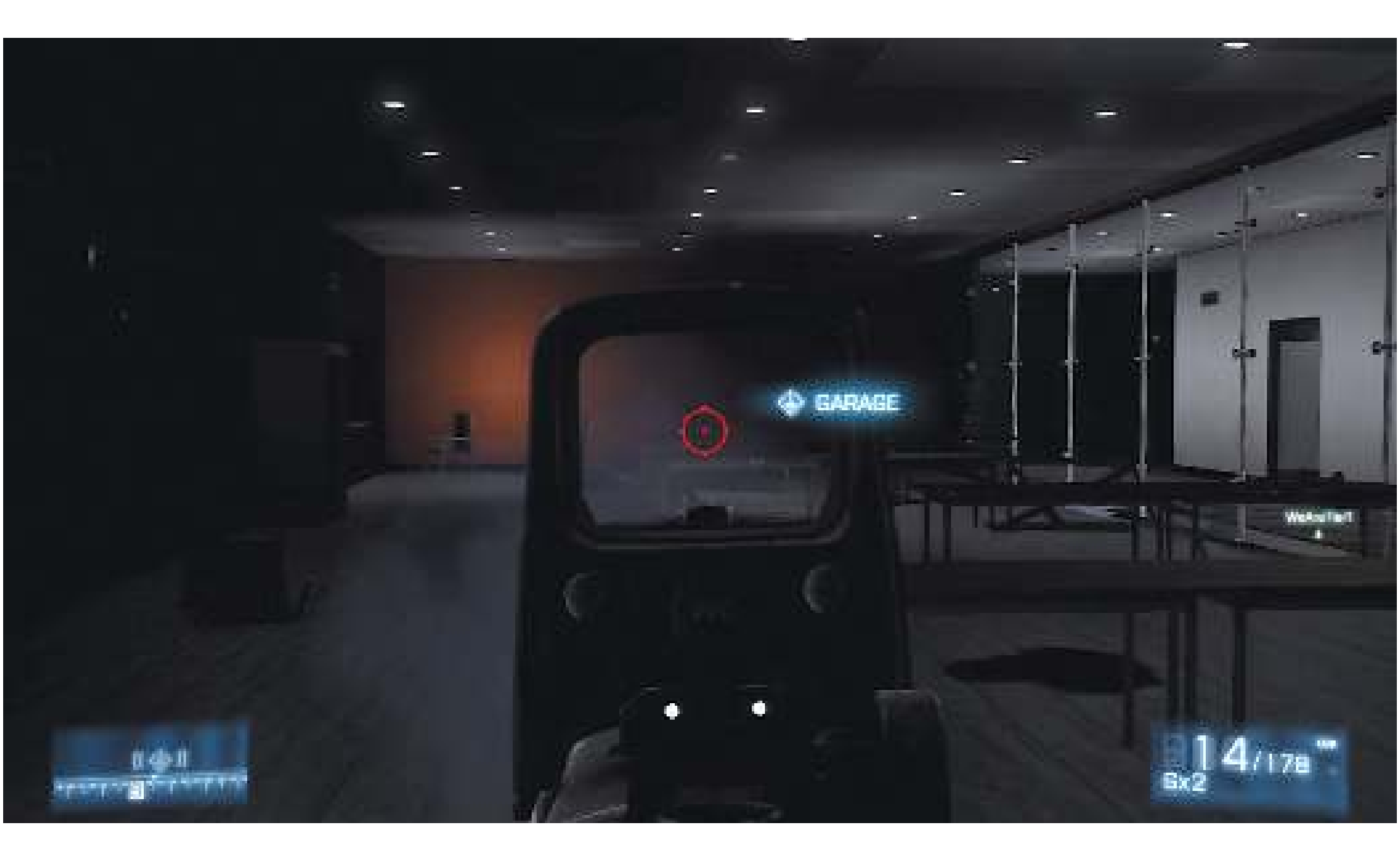
Thankfully, the walls of this hallway are quite solid. Proceed slowly, gunning down enemies with precision and burst fire. You're incredibly close to the end here, so don't let impetuousness or impatience ruin this run; if you die here, you have to start the mission from the very beginning.



Only when all the enemies in these rooms have been mowed down should you breach the doorway. Once through, head down the staircases into a small room with an Ammo Crate.

Don't be fooled into thinking it's safe; quite a few enemies in the room beyond can open fire from afar, and even more will stack up on the doorway and try to rush in.

Take cover near the Ammo Crate, gunning down the close-range enemies with plenty of shotgun fire. Then deal with the enemies behind cover in the other room—say, perhaps, with the bottomless supplies of grenades in that Ammo Crate?



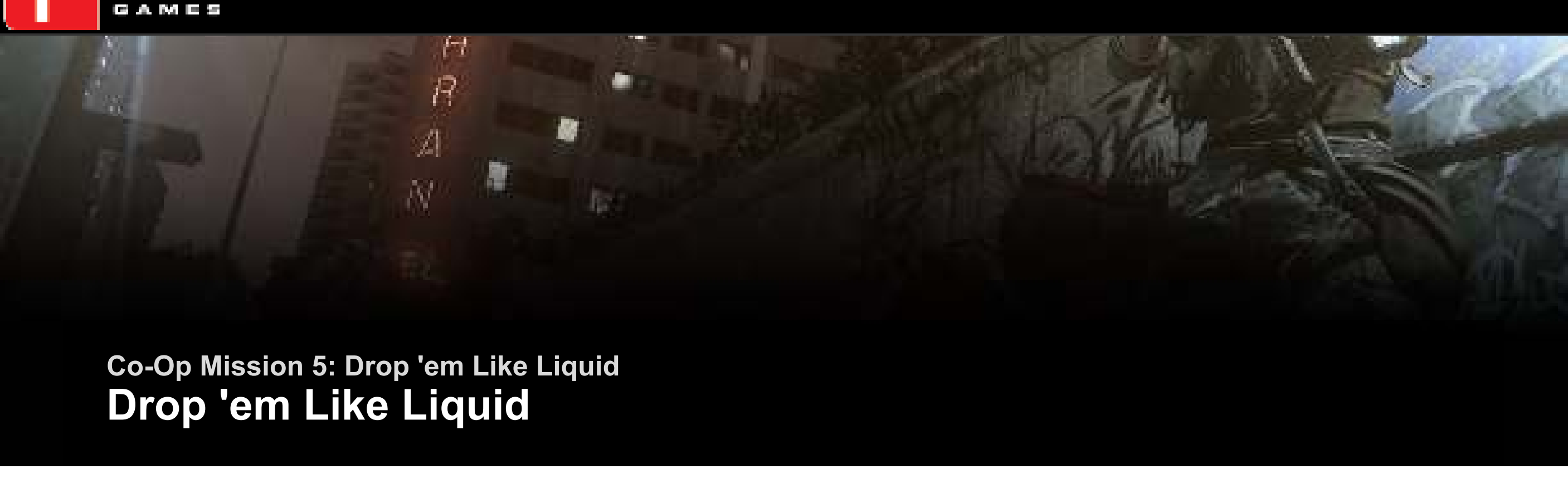
When the room has been cleared, pass through it into a series of zig-zagging hallways, stocking up with the Ammo Crate along the way. Take care in breaching the next doorway, as more enemies wait on the other side.

Gun them down with everything you've got, then hop in the waiting car ahead.

GET INTO THE ESCAPE VEHICLE

When everyone is inside, put pedal to the metal and crash through the gate directly ahead. Once through, make a hard right and gun it. Veer left around a white van, cutting across the garage and heading up the ramp on the left side.

Hang a hard right and drive up the circular ramp dead ahead. Veer left again around a set of concrete barriers, charging ahead to bust through the post and on to the end. Whatever you do, don't let up here; the incoming RPG fire can cut short the mission seconds before it ends.



Co-Op Mission 5: Drop 'em Like Liquid

Drop 'em Like Liquid

A hostage situation has developed in Paris. It's confirmed that Abu Muhammad is on site orchestrating the operation. French Police has requested out help. We are sending you in to assist.

You need to provide sniper support, free the hostages and neutralize Abu Muhammad.

With the intel received in the last mission, the French police are doing there best to wrangle up most of the terrorists. Those still at large have taken hostages all over the city, including several buses and the embassy where we suspect Abu Muhammad himself is running the show.

The sniper team is going to dropped on the other side of the the engagement zone and they can provide the strike team with long range support and scouting.

REACH THE APARTMENT

The mission begins on a street where the French police have apprehended some of the terrorist forces. Pass through the scene, moving south down the street to enter the manhole ahead.

Climb down the ladder into the sewer system to sneak right under the terrorist forces and reach an optimal sniper position. Head down the grimy tunnel and slow down before reaching the single terrorist pacing the end of it.

Scope out the lonely terrorist through your scope and deliver the coup de grace.

[ACHIEVEMENT | TROPHY]

Bullseye

Reaching the apartment without alerting any of the enemies requires a steady rifle arm, but a successfully executing a stealth run to the vantage point earns you the Bullseye Achievement/Trophy. As the long range support in this operation, maintaining a low profile is the best way you can help out your team.

Remember that the sniper rifle is equipped with a tripod that can keep your sights steady longer than holding your breath alone. The tripod is equipped while in the prone position or when a stable surface, like a window sill, is the proper height while crouched.

Each terrorist post is manned by several guards and the team has to coordinate simultaneous strikes in order to proceed silently. As you go for the headshot, be prepared for certain guards to fidget or sway. No one ever said guard duty was fun.

At the end of the sewer tunnel, take the ladder back up to the street level. The team is a short distance from the apartment's location, but there are several hostiles keeping watch over the streets.

Two hostiles wait on the street a couple of feet from the team's position. Sneak over to the top of stairs southwest of the manhole to get an overview of your targets. While prone, each team member should select a guard and aim for the kill.

After taking out those two guards, move down the stairs into the street and secure their former positions. Once again go prone and swing your sights west to another pair of guards at the other end of the street, inside an archway.

Repeat the same sniper tactics on this duo and run down the street, under the archway into the following street that brings the team in front of the apartment's entrance.

Pick a spot, look straight at the entryway, and scope out two more guards stationed at the entrance. Swiftly dispatch them and move into the building. Take the stairs up to the designated apartment.

Open the apartment door and quickly eliminate the last two guards inside. While one person opens the door the other covers it as it swings open. Permanently relieve the enemy guards from active duty and take a moment to replenish the sniper rifle rounds.

LOCATE AND SUPPORT ALPHA TEAM

Pick a window and survey the tense hostage situation taking place across the river. Look over to the south east section of the canal (to the right of the ferry boat) to see the strike team. Operating under the call sign "Alpha", they emerge from the tunnel and hold position there.

The Alpha team is tasked with getting to each bus without alerting the terrorists watching over the hostages inside. There are several guards roaming around the bus site and its up to the sniper team to quietly eliminate those targets, allowing the strike team to close in on the buses.

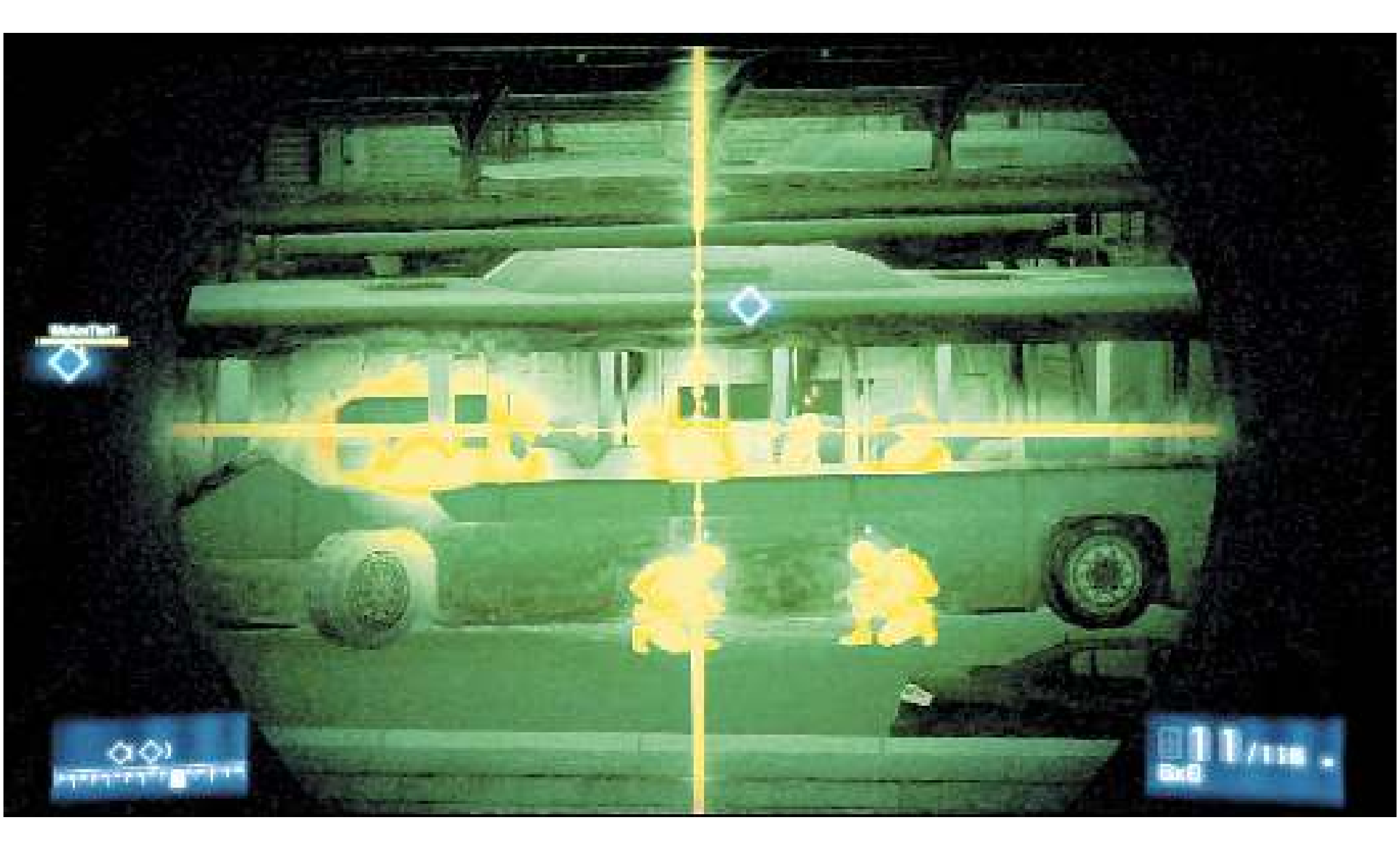
Caution

DO Kill the Messenger
If any of these patrols gets wind of the operation taking place, they immediately break into a sprint toward the buses to warn them of the attack. It's vital you eliminate these scouts before they reach the buses to prevent the terrorists onboard from executing the hostages, effectively ending the mission in failure.

The first set of terrorists stroll out into view from the southeast end of the canal, a short distance to the left of Alpha Team. Wait for the pair to stop moving, pick out a target and coordinate the kill shots.

As the Alpha team moves up the stairs into the street above, survey the van directly ahead of them to the left of the buses. Another enemy patrol reveals themselves from behind the van. Steady your scope and wait until the targets stop moving before taking the shot.

With that patrol down, Alpha team is clear to move in on the buses undetected.



RESCUE THE HOSTAGES

The strike team secure themselves in a low a hidden spot next to the bus. Upon receiving your team's signal, they toss flashbang grenades into each bus. Before your team hits the action button and begins the rescue operation, plan out the attack in advance.

Each team member should choose one of the buses (Charlie or Delta) to cover. Spot the two terrorists watching over the hostages inside each bus to mark them on everyone's HUD. When your team is ready, signal Alpha team to toss the flashbangs.

The second they go off, swiftly and systematically shoot down each terrorist while they are distracted. Remember that this rescue mission ends in failure if a terrorist executes a hostage.

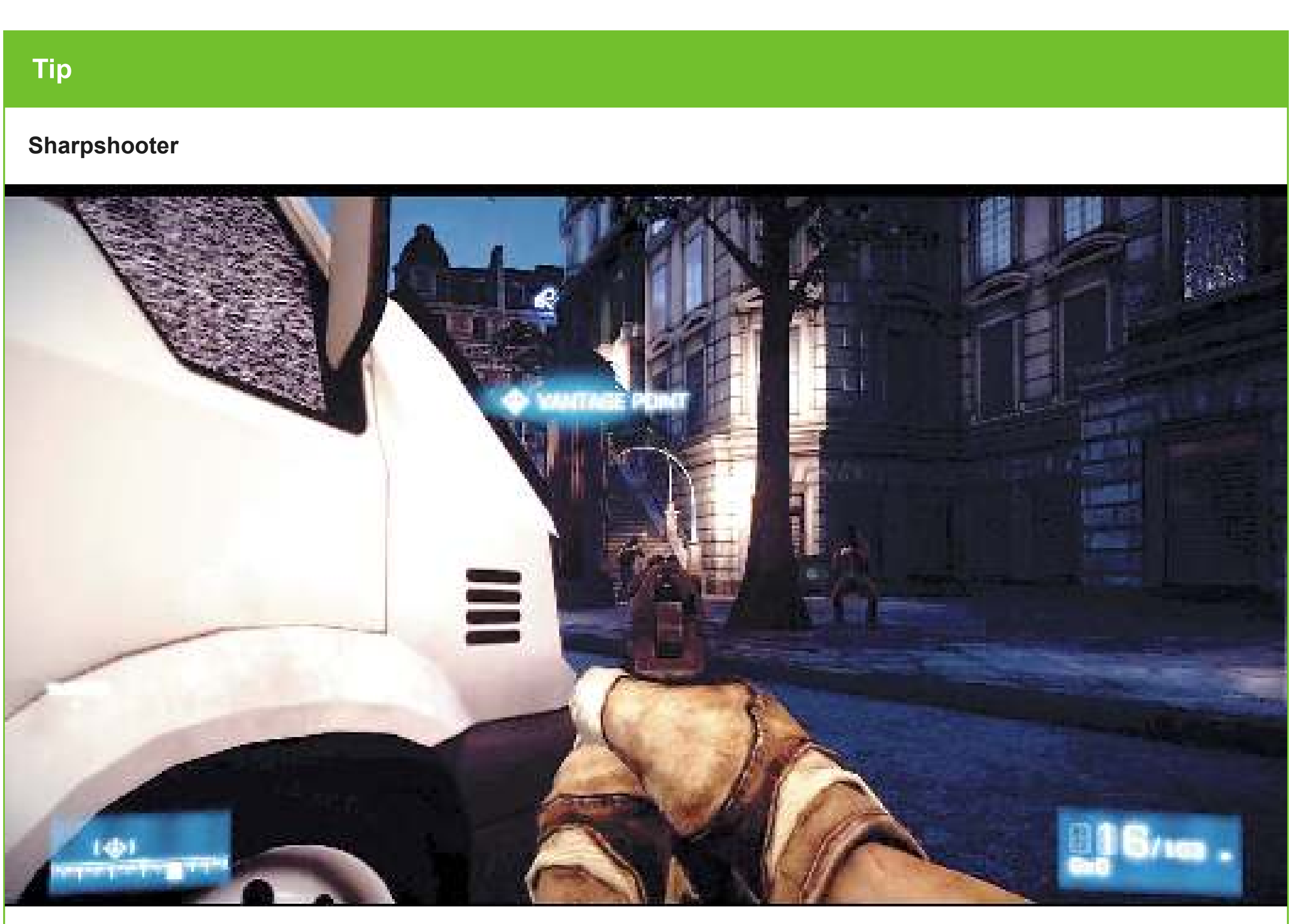
MOVE OUT

The bus is clear of terrorists, but there are more hostages in the embassy down the street west of Alpha team's position. Exit the apartment, go down into the street, and follow the strike team as they advance down the street parallel to yours.

Stay alert to any movement on both streets and position yourself in front of the bridge railing. The strike team stops moving when they spot two patrols—one directly west of their position and the other in a standing in front of a railing directly above them.

Tip

Sharpshooter



Each patrol is comprised of two soldiers but, luckily, they are not yet aware of the attack on the bus. Use this advantage to pick out which patrol your team targets and shoot each pair down so the team can move forward.

Dropping the two draws the attention of some previously unseen hostiles. These troops suddenly appear and converge on Alpha team. Kick into high gear and clear the incoming enemies that begin to swarm.

After your team clears the reinforcements, a final trio of guards appear on the west end of the street. Choose a guard to eliminate first and take a "first come, first served" approach with the remaining terrorist.

With this section of the street cleared of terrorist threats, resume following the westward bound strike team down the street until they stop at a plaza.

Both snipers should take position on the opposite ends of the street because the enemy troops are now fully aware of your presence and surround Alpha team as they reach the center of the plaza.

Three patrol squads (in groups of three) move in from multiple areas including: from the east end coming down a long set of stairs next to a large Hotel sign, from the southwest street above the plaza down the stairs and straight into the group, and from the west end of the street.

After dispatching the patrol groups watch out for any rival snipers camping out in the buildings directly south of the strike team's position.

The Alpha team is ready to continue to the embassy, a short distance from the plaza. Head back down the street and follow it as it curves north. Before moving up to the balcony, be prepared to fight some terrorists that have already secured the spot.

They arne't about to give it up without a fight. They run down the stairs and take cover among the cars scattered on the street level. Split up, find adequate cover and pick off the targets from a distance before heading up the long staircase to the final sniper's nest.

SUPPORT ALPHA TEAM

Resupply the team from the Ammo Crate before taking positions on the west end of the balcony. Alpha team plans to move in on the embassy from the south end through the garden entrance.

Two guards block the stone gate to the embassy garden. Aim, coordinate and take them both out so the team can press on. As the team marches into the main stairway located west (directly in front of your position), a pair of enemy soldiers walk down the northern lawn toward the stairs.

Wait for them to stop at the base of the stairs, line them up on your scopes and take them down. The stairs are free and Alpha team go up toward the front of the building, but stop when three guards emerge from the center entrance behind the fountain.

Use the same tactics employed on the last trio you team encountered—assign a target to each sniper and then converge your sights on the last terrorist.

The remaining terrorists are still inside the embassy, and the ring leader can be seen in the large window on the second floor of the building. Before Alpha team can get up there, shoot through the window at the two guards on the first floor to the left of the fountain.

The strike team enters the embassy at last, moving into an attack position just outside the large window. While they secure their position, press the spot button to label the terrorist targets, who are gathering the hostages into one area.

There are four terrorists total—three of them are standing still, while the fourth is pacing the room. When you decide which targets to take out first, prioritize the pacing guard because he is harder to hit when the action begins.

When everyone's ready, hit the action button to signal the Alpha team to throw the flashbangs through the window and disorient the enemy. Quickly shoot down all the targets while the Alpha team moves in to secure the hostages.

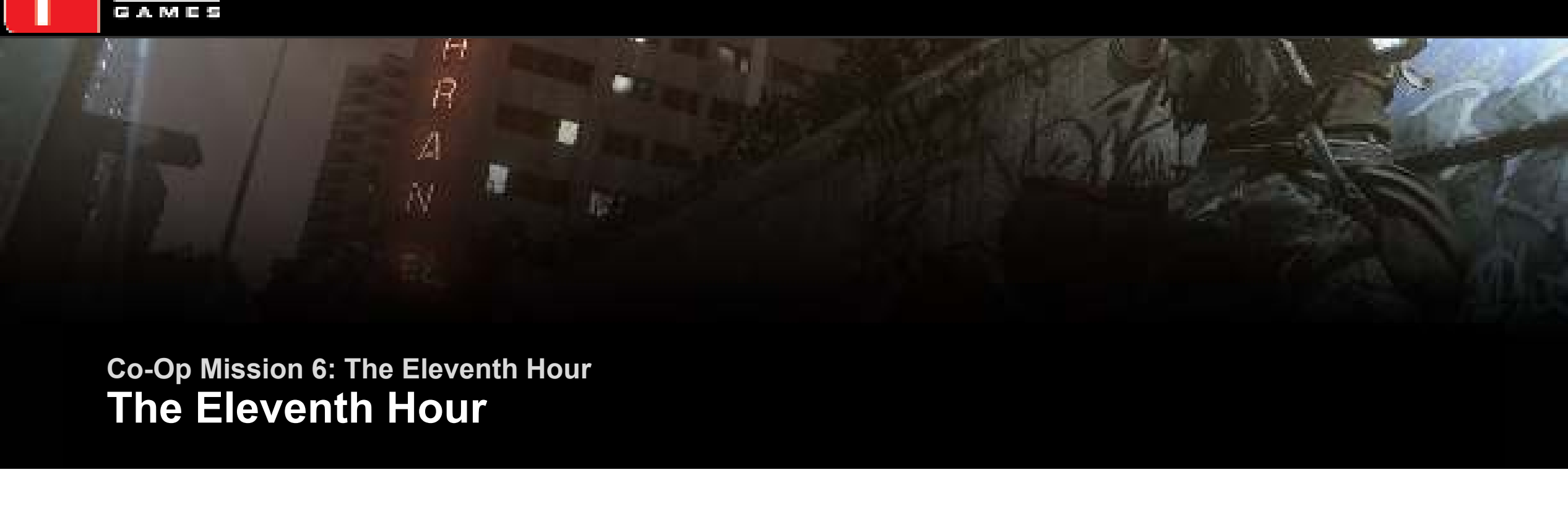
KILL THE HTV

Abu Muhammad escapes Alpha team's siege and runs out of the embassy through the first floor window next to the fountain. Ignore the multiple hostiles that exit the building and focus exclusively on tracking the leader down.

Take him out with precision fire before he leaves the compound. It only takes a few rounds before Muhammad gets wise to the sniper fire and occasionally ducks into cover. Be patient and tag him when he is out in the open.

Once your team has brought him down the mission is over with zero civilian casualties. Well done.

A hostage situation has developed in Paris. It's confirmed that Abu Muhammad is on site orchestrating the operation. French Police has requested out help. We are sending you in to assist. You need to provide sniper support, free the hostages and neutralize Abu Muhammad.



Co-Op Mission 6: The Eleventh Hour

The Eleventh Hour

The attack has started. We're confident this is the main attack referred to by El Zakir. Witnesses claim bomb-like devices have been left in the metro and the Paris Stock Exchange.

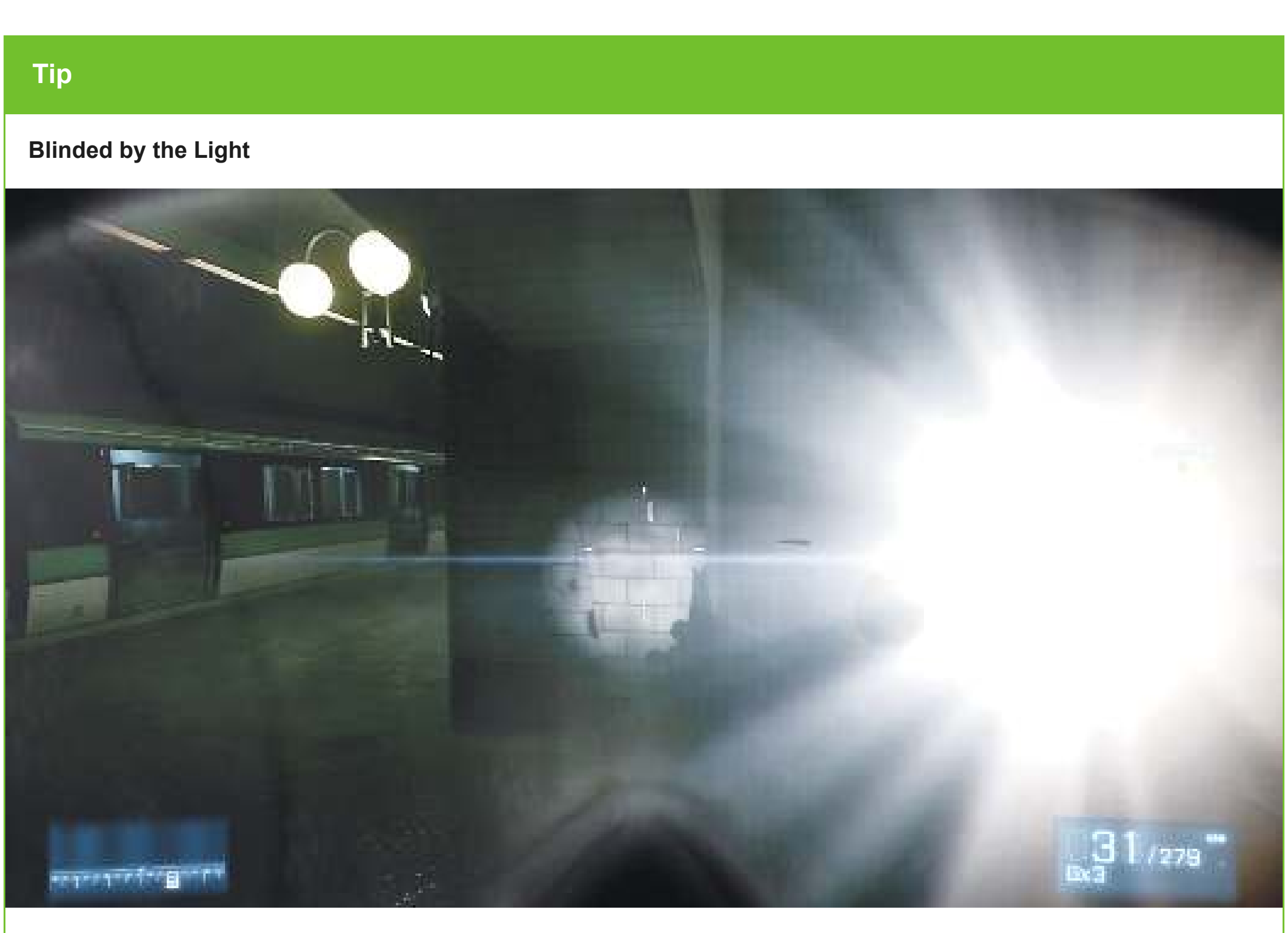
If Abdul Rahman is behind this attack, we expect it to be similar to the one that took place in London several years ago. You will be assisting the French police to locate and disarm the bombs and neutralize Rahman if the opportunity presents itself.

It all comes down to this, a subway shootout that could mean the difference between saving a city and the loss millions of lives. The clock is ticking, but thankfully this final mission offers one of the easier Achievements/Trophies in the game—if you're quick about it and you play this mission first on Easy. The mission begins with the donning of gas masks and a drop into an empty elevator car...

LOCATE THE BOMB

Tip

Blinded by the Light



Though the flashlights you and your partner are equipped with are great at illuminating the darkened tunnels of the subway system, it's important to pay attention to where they're pointed.

Accidentally shining them in the face of your co-op comrade will fill their screen with nothing but white light, blinding them for as long as your flashlight's beam is trained on them.

On the higher difficulty levels, this moment's distraction is all the enemy needs to put your teammate down. Avoid sweeping of the flashlight too wildly and keep in mind that the flashlight can be toggled on and off at will.

When taking cover from hostile fire, turn off the flashlight or turn away from your teammate rather than towards them.

This breezy entrance to the subway system is littered with enemies that have ample opportunities to take cover. Have either you or your buddy sprint across the room to take up a position on the opposite side to cover the maximum number of angles.

These enemies are crack shots and aren't shy about exhausting their plentiful supply of grenades. Spread out the team to avoid bumping into them while running from a grenade, offsetting the chance that a single grenade catches both of you in its blast.

Hang back in this area, methodically taking out the enemy one at a time and assisting a downed comrade if needed before pushing up.

As you push forward, a few more enemies will try to stop your progress by taking up position near the turnstiles. A set of enemies to the left of the small platform above try to mount a surprise attack, but they can be quickly taken out so long as you're prepared.

Stick to the available cover as you move up and take them out, then stop in the ticket booth to stock up at the Ammo Crate before heading down the escalators ahead.

Upon arriving near a stopped subway train, more enemies will pour out from the right up ahead, some of which will take cover in the train itself. There's enough cover in these cars to go around, so feel free to head into the trains yourself.

Stay crouched while ducking between seats to limit exposure. The windows between cars can be fired through to take out threats, but the bulk of them will be to the right. If you opt not to hop aboard, stick to the right wall of the subway tunnel and peek out from behind the modest pieces of cover strewn about only to gun down enemies.

Take the time to recover any depleted health as needed before pushing on toward another set of escalators.

Be ready for a small ambush as you move slowly up the escalators. A set of enemies to the left of the small platform above try to mount a surprise attack, but they can be quickly taken out so long as your squad is prepared.

Head back down via the escalators ahead just as cautiously in anticipation of another firefight breaking out immediately upon reaching the bottom.

DISARM THE BOMB

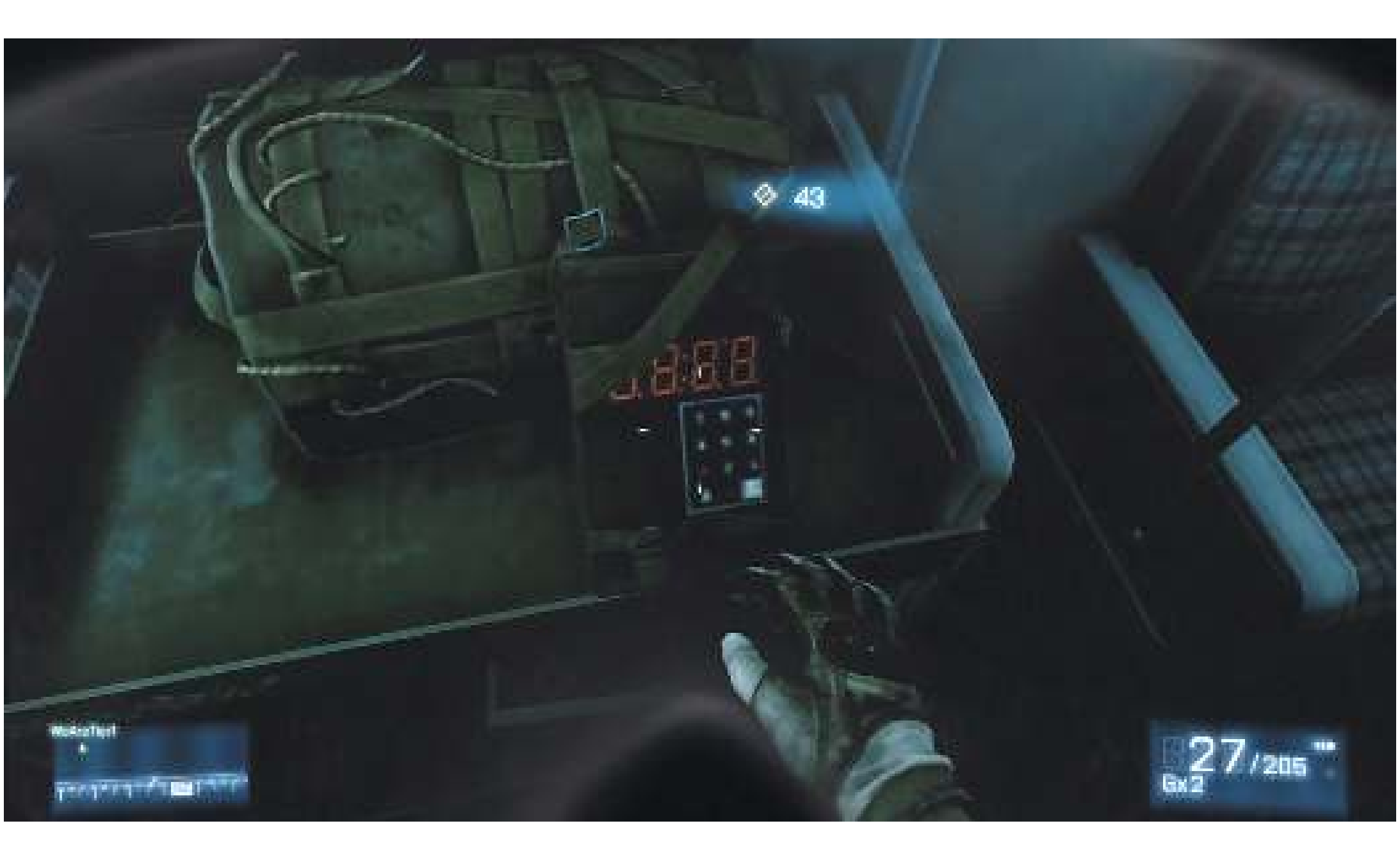
[ACHIEVEMENT | TROPHY]

In the Nick of Time

Designate someone as bomb defuser and immediately have them sprint toward the bomb indicated by the waypoint. The bomb defuser should ignore all enemy threats and charge straight toward the bomb.

As the defuser, use the Action Button to kick off a lengthy series of Quick Time Event button presses. Be quick, but efficient with your button presses here; the sequence is long, and uses no less than six different inputs.

You only have one crack at this, so make sure those inputs count.



Those who opt to provide cover should apply as much forward suppression as possible. Plenty of enemies will come down the escalators across the way, so grab some cover and be efficient with your shots.

Use burst fire on the approaching targets and aim for headshots to quickly take them out before they can pose a threat to the defuser, using the nearby Ammo Create to restock if needed. When the bomb has been defused, clear out the room and press onward up the escalators.

Don't let the sucessful defusal cause you to relax your guard and sprint up the escalators blindly. There are plenty of enemies are waiting to put a stop to the next part of your mission.

Take them out methodically, backing away from the hot lead flying through the air and down the escalators if your health is running low. After thinning out the opposition, push forward and take cover behind the tiled walls of the ticket booth.

The nearby columns here can be used for cover in a pinch, but they're susceptible to being chipped away by the abundant gunfire during the fight. Opt for a more resilient barrier to provide protection when the opportunity presents itself and the coast is clear.

Push up when the forward enemies are cleared out. A set of smoky explosions in the distance signal more threats, and unfortunately there's not as much cover here as before. Use the columns, pushing up slowly and watching your flanks as you do.

These columns work well enough for forward cover, but don't forget you're just as exposed from the sides as the enemies you're trying to take out.

Push through the rest of the thankfully empty subway tunnels and up the stairs into the blindingly bright daylight of the streets above.

ENTER THE STOCK EXCHANGE BUILDING

The massive building ahead is your next objective, already under fire from the Police. The stone steps mark the entrance to another heavy gunfight. Push down the streets toward the building and stack up near the solid walls on either side of the huge entrance.

A small contingent of enemies greet your arrival with gunfire, but they can be easily taken out as long as cover is stuck to. Their friends firing from the upper level, however, need to be dealt with using a long-range weapon.

Plenty of grenades are lobbed out here, so don't venture into the building until the lobby has been completely cleared. Skirt the middle of the room to avoid being crushed by the large chandelier crashing down as you head toward the stairs on the far side of the lobby.

LOCATE AND ELIMINATE THE HVT
ENTER THE STOCK EXCHANGE BUILDING
LOCATE THE HVT

LOCATE THE HVT

Take cover near the extreme left and right sides of the lobby. Enemies have taken up positions on the other side of the information counter and more of their friends will try to rush from the sides.

The positions on either side will make for the best firing angles and assure maximum coverage. Continue searching for Rahman after securing the lobby. Head through a few rooms and past the elevators to a waiting Ammo Crate preceding the start of another firefight.

If possible, make sure you have a well-balanced loadout with a close-range weapon like a shotgun and another capable of striking down enemies at long range. Both will be needed in the fight to come.

Once you're locked and loaded, breach the door leading into the trading floor of the Parisian stock exchange. There are enemies immediately on the other side of the door, but the more pressing threat are the ample angles of attack avaialble to the enemies on the higher floors.

One team member should head up the stairs on the left side of the room and quickly take out the threats on the upper level. Be careful, however, as there are enemies across the way that can quickly cut short this assault.

Don't leave a wounded teammate stranded up here by staying close enough to provide a critical revive if needed.

The upper level offers little in the way of cover, so the threats across the trading floor should be dealt with quickly. Keep a watchful eye on the staircase, as tangos will actively use them to try and flank you.

From the elevated position, firing down on the enemies below is rather easy. If you opted to engage the hostiles down below, make sure to grab cover near the many desks here where you can drop into a prone stance if needed to refill health.

Generally, speaking, this fight becomes much easier if both squad members can get upstairs and cover the flanking positions.

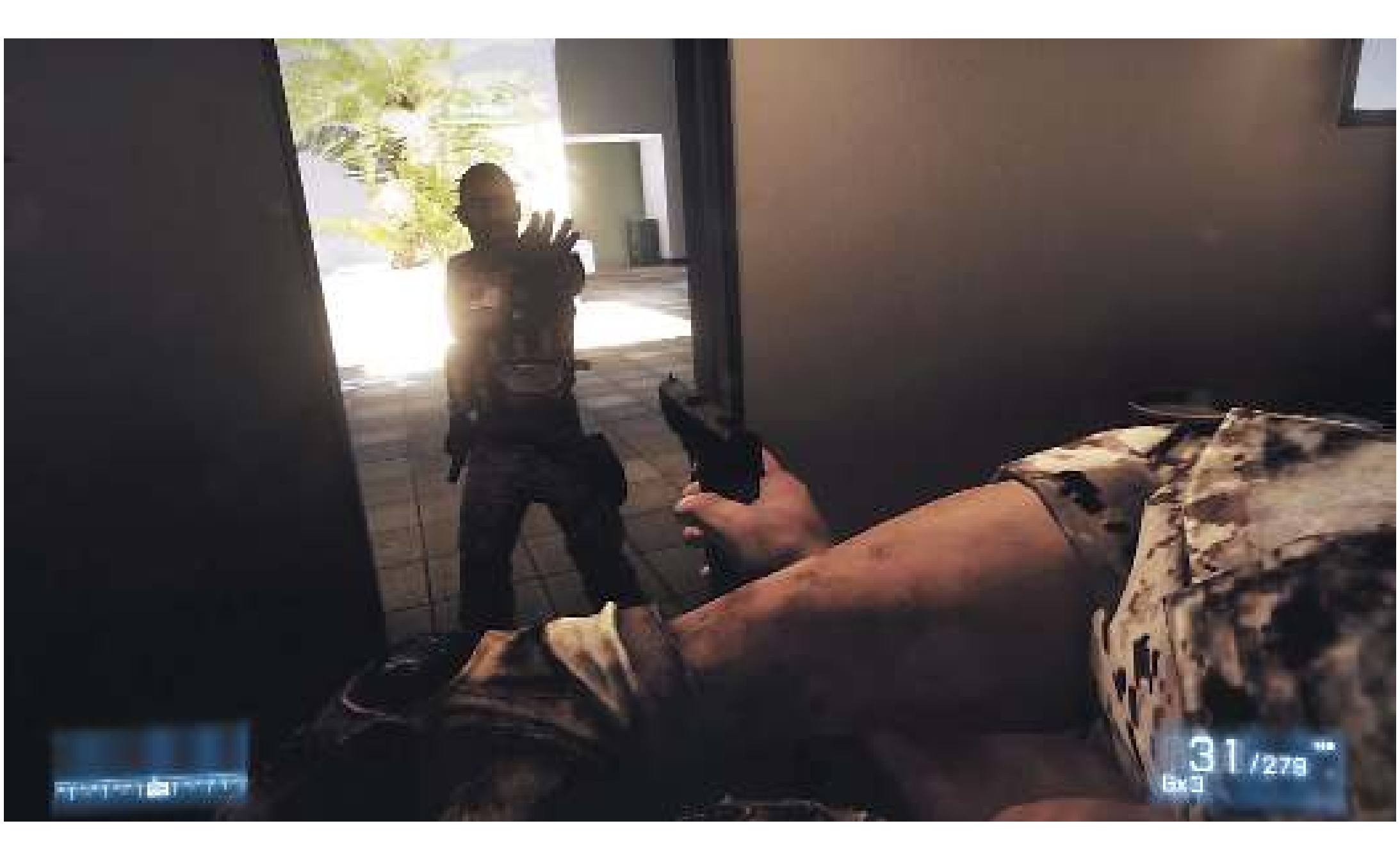
An Ammo Crate at the base of the staircases offers a chance to reload, but should only be used once the room is cleared due to it being completely out in the open.Stock up and stack up at the waypoint to press onward.

This next room is similarly filled with threats spread across multiple floors. The ground forces are easy enough to take care of, but their allies up above are harder to draw a bead on.

Of course, they're just as dangerous when they jump down from the upper level to ambush unsuspecting Marines. Split up and have one teammate concentrate fire on the right side of the room while you sprint under the overhanging lip where the enemies are firing (and jumping) down.

Hang back, waiting for them to land before taking them out. Your reward after surviving this fight is well worth it.

ELIMINATE THE HVT



Only one objective remains for you and your squad. Take a deep breath, then stack up near the door. The person to kick the door open is powerless to react initially, as the first person into the room is attacked by Rahman.

What follows is a Quick Time Event where the person being held captive by the terrorist must press the correct button to knock away Rahman's gun. T

his leaves Rahman briefly exposed, long enough for the breaching teammate to follow his own button prompt to take the villain out with a pistol. Be ready to perform the button press before the circular meter fills to finally end this threat once and for all.

Multiplayer Scoring

Multiplayer Scoring System

Action	Points	Description
ATTACK ORDER FOLLOWED	20	Have a squad mate follow the attack order.
AVENGER BONUS	10	Kill an enemy within three seconds of him killing a friendly.
COMEBACK	10	Come back from a streak of five or more consecutive deaths. Score equals the number of consecutive deaths x10.
DEFEND ORDER FOLLOWED	20	Have a squad mate follow the defend order.
DESIGNATED TARGET HIT	100	Score is based on how much damage the locked missile does.
DESTROYED EXPLOSIVE	20	Destroy an enemy explosive (claymore, mine, or C4).
DOG TAG SAVIOR	50	Rescue a teammate just as he is about to be stabbed.
DOUBLE KILL	40	Kill two enemies within 0.8 seconds of each other.
DRIVER ASSIST	10	Have a passenger in your vehicle kill an enemy.
ENEMY DOWN	100	Kill an enemy.
EQUIPMENT DESTROYED	20	Destroy a stationary weapon that is occupied by an enemy or equipment placed by an enemy. This includes EOD Bots, MAV, Mortar, Radio Beacon, SOFLAM and T-UGS.
FLAG CAPTURE ASSIST	50	Participate in a flag capture.
FLAG CAPTURED	250	Capture a flag.
FLAG DEFEND	20	Kill someone while you or the victim is in the radius of a flag owned by your team.
FLAG NEUTRALIZE ASSIST	150	Participate in a flag neutralize.
FLAG NEUTRALIZED	200	Neutralize an enemy flag.
HEADSHOT BONUS	10	Kill an enemy with a headshot.
HEAL	10	Heal points awarded for every 20% health healed on a friendly.
KILL ASSIST	10–100	Do at least 10 points of damage to an enemy and have a teammate finish them off. Note that this caps out at 100, as healing can restore the enemy’s hit points.
KILLSTREAK STOPPED	10	Kill an enemy who has made six or more kills without dying. The score awarded equals the number of kills in the enemy’s streak x10.
MARKSMAN BONUS	100+	Score a headshot with a sniper rifle. Score equals the distance to the target.
M-COM ARMED	100	Arm an M-COM station.
M-COM ATTACK KILL	20	Kill an enemy that is disarming the crate.
M-COM DEFENSE KILL	20	Kill an enemy that is arming the crate.
M-COM DESTROYED	500	Destroy an M-COM station.
M-COM DISARMED	200	Disarm an M-COM station.
MOTION SENSOR ASSIST	20	Enemy was killed while in your T-UGS’s or MAV’s motion sensor range.
MULTIPLE KILL	100	Kill four or more enemies within 0.8 seconds of each other.
NEMESIS KILL	10	Kill the same enemy six or more times. The score awarded equals the number of kills x 10.
NEMESIS PAYBACK	10	Kill your nemesis. The score awarded equals the number of times your nemesis has killed you x10.
REPAIR	10	Repair vehicle points given for every 10% of damage repaired.
RESUPPLY	10	Resupply a teammate.
ROAD KILL	10	Run over an enemy.
SAVIOR BONUS	20	Kill an enemy within two seconds of him dealing 50% to 99% of damage to a friendly.
SPOT BONUS	10	Spot an enemy and have a teammate kill them.
SQUAD ATTACK ORDER	20	Attack an objective that the leader has designated.
SQUAD DEFEND ORDER	20	Defend an objective that the leader has designated.
SQUAD DRIVER ASSIST	20	Have a squad mate who is a passenger in your vehicle make a kill.
SQUAD ELIMINATED	10	Kill all members in a squad.
SQUAD HEAL	20	Heal a squad mate.
SQUAD PASSENGER ASSIST	20	Have a squad mate who is driving your vehicle make a kill.
SQUAD RESUPPLY	20	Resupply a squad mate.
SQUAD REVIVE	110	Revive a squad mate.
SQUAD SPAWN ON YOU	10	Have a squad mate spawn on you.
SUPPRESSION ASSIST	50	Suppress an enemy and have a teammate kill them.
TARGET DESIGNATED	10	Lock on to an enemy vehicle with the target designator.
TEAM PASSENGER ASSIST	10	Have the driver in your vehicle kill an enemy.
TEAM REVIVE	100	Revive a teammate.
TRIPLE KILL	60	Kill three enemies within 0.8 seconds of each other.
VEHICLE DESTROY	50	Destroy a vehicle within 10 seconds of an enemy leaving it.
VEHICLE DESTROY ASSIST	10–100	Do at least 10 points of damage to an enemy vehicle and have a teammate destroy it. Points awarded are based on how much damage was done.
VEHICLE DISABLED	100	Disable a vehicle.

Capture the Flag Scoring System

Action	Points	Description
CAPTURE FLAG	500	Capture the enemy flag.
CAPTURE FLAG STREAK	200	Capture the flag more than once in a game.
PICK UP FLAG	100	Pick up the enemy flag after it has been dropped.
PICK UP ASSIST	100	Be within 10 meters of the flag when it is being picked up after being dropped.
FLAG CARRIER HEAL	50	Heal the flag carrier.
RETURN FLAG	100	Return your team’s flag to your base.
FLAG TRANSPORT	200	Transport the flag carrier in your vehicle.
FLAG TRANSPORT STREAK	100	Transport the flag carrier in your vehicle multiple times in a round.
FLAG CARRIER SAVIOR	50	Kill an enemy that is attacking the flag carrier.
FLAG CARRIER SAVIOR SUPPRESSION	50	Suppress an enemy that is attacking the flag carrier.
FLAG CARRIER KILL	100	Kill the enemy flag carrier.
FLAG CARRIER KILL ASSIST	50	Assist in killing the enemy flag carrier.
FLAG CAPTURE ASSIST	50	Be within 10 meters of the flag when it is being captured.

Assignments

Assignments

Premium Assignments

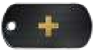
Life Saver

LIFE SAVER
50
25
50

Criteria:

- 50 kills with the F2000
- 25 headshots with the F2000
- 50 squad heals

Unlocks:

Unlock	Image
	Life Saver Dog Tag

Bullet Provider

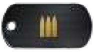
BULLET PROVIDER
50
50

Criteria:

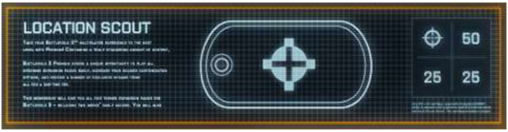
- 50 kills with the PKP Pecheneg

- 50 squad resupplies

Unlocks:

Unlock	Image
	Bullet Provider Dog Tag

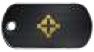
Location Scout


LOCATION SCOUT
50
25
25

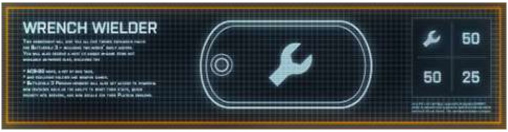
Criteria:

- 50 kills with the L96
- 25 headshots with the L96
- 25 spawns on your Radio Beacon

Unlocks:

Unlock	Image
	Location Scout Dog Tag

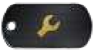
Wrench Wielder


WRENCH WIELDER
50
50
25

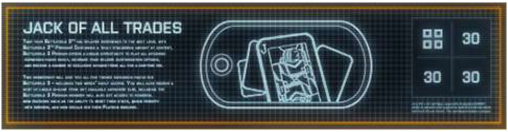
Criteria:

- 50 kills with the SCAR-H
- 50 squad repairs
- 25 kills with shotguns

Unlocks:

Unlock	Image
	Wrench Wielder Dog Tag

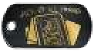
Jack of All Trades


JACK OF ALL TRADES
30
30
30

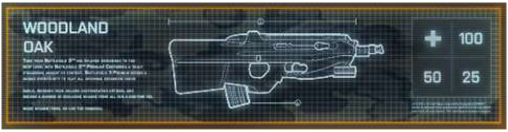
Criteria:

- Get 30 kills with Assault Rifles
- Get 30 kills with Carbines
- Get 30 kills with Sniper Rifles
- Get 30 kills with Light Machine Guns
- Get 15 kills with Pistols

Unlocks:

Unlock	Image
	Jack of All Trades Dog Tag

F2000 Specialist


WOODLAND OAK
100
50
25

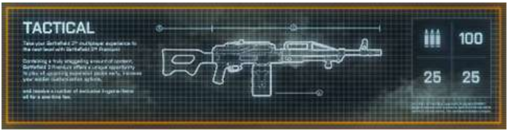
Criteria:

- 100 kills with the F2000
- 50 squad revives
- 25 kills with the M26 Mass

Unlocks:

Unlock	Image
	F2000 Woodland Oak Camo

Pecheneg Specialist


TACTICAL
100
25
25

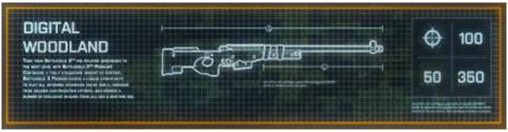
Criteria:

- 100 kills with the PKP Pecheneg
- Destroy 25 vehicles with C4
- 25 kills with the M18 Claymore

Unlocks:

Unlock	Image
	Pecheneg Tactical Camo

L96 Specialist


DIGITAL WOODLAND
100
50
350

Criteria:

- 100 kills with the L96
- 50 spot assists with the MAV
- 350 meter head shot with the L96

Unlocks:

Unlock	Image
	L96 Digital Woodland Camo

SCAR-H Specialist

BERKUT
100
20
5

Criteria:

- 100 kills with the SCAR-H
- 20 kills with the M15 AT Mine
- Destroy 5 air vehicles with AT Launchers

Unlocks:

Unlock	Image
	SCAR-H Berkut Camo

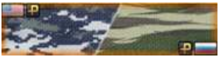
Only for the Dedicated

AIRMAN
WOODLAND STRIPE
500
500
400
300

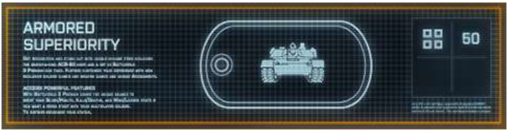
Criteria:

- Get 500 kills with the Assault kit
- Get 500 kills with the Engineer kit
- Get 400 kills with the Support kit
- Get 300 kills with the Recon kit

Unlocks:

Unlock	Image
	Premium 4 Camo

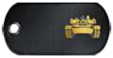
Armored Superiority


ARMORED SUPERIORITY
50

Criteria:

- 50 kills in MBT's

Unlocks:

Unlock	Image
	Armored Superiority Dog Tag

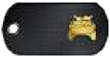
Mechanized Infantry

MECHANIZED INFANTRY
50

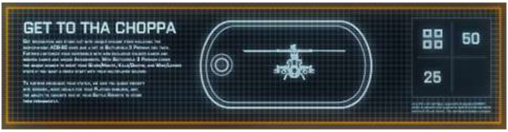
Criteria:

- 50 kills in IFV's

Unlocks:

Unlock	Image
	Mechanized Infantry Dog Tag

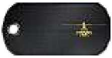
Get to tha Choppa


GET TO THA CHOPPA
50
25

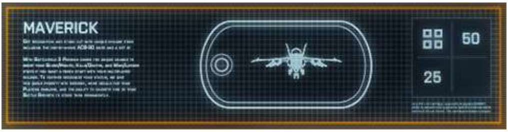
Criteria:

- 50 kills with scout or attack helicopters
- Destroy 25 MBT's with scout or attack helicopters

Unlocks:

Unlock	Image
	Get to tha Choppa Dog Tag

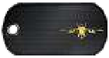
Maverick


MAVERICK
50
25

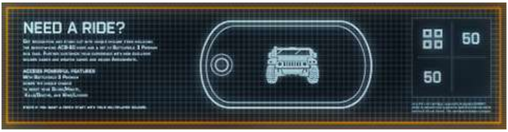
Criteria:

- 50 kills with jets
- Destroy 25 attack or scout helicopters with jets

Unlocks:

Unlock	Image
	Maverick Dog Tag

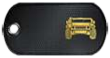
Need a ride?


NEED A RIDE?
50
50

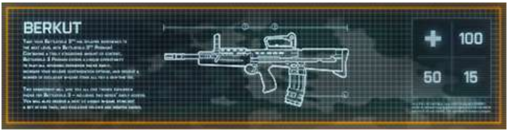
Criteria:

- 50 kills in jeeps, boats, quads or transport helicopters
- 50 squad driver assists

Unlocks:

Unlock	Image
	Need a ride? Dog Tag

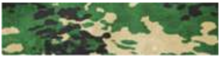
L85A2 Specialist


BERKUT
100
50
15

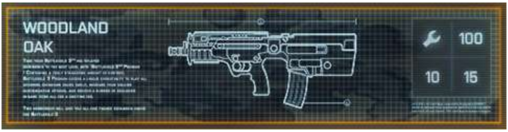
Criteria:

- 100 kills with the L85A2
- 50 headshots with the L85A2
- 15 Assault Rifle Ribbons

Unlocks:

Unlock	Image
	L85A2 Berkut Camo

MTAR Specialist


WOODLAND OAK
100
10
15

Criteria:

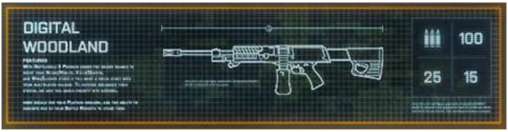
- 100 kills with the MTAR-21

- 10 pieces of enemy equipment destroyed with the EoD bot
- 15 Anti Vehicular Ribbons

Unlocks:

Unlock	Image
	MTAR-21 Woodland Oak Camo

LSAT Specialist


DIGITAL WOODLAND
100
25
15

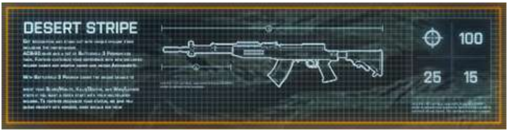
Criteria:

- 100 kills with the LSAT
- 25 kills with the M224 Mortar
- 15 Suppression Ribbons

Unlocks:

Unlock	Image
	LSAT Digital Woodland Camo

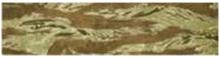
SKS Specialist


DESERT STRIPE
100
25
15

Criteria:

- 100 kills with the SKS
- 25 kill assists with the laser designator
- 15 Accuracy Ribbons

Unlocks:

Unlock	Image
	SKS Desert Stripe Camo

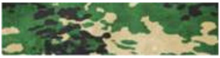
UMP-45 Specialist

DESERT STRIPE
100
25
15

Criteria:

- 50 kills with the UMP-45 as Assault
- 50 kills with the UMP-45 as Support
- 50 kills with the UMP-45 as Engineer
- 50 kills with the UMP-45 as Recon

Unlocks:

Unlock	Image
	UMP-45 Berkut Camo

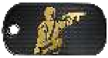
Battlescars

BATTLESCARS
25
50
50

Criteria:

- Get 25 knife kills.
- Get 50 kills with the SCAR-H.
- Get 50 kills with the SCAR-L.

Unlocks:

Unlock	Image
	Battlescars Dog Tag

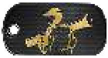
Fire in the Hole!

FIRE IN THE HOLE
20
50

Criteria:

- Destroy 20 pieces of enemy equipment with the M67 grenade.
- Get 50 kill with the AT launchers.

Unlocks:

Unlock	Image
	Fire in the Hole! Dog Tag

Combat Medic

COMBAT MEDIC
100
200
200

Criteria:

- Revive 100 teammates.
- Revive 100 squad mates.
- Get 200 team heals.
- Get 200 squad heals.

Unlocks:

Unlock	Image
	Combat Medic Dog Tag

Rambo

Criteria:

- Get 20 kills in one round.
- Get 10 kills without dying.
- Get 5 multi-kills.

Unlocks:

Unlock	Image
	Rambo Dog Tag

Silent Hunter

SILENT HUNTER
50
100

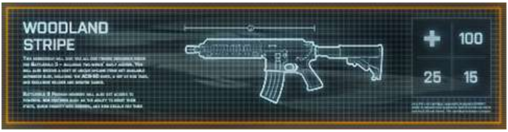
Criteria:

- Get 50 kills with silenced MP443.
- Get 100 kills with AS VAL.

Unlocks:

Unlock	Image
	Silent Hunter Dog Tag

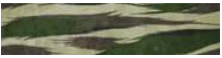
M416 Specialist


WOODLAND
STRIPE
100
25
15

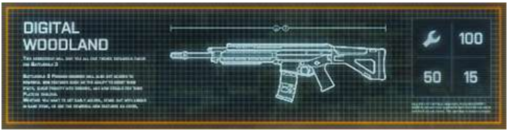
Criteria:

- Get 100 kills with the M416.
- Get 25 avenger kills.
- Get 15 Medical Efficiency Ribbons.

Unlocks:

Unlock	Image
	M416 Woodland Stripe Camo

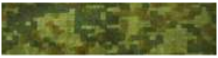
ACW-R Specialist


DIGITAL
WOODLAND
100
50
15

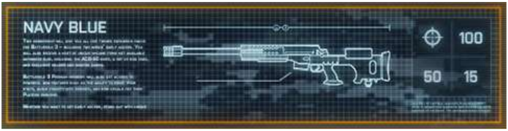
Criteria:

- Get 100 kills with the ACW-R.
- Disable 50 vehicles.
- Get 15 Carbine Ribbons.

Unlocks:

Unlock	Image
	ACW-R Digital Woodland Camo

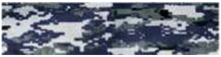
JNG-90 Specialist


NAVY BLUE
100
50
15

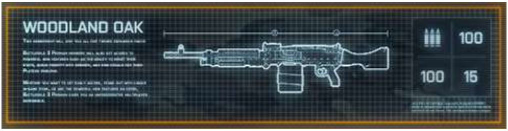
Criteria:

- Get 100 kills with the JNG-90.
- Get 50 spot assists with the T-UGS.
- Get 15 Surveillance Efficiency Ribbons.

Unlocks:

Unlock	Image
	JNG-90 Navy Blue Camo

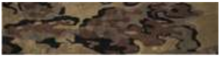
M240B Specialist


WOODLAND OAK
100
100
15

Criteria:

- Get 100 kills with the M240B.
- Resupply teammates 100 times.
- Get 15 LMG Ribbons.

Unlocks:

Unlock	Image
	M240B Woodland Oak Camo

PP-19 Specialist

DESERT STRIPE
50
50
50

Criteria:

- Get 50 kills with the PP-19 as Assault.
- Get 50 kills with the PP-19 as Support.
- Get 50 kills with the PP-19 as Engineer.
- Get 50 kills with the PP-19 as Recon.

Unlocks:

Unlock	Image
	PP-19 Desert Stripe Camo

SCAR-L Specialist

DESERT STRIPE
DIGITAL WOODLAND
3
100

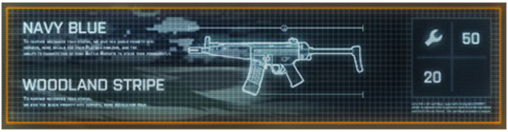
Criteria:

- Get 100 kills with the SCAR-L.

Unlocks:

Unlock	Image
	SCAR-L Desert Stripe Camo
	SCAR-L Digital Woodland Camo

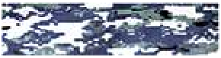
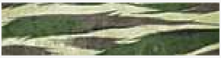
G53 Specialist


NAVY BLUE
WOODLAND STRIPE
50
20

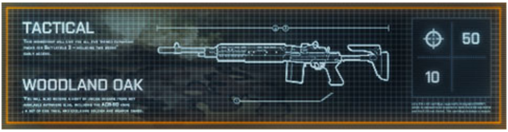
Criteria:

- Get 50 kills with the G53.
- Destroy 20 vehicles as Engineer.

Unlocks:

Unlock	Image
	G53 Navy Blue Camo
	G53 Woodland Stripe Camo

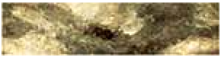
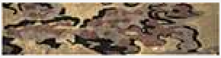
M39 Specialist


TACTICAL
WOODLAND OAK
50
10

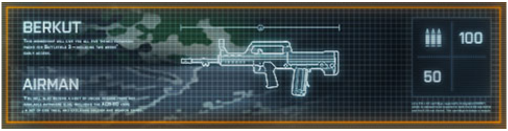
Criteria:

- Get 50 kills with the M39.
- Kill 10 enemy flag carriers in Capture the Flag.

Unlocks:

Unlock	Image
	M39 Tactical Camo
	M39 Woodland Oak Camo

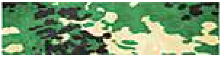
QBB-95 Specialist


BERKUT
AIRMAN
100
50

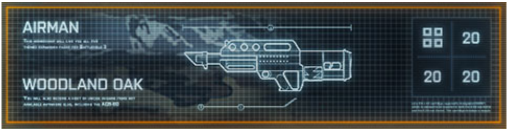
Criteria:

- Get 100 kills with the QBB-95.
- Get 50 ammo resupplies as Support.

Unlocks:

Unlock	Image
	QBB-95 Berkut Camo
	QBB-95 Airman Camo

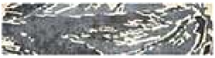
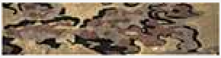
MK3A1 Specialist


AIRMAN
WOODLAND OAK
20
20
20
20

Criteria:

- Get 20 kills with the AK3A1 as Assault.
- Get 20 kills with the AK3A1 as Engineer.
- Get 20 kills with the AK3A1 as Support.
- Get 20 kills with the AK3A1 as Recon.

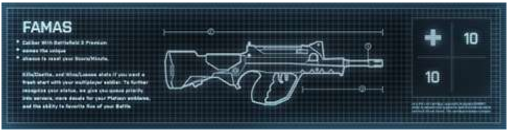
Unlocks:

Unlock	Image
	MK3A1 Airman Camo
	AK3A1 Woodland Oak Camo

Back to Karkand Assignments

There are ten assignments in all, corresponding with the ten new weapons. The assignments are broken up into two tiers. Before you can access a lower tier assignment, you must first complete the assignment directly above it. Here's a quick rundown of the assignments, including the unlocks and criteria for each.

Best Friend Forever



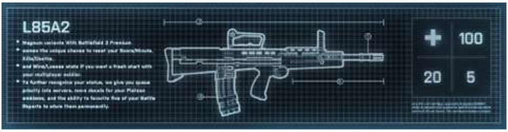
Criteria:

- Score 10 Revives
- Get 10 Heals

Unlocks:

Unlock	Image
	FAMAS
	Professional Russian assignment

Professional Russian


L85A2
100
20
5

Criteria:

- Complete Best Friend Forever

- Get 100 kills with assault rifles
- Get 20 kills with Grenade Launcher

Unlocks:

Unlock	Image
	L85A2

Fixing It

Criteria:

- Get 10 Repair points
- Kill an enemy with the blowtorch

Unlocks:

Unlock	Image
	HK53
	It Goes Boom! assignment

It Goes Boom!

QBZ-95B
50
1
5

Criteria:

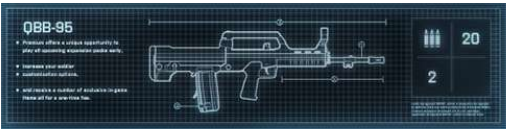
- Fixing It Assignment
- Get 50 rocket kills

- Kill a vehicle with a blowtorch
- Win five rounds of Conquest

Unlocks:

Unlock	Image
	QBZ-95B

Let It Rain



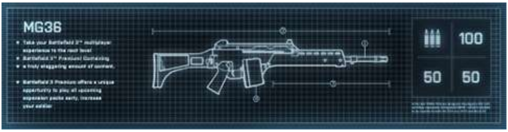
Criteria:

- Get 20 kills with light machine guns
- Get two mortar kills

Unlocks:

Unlock	Image
	QBB-95
	Keep Your Head Down assignment

Keep Your Head Down


MG36
100
50
50

Criteria:

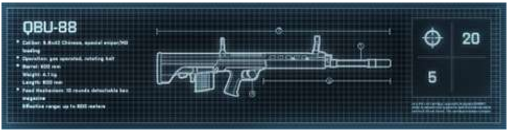
- Let It Rain assignment
- Get 100 kills with light machine guns

- Get 50 suppression assists
- Get 50 ammo resupplies

Unlocks:

Unlock	Image
	MG36

Spec Ops



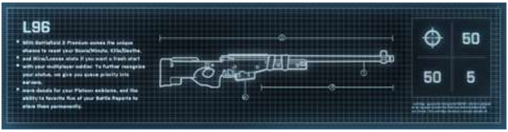
Criteria:

- Get 20 kills with sniper rifles
- Get five laser designations

Unlocks:

Unlock	Image
	QBU-88
	Creeping Death assignment

Creeping Death

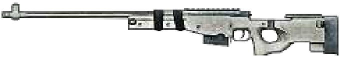


Criteria:

- Spec Ops assignment
- Get 50 headshots

- Get 50 spot assists
- Secure the dog tags of 5 opponents

Unlocks:

Unlock	Image
	L96

Familiar Territory

Criteria:

- Arm 10 M-COM Stations
- Capture 10 flags
- Play two hours on Strike at Karkand

Unlocks:

Unlock	Image
	PP-19
	Scarred Veteran assignment

Scarred Veteran

MK3A1
10
5
10
H: 2
H: 2

Criteria:

- Scarred Veteran assignment

- Play two hours on Gulf of Oman
- Get 10 kills with the BTR-90
- Play two hours on Sharqi Peninsula
- Get 10 kills with PP-19
- Get 10 kills with DPV

Unlocks:

Unlock	Image
	MK3A1

Close Quarters Assignments

There are ten new assignments in all, corresponding with the ten new weapons. The assignments are broken up into two tiers. Before you can access a lower-tier assignment, you must first complete the assignment directly above it. Here's a quick rundown of the assignments, including the unlocks and criteria for each.

Shepherd

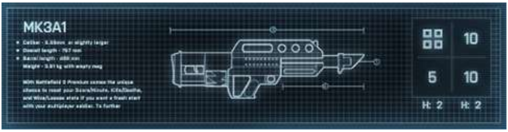
Criteria:

- 10 squad revives
- 30 assault rifle kills

Unlocks:

Unlock	Image
	AUG A3 assault rifle
	Set Us Up the Bomb assignment

Set Us Up the Bomb


MK3A1
10
5
10
H: 2
H: 2

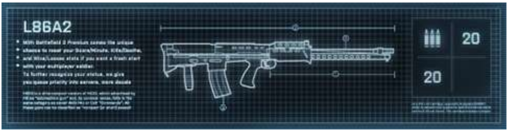
Criteria:

- Complete Shepherd assignment
- 20 kills with underslung grenade launcher
- 15 kills with hand grenades

Unlocks:

Unlock	Image
	SCAR-L assault rifle

No Shortage



Criteria:

- 20 squad resupplies
- 20 kills with light machine guns

Unlocks:

Unlock	Image
	L86A2 light machine gun
	Point-Blank assignment

Point Blank

Criteria:

- Complete No Shortage assignment
- 10 kills with C4
- 10 knife takedowns

Unlocks:

Unlock	Image
	LSAT light machine gun

Done Fixing

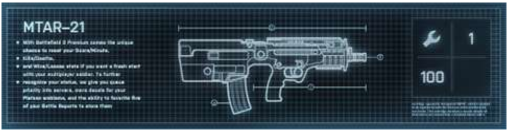
Criteria:

- 20 AT rocket kills
- 30 kills with carbines

Unlocks:

Unlock	Image
	ACW-R carbine
	My Own Terminator assignment

My Own Terminator


MTAR-21
1
100

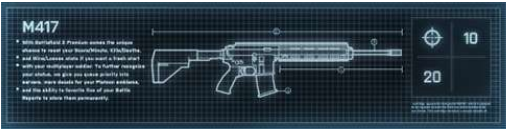
Criteria:

- Complete Done Fixing assignment
- Get a kill with EOD Bot
- 100 kills with carbines

Unlocks:

Unlock	Image
	MTAR-21 carbine

Team Player



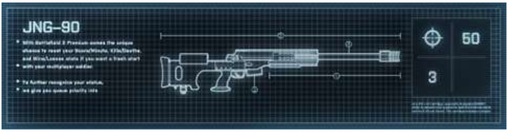
Criteria:

- Get 10 T-UGS assists
- Capture 20 flags

Unlocks:

Unlock	Image
	M417 sniper rifle
	Bullet Point assignment

Bullet Point



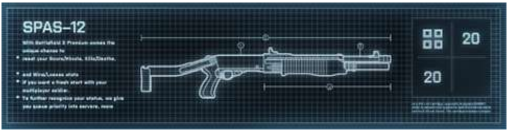
Criteria:

- Complete Team Player assignment
- 50 kills with sniper rifles
- Win 3 Rounds of Conquest Domination

Unlocks:

Unlock	Image
	JNG-90 sniper rifle

These Hurt Too


SPAS-12
20
20

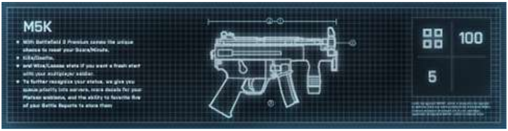
Criteria:

- 20 kills with pistols
- 20 kills with shotguns

Unlocks:

Unlock	Image
	SPAS-12 shotgun
	Hold the Trigger assignment

Hold the Trigger



Criteria:

- Complete These Hurt Too assignment
- Finish Top 5 Gun Master
- 100 kills with PDWs

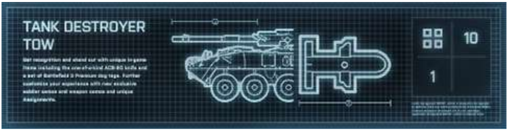
Unlocks:

Unlock	Image
	M5K PDW

Armored Kill Assignments

Armored Kill Vehicle Assignments

Explosive Danger


TANK DESTROYER
TOW
10
1

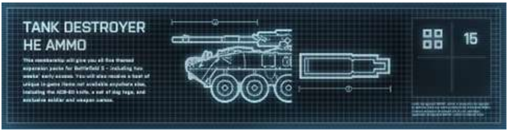
Criteria:

- Get 15 kills with a tank destroyer.

Unlocks:

- Unlocks HE ammunition for tank destroyers..

Need Repair


TANK DESTROYER
HE AMMO
15

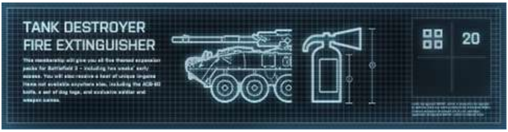
Criteria:

- Repair 20 friendly vehicles.

Unlocks:

Unlock	Image
	Unlocks fire extinguisher for tank destroyers.

Wired Attack


TANK DESTROYER
FIRE EXTINGUISHER
20

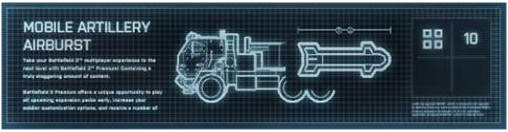
Criteria:

- Destroy 10 tank destroyers.
- Destroy 1 mobile artillery.

Unlocks:

Unlock	Image
	Unlocks TOW for tank destroyers.

Rocket Specialist


MOBILE ARTILLERY
AIRBURST
10

Criteria:

- Get 10 kills with mobile artillery.

Unlocks:

Unlock	Image
	Unlocks anti-air missiles for mobile artillery.

Premium Vehicle Assignments

Armored Superiority

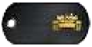
Rocket Specialist

MOBILE ARTILLERY AA
15

Criteria:

- Get 50 kills in MBTs.

Unlocks:

Unlock	Image
	Armored Superiority Dog Tag

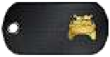
Mechanized Infantry

MECHANIZED INFANTRY
50

Criteria:

- Get 50 kills in IFVs.

Unlocks:

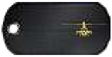
Unlock	Image
	Mechanized Infantry Dog Tag

Get to tha Choppa

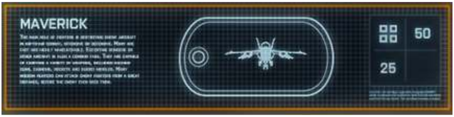
Criteria:

- Get 50 kills with scout or attack helicopters.
- Destroy 25 MBTs with scout or attack helicopters.

Unlocks:

Unlock	Image
	Get to tha Choppa Dog Tag

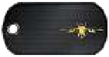
Maverick


MAVERICK
50
25

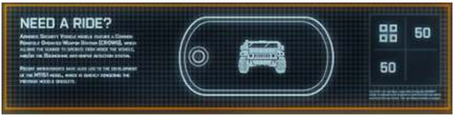
Criteria:

- Get 50 kills with jets.
- Destroy 25 attack or scout helicopters with jets.

Unlocks:

Unlock	Image
	Maverick Dog Tag

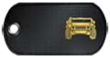
Need a Ride?


NEED A RIDE?
50
50

Criteria:

- Get 50 kills in jeeps, boats, quads, or transport helicopters.
- Get 50 squad driver assists.

Unlocks:

Unlock	Image
	Need a Ride? Dog Tag

Aftermath Assignments

Sticks and Stones

OLD SCHOOL WARRIOR
MEDIEVAL SKILLSET
5

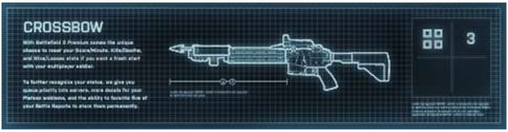
Criteria:

- Win 3 rounds in Scavenger.

Unlocks:

Unlock	Image
	Xbow

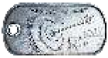
Archery 101



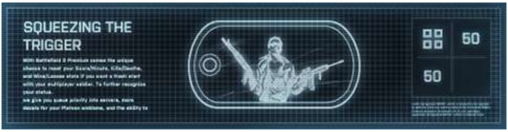
Criteria:

- Get 5 Xbow kills.

Unlocks:

Unlock	Image
	Old School Warrior Dog Tag

This Is My Boom Stick


SQUEEZING THE TRIGGER
50
50

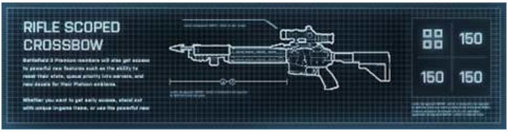
Criteria:

- Get 50 kills with carbines.
- Get 50 kills with assault rifles.

Unlocks:

Unlock	Image
	Squeezing the Trigger Dog Tag

Go Play Close Quarters


RIFLE SCOPED CROSSBOW
150
150
150

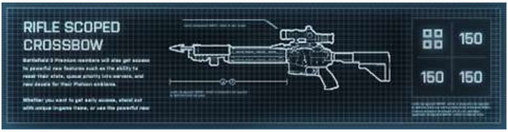
Criteria:

- Total of 150 meters headshots with sniper rifles.
- Total of 150 meters headshots with assault rifles.
- Total of 150 meters headshots with carbines.

Unlocks:

Unlock	Image
	Xbow Scoped

It Is OK To Thank Me


RIFLE SCOPED CROSSBOW
150
150
150
150

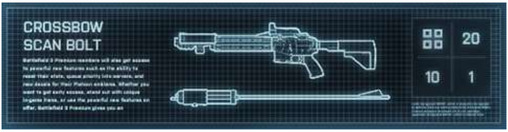
Criteria:

- Complete Sticks and Stones assignment.
- Get 20 spot assists.
- Designate 10 vehicles.
- Get 1 designated assist.

Unlocks:

Unlock	Image
	Scan Bolt

Stay Away From My Tent


CROSSBOW SCAN BOLT
20
10
1

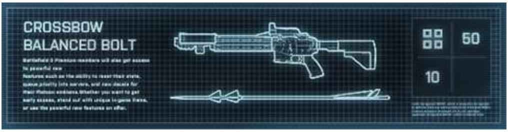
Criteria:

- Complete Sticks and Stones assignment.
- Get 50 kills with sniper rifles.
- Get 10 headshot kills with sidearm.

Unlocks:

Unlock	Image
	Balanced Bolt

Stay Away From My Tent


CROSSBOW
BALANCED BOLT
50
10

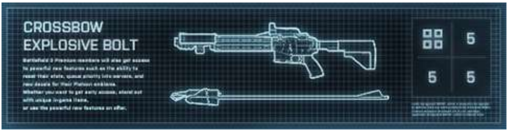
Criteria:

- Complete Sticks and Stones assignment.
- Get 50 kills with sniper rifles.
- Get 10 headshot kills with sidearm.

Unlocks:

Unlock	Image
	Balanced Bolt

A Good Demo Man


CROSSBOW
EXPLOSIVE BOLT
5
5
5

Criteria:

- Complete Sticks and Stones assignment.
- Get 5 kills with hand grenades.
- Get 5 kills with underslung grenades.
- Get 5 kills with C4.

Unlocks:

Unlock	Image
	HE Bolt

Riding Shotgun

GREASE MONKEY
5
5
5

Criteria:

- Get 5 kills in the Phoenix.
- Get 5 kills in the Barsuk.
- Get 5 kills in the Rhino.

Unlocks:

Unlock	Image
	Grease Monkey Dog Tag

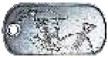
William Tell

GREASE MONKEY
5
5
5

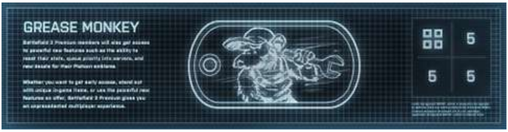
Criteria:

- Complete Archery 101 assignment.
- Total of 150 meters headshots with the Xbow.
- Get 50 kills with Xbow.

Unlocks:

Unlock	Image
	William Tell Dog Tag

On Top of the Richter Scale


GREASE MONKEY
5
5
5

Criteria:

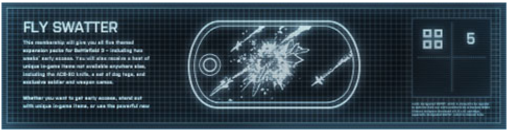
- Play 1 hour of Epicenter.
- Play 1 hour of Markaz Monolith.
- Play 1 hour of Talah Market.
- Play 1 hour of Azadi Palace.
- Pick up 200 weapons in Scavenger.

Unlocks:

Unlock	Image
	Quake Survivor Dog Tag

End Game Assignments

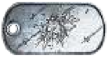
On Top of the Richter Scale


FLY SWATTER
5

Criteria:

- Destroy five air vehicles using the AA jeeps.

Unlocks:

Unlock	Image
	Fly Swatter Dog Tag

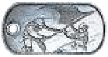
Scar Spangled Banner

STANDARD BEARER
5
2
1

Criteria:

- Return five flags in Capture the Flag.
- Capture two flags in Capture the Flag.
- Win one round in Capture the Flag.

Unlocks:

Unlock	Image
	Standard Bearer Dog Tag

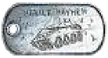
Fatal Drop

LOOK UP
MOBILE MAYHEM
1
1
1

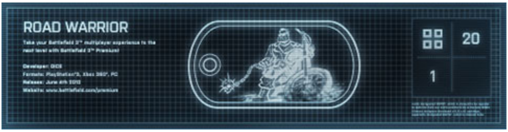
Criteria:

- From an airdropped IFV, kill an enemy soldier.
- From an airdropped IFV, destroy an enemy transport vehicle.
- From an airdropped IFV, destroy an enemy IFV.

Unlocks:

Unlock	Image
	Look Up Dog Tag

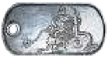
Road Warrior


ROAD WARRIOR
20
1

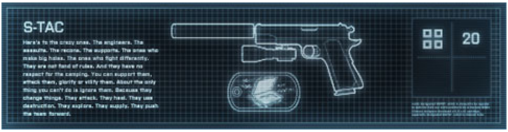
Criteria:

- Destroy 20 vehicles.
- Get a roadkill with a dirtbike.

Unlocks:

Unlock	Image
	Road Warrior Dog Tag

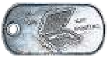
All About Precision

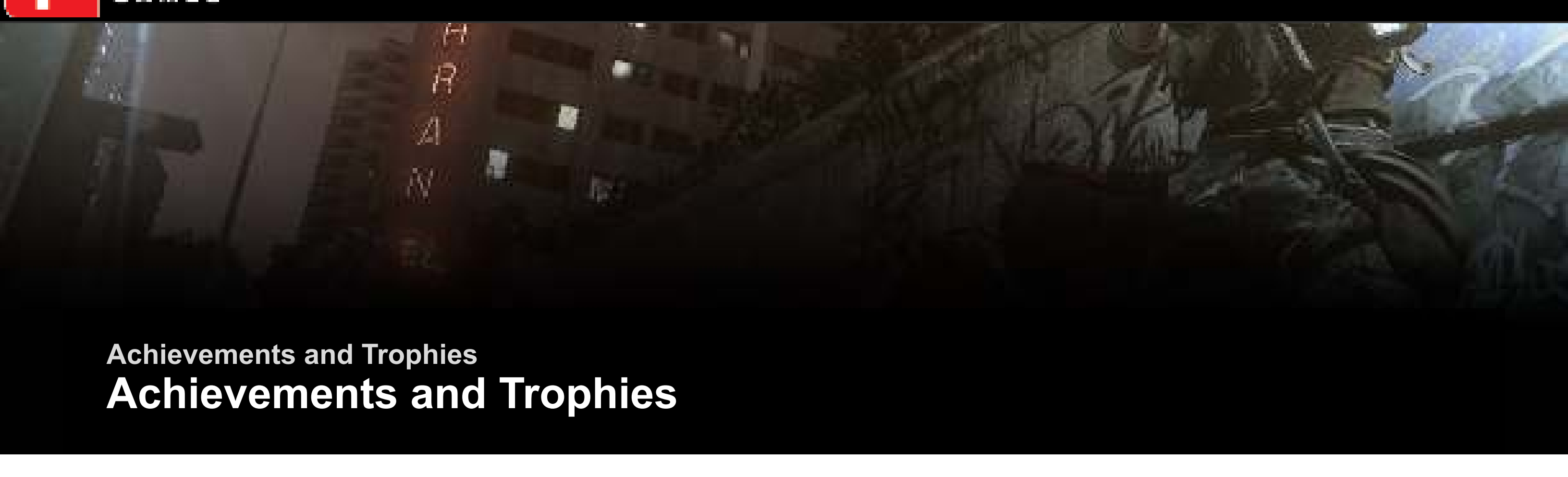


Criteria:

- Road Warrior must be completed.
- Get 20 headshots with pistols.

Unlocks:

Unlock	Image
	S-TAC Dog Tag



Achievements and Trophies

Achievements/Trophies

CAMPAIGN

Image	Name	Description	Gamerscore	Trophy
	FlashForward	Completed Semper Fidelis	10	Bronze
	Shock Troop	Survived the quake	15	Bronze
	Rad Loot	Found the nuke	20	Bronze
	SacreBOOM!	Failed to prevent the attack	20	Bronze
	Wanted: Dead or Alive	Captured Al Bashir	20	Bronze
	No Escape	Captured Kaffarov	30	Bronze
	Not on my watch	Protected Chaffin from the soldiers in the street in Operation Swordbreaker	25	Bronze
	Roadkill	Kicked the car and killed the soldiers in Uprising	20	Bronze
	Involuntary Euthanasia	Killed the 2 soldiers before the building fell on them in Uprising	25	Bronze
	You can be my wingman anytime	Completed Going Hunting in a perfect run	30	Bronze
	The Professional	Completed the street chase in All Russian in under 2 minutes 30 seconds without dying	30	Bronze
	Scrap Metal	Destroyed 6 enemy tanks before reaching the fort in Thunder Run	25	Bronze
	Army of Darkness	Shot out the 4 lights in 4 bullets in Night Shift	30	Bronze
	Twofor	Took down 2 enemies in 1 bullet in Night Shift	15	Bronze
	What the hell *are* you?	Took a russian Dog Tag in the forest ambush on Rock And A Hard Place	20	Bronze
	Float like a butterfly…	Took down the jet in one attempt in Rock And A Hard Place	25	Bronze
	Practice makes perfect	Headshot each of the targets in the gun range in Kaffarov	15	Bronze
	Between a rock and a hard place	Beat Soloman, flawlessly, in The Great Destroyer	15	Bronze
	Ooh-rah!	Completed the campaign story	30	Silver
	Semper Fidelis	Completed the campaign story on Hard	50	Gold

CO-OP

Image	Name	Description	Gamerscore	Trophy
	Push On	Reached the garage without going into man-down state in Hit and Run	20	Bronze
	In the nick of time	Disarmed the bomb in under 20 seconds in The Eleventh Hour	20	Bronze
	Car Lover	Completed the mission without losing a humvee in Operation Exodus	20	Bronze
	Untouchable	Completed the mission without using the fire extinguisher in Fire From The Sky	20	Bronze
	Bullseye	Saved the hostages without alerting any enemies in Drop 'em Like Liquid	20	Bronze
	Ninjas	Reached the VIP without setting off the alarm in Exfiltration	20	Bronze
	Lock 'n' Load	Unlocked all unique co-op weapons	30	Silver
	Two-rah!	Completed all co-op missions	30	Silver
	Army of Two	Completed all co-op missions on Hard	50	Gold

MULTIPLAYER

Image	Name	Description	Gamerscore	Trophy
	Vehicle Warfare	Recieved all 3 vehicle warfare ribbons	30	Bronze
	Support Efficiency	Recieved all 4 support efficiency ribbons	30	Bronze
	Infantry Efficiency	Recieved all 4 weapon efficiency ribbons	30	Bronze
	Decorated	Received one of each ribbon we have in the game	50	Gold
	M.I.A	Took your first enemy dogtag	20	Bronze
	It's better than nothing!	3rd MVP in a ranked match	30	Silver
	1st Loser	2nd MVP in a ranked match	30	Silver
	Most Valuable Player	MVP in a ranked match	30	Silver
	Colonel	Rank 45 achieved!	50	Gold

PLAYSTATION EXCLUSIVE

Image	Name	Description	Gamerscore	Trophy
	Platinum Trophy	Collect all other Battlefield Trophies	N/A	Platinum

Back to Karkand Achievements and Trophies

Image	Name	Description	Gamerscore	Trophy
	Third Tour	Completed the campaign story on Hard	20	Bronze
	Gunslinger	Get 10 kills with all 10 Back to Karkand weapons	20	Bronze
	Jaws	Take a swim in the pool at the Oman hotel	20	Bronze
	Complete Warrior	Get a kill with the following weapons in a single life: assault rifle, jet, tank	30	Silver
	Like a Boss	Get a roadkill with the Skid Loader	30	Silver

Close Quarters Achievements and Trophies

Image	Name	Description	Gamerscore	Trophy
	Dominator	Win a round of Conquest Domination.	20	Bronze
	Man of Caliber	Complete a round of Gun Master.	20	Bronze
	Grinding the Crack	Fall over the edge on Ziba Tower.	20	Bronze
	Deadly Tools	Without dying, get a kill with a carbine, pistol, and rocket launcher.	30	Silver
	Show of Force	Get 10 kills with all 10 Close Quarters weapons.	30	Silver

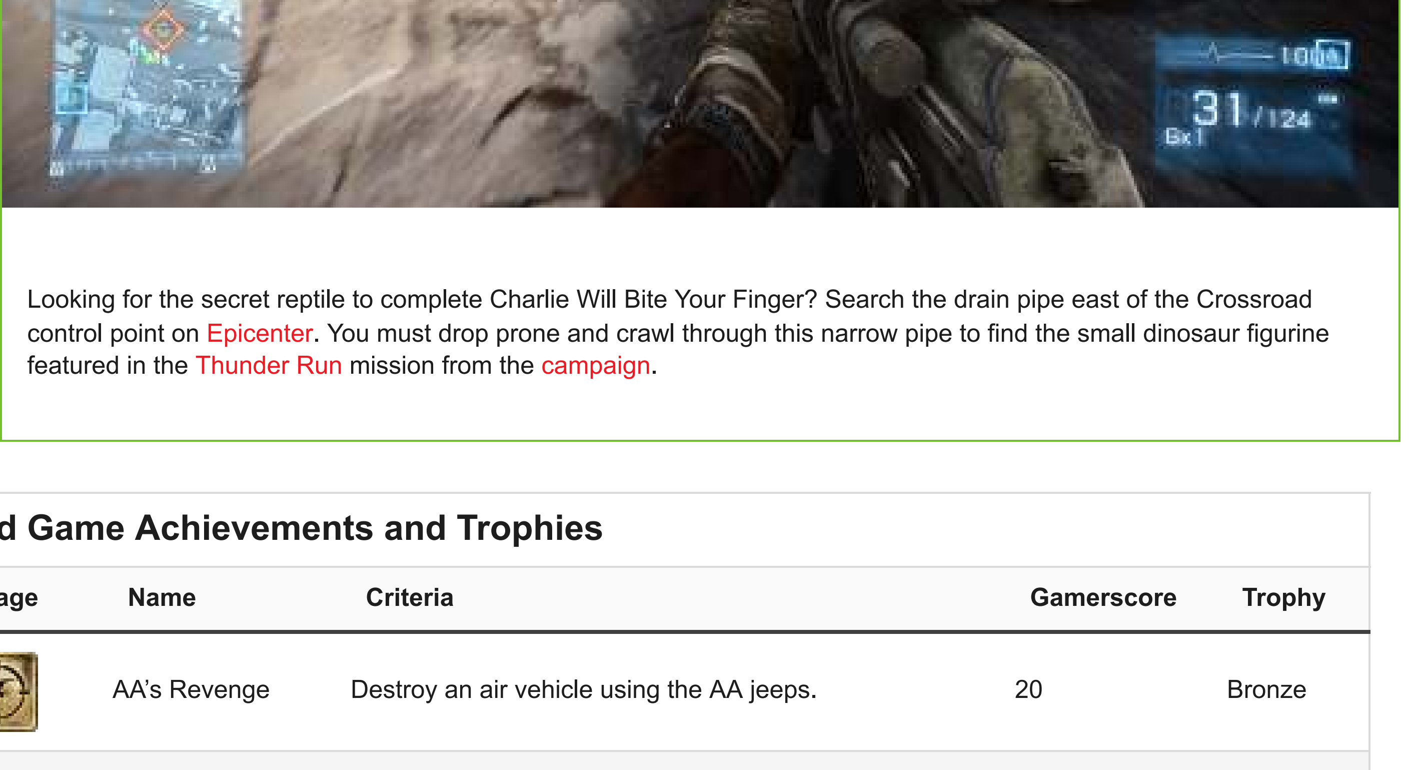
Armored Kill Achievements and Trophies

Image	Name	Criteria	Gamerscore	Trophy
	Death from Above	Get one kill with the gunship.	20	Bronze
	Destroyer	Get 10 kills each with tank destroyer and mobile artillery.	30	Silver
	Drop Ship	Destroy the gunship.	30	Silver
	Offroad	Get one kill with the quad bike.	20	Bronze
	Superiority	Win a Tank Superiority round.	20	Bronze

Aftermath Achievements and Trophies

Image	Name	Criteria	Gamerscore	Trophy
	Charlie Will Bite Your Finger	Find the secret reptile.	30	Silver
	Extreme Hoarder	Pick up 50 weapons in Scavenger mode.	20	Bronze
	Handyman	Unlock all Xbow parts.	20	Bronze
	Homemade Javelin	Destroy a vehicle using the Xbow.	20	Bronze
	Pockets Full of Death	Without dying, get a kill with a Xbow, primary weapon, and hand grenade.	30	Silver

Tip



Looking for the secret reptile to complete Charlie Will Bite Your Finger? Search the drain pipe east of the Crossroad control point on Epicenter. You must drop prone and crawl through this narrow pipe to find the small dinosaur figurine featured in the Thunder Run mission from the campaign.

End Game Achievements and Trophies

Image	Name	Criteria	Gamerscore	Trophy
	AA's Revenge	Destroy an air vehicle using the AA jeeps.	20	Bronze
	Heavy Lifter	Kill an enemy after successfully paradropping an IFV.	20	Bronze
	Capture the Flag	Capture a flag while playing Capture the Flag.	20	Bronze
	It's No Sidecar	Get a kill from the passenger position on a motorcycle.	30	Silver
	Transport Pilot	Transport a flag carrier in an air vehicle while playing Capture the Flag.	30	Silver

Dog Tags

Dog Tags

Basic Dog Tags

Dog Tag	Name	Criteria
	Carbine Dog Tag	Obtain Carbine Efficiency Ribbon 10 Times
	Light Machine Gun Dog Tag	Obtain Light Machine Gun Efficiency Ribbon 10 Times
	Sniper Rifle Dog Tag	Obtain Sniper Rifle Efficiency Ribbon 10 Times
	Handgun Dog Tag	Obtain Handgun Ribbon 10 Times
	Shotgun Dog Tag	Obtain Shotgun Ribbon 10 Times
	PDW Dog Tag	Obtain PDW Ribbon 10 Times
	Melee Dog Tag	Obtain Melee Ribbon 10 Times
	Anti Vehicle Dog Tag	Obtain Anti Vehicle Ribbon 10 Times
	Accuracy Dog Tag	Obtain Accuracy Ribbon 10 Times
	Avenger Dog Tag	Obtain Avenger Ribbon 10 Times
	Savior Dog Tag	Obtain Savior Ribbon 10 Times
	Nemesis Dog Tag	Obtain Nemesis Ribbon 10 Times
	Suppression Dog Tag	Obtain Suppression Ribbon 10 Times
	MVP Dog Tag	Obtain MVP Ribbon 10 Times
	2nd MVP Dog Tag	Obtain 2nd MVP Ribbon 10 Times
	3rd MVP Dog Tag	Obtain 3rd MVP Ribbon 10 Times
	Ace Squad Dog Tag	Obtain Ace Squad Ribbon 10 Times
	Transport Warfare Dog Tag	Obtain Transport Warfare Ribbon 10 Times
	Armored Warfare Dog Tag	Obtain Armored Warfare Ribbon 10 Times
	Stationary Dog Tag	Obtain Stationary Ribbon 10 Times
	Air Warfare Dog Tag	Obtain Air Warfare Ribbon 10 Times
	M-Com Attacker Dog Tag	Obtain M-Com Attacker Ribbon 10 Times
	M-Com Defender Dog Tag	Obtain M-Com Defender Ribbon 10 Times
	Rush Winner Dog Tag	Obtain Rush Winner Ribbon 10 Times
	Conquest Winner Dog Tag	Obtain Conquest Winner Ribbon 10 Times
	Team Deathmatch Winner Dog Tag	Obtain Team Deathmatch Winner Ribbon 10 Times
	Squad Rush Winner Dog Tag	Obtain Squad Rush Winner Ribbon 10 Times
	Squad Deathmatch Winner Dog Tag	Obtain Squad Deathmatch Winner Ribbon 10 Times
	Rush Dog Tag	Obtain Rush Ribbon 10 Times
	Conquest Dog Tag	Obtain Conquest Ribbon 10 Times
	Team Deathmatch Dog Tag	Obtain Team Deathmatch Ribbon 10 Times
	Squad Rush Dog Tag	Obtain Squad Rush Ribbon 10 Times
	Squad Deathmatch Dog Tag	Obtain Squad Deathmatch Ribbon 10 Times
	Flag Attacker Dog Tag	Obtain Flag Attacker Ribbon 10 Times
	Flag Defender Dog Tag	Obtain Flag Defender Ribbon 10 Times
	Resupply Dog Tag	Obtain Resupply Efficiency Ribbon 10 Times
	Maintenance Dog Tag	Obtain Maintenance Efficiency Ribbon 10 Times
	Medical Dog Tag	Obtain Medical Efficiency Ribbon 10 Times
	Surveillance Dog Tag	Obtain Surveillance Efficiency Ribbon 10 Times
	Private First Class Dog Tag	Reach rank Private First Class
	Private First Class 1 Star Dog Tag	Reach rank Private First Class 1 Star
	Private First Class 2 Star Dog Tag	Reach rank Private First Class 2 Star
	Private First Class 3 Star Dog Tag	Reach rank Private First Class 3 Star
	Lance Corporal Dog Tag	Reach rank Lance Corporal
	Corporal 1 Star Dog Tag	Reach rank Corporal 1 Star
	Corporal 2 Star Dog Tag	Reach rank Corporal 2 Star
	Corporal 3 Star Dog Tag	Reach rank Corporal 3 Star
	Sergeant Dog Tag	Reach rank Sergeant
	Sergeant 1 Star Dog Tag	Reach rank Sergeant 1 Star
	Sergeant 2 Star Dog Tag	Reach rank Sergeant 2 Star
	Sergeant 3 Star Dog Tag	Reach rank Sergeant 3 Star
	Staff Sergeant Dog Tag	Reach rank Staff Sergeant
	Staff Sergeant 1 Star Dog Tag	Reach rank Staff Sergeant 1 Star
	Staff Sergeant 2 Star Dog Tag	Reach rank Staff Sergeant 2 Star
	Gunnery Sergeant Dog Tag	Reach rank Gunnery Sergeant
	Gunnery Sergeant 1 Star Dog Tag	Reach rank Gunnery Sergeant 1 Star
	Gunnery Sergeant 2 Star Dog Tag	Reach rank Gunnery Sergeant 2 Star
	Master Sergeant Dog Tag	Reach rank Master Sergeant
	Master Sergeant 1 Star Dog Tag	Reach rank Master Sergeant 1 Star
	Master Sergeant 2 Star Dog Tag	Reach rank Master Sergeant 2 Star
	First Sergeant Dog Tag	Reach rank First Sergeant
	First Sergeant 1 Star Dog Tag	Reach rank First Sergeant 1 Star
	First Sergeant 2 Star Dog Tag	Reach rank First Sergeant 2 Star
	Master Gunnery Sergeant Dog Tag	Reach rank Master Gunnery Sergeant
	Master Gunnery Sergeant 1 Star Dog Tag	Reach rank Master Gunnery Sergeant 1 Star
	Master Gunnery Sergeant 2 Star Dog Tag	Reach rank Master Gunnery Sergeant 2 Star
	Sergeant Major Dog Tag	Reach rank Sergeant Major
	Sergeant Major 1 Star Dog Tag	Reach rank Sergeant Major 1 Star
	Sergeant Major 2 Star Dog Tag	Reach rank Sergeant Major 2 Star
	Warrant Officer One Dog Tag	Reach rank Warrant Officer One
	Chief Warrant Officer Two Dog Tag	Reach rank Chief Warrant Officer Two
	Chief Warrant Officer Three Dog Tag	Reach rank Chief Warrant Officer Three
	Chief Warrant Officer Four Dog Tag	Reach rank Chief Warrant Officer Four
	Chief Warrant Officer Five Dog Tag	Reach rank Chief Warrant Officer Five
	Second Lieutenant Dog Tag	Reach rank Second Lieutenant
	First Lieutenant Dog Tag	Reach rank First Lieutenant
	Captain Dog Tag	Reach rank Captain
	Major Dog Tag	Reach rank Major
	Lieutenant Colonel Dog Tag	Reach rank Lieutenant Colonel
	Assault Dog Tag	Obtain Assault Service Star 1
	Engineer Dog Tag	Obtain Engineer Service Star 1
	Support Dog Tag	Obtain Support Service Star 1
	Recon Dog Tag	Obtain Recon Service Star 1
	DICE Dog Tag	The wearer of this tag contributed to making this game
	Co-op Dog Tag	Obtain Co-op Service Star 1
	M16 Proficiency Dog Tag	Obtain M16 Service Star 1
	AK-74M Proficiency Dog Tag	Obtain AK-74M Service Star 1
	40MMGL Proficiency Dog Tag	Obtain 40MMGL Service Star 1
	AEK-971 Proficiency Dog Tag	Obtain AEK-971 Service Star 1
	AN-94 Proficiency Dog Tag	Obtain AN-94 Service Star 1
	KH2000 Proficiency Dog Tag	Obtain KH2000 Service Star 1
	M416 Proficiency Dog Tag	Obtain M416 Service Star 1
	Mortar Dog Tag	Obtain M224 Mortar Medal
	F2000 Proficiency Dog Tag	Obtain F2000 Service Star 1
	G3A3 Proficiency Dog Tag	Obtain G3A3 Service Star 1
	M4A1 Proficiency Dog Tag	Obtain M4A1 Service Star 1
	AKS-74u Proficiency Dog Tag	Obtain AKS-74u Service Star 1
	SMAW Proficiency Dog Tag	Obtain SMAW Service Star 1
	RPG-7V2 Proficiency Dog Tag	Obtain RPG-7V2 Service Star 1
	G36c Proficiency Dog Tag	Obtain G36c Service Star 1
	SCAR-H CQB Proficiency Dog Tag	Obtain SCAR-H CQB Service Star 1
	FGM-148 JAV Proficiency Dog Tag	Obtain FGM-148 JAV Service Star 1
	FIM-92 Stinger AA Proficiency Dog Tag	Obtain FIM-92 Stinger AA Service Star 1
	SA18 IGLA AA Proficiency Dog Tag	Obtain SA18 IGLA AA Service Star 1
	M15 AT Mines Proficiency Dog Tag	Obtain M15 AT Mines Service Star 1
	SG553 Proficiency Dog Tag	Obtain SG553 Service Star 1
	M27 IAR Proficiency Dog Tag	Obtain M27 IAR Service Star 1
	RPK-74M Proficiency Dog Tag	Obtain RPK-74M Service Star 1
	M240B LMG Proficiency Dog Tag	Obtain M240B LMG Service Star 1
	M249 Proficiency Dog Tag	Obtain M249 Service Star 1
	M60E4 Proficiency Dog Tag	Obtain M60E4 Service Star 1
	PKP Pecheneg Proficiency Dog Tag	Obtain PKP Pecheneg Service Star 1
	Type 88 LMG Proficiency Dog Tag	Obtain Type 88 LMG Service Star 1
	MK11 Mod 0 Proficiency Dog Tag	Obtain MK11 Mod 0 Service Star 1
	SVD Proficiency Dog Tag	Obtain SVD Service Star 1
	SKS Proficiency Dog Tag	Obtain SKS Service Star 1
	SV98 Proficiency Dog Tag	Obtain SV98 Service Star 1
	M98B Proficiency Dog Tag	Obtain M98B Service Star 1
	M40A5 Proficiency Dog Tag	Obtain M40A5 Service Star 1
	MUAV Proficiency Dog Tag	Obtain MUAV Service Star 1
	C4 Expl Proficiency Dog Tag	Obtain C4 Expl Service Star 1
	Laser Rangefinder Proficiency Dog Tag	Obtain Laser Rangefinder Service Star 1
	M18 Claymore Proficiency Dog Tag	Obtain M18 Claymore Service Star 1
	M39 MBR Proficiency Dog Tag	Obtain M39 MBR Service Star 1
	M98B Proficiency Dog Tag	Obtain M98B Service Star 1
	MP443 Proficiency Dog Tag	Obtain MP443 Service Star 1
	G18 Proficiency Dog Tag	Obtain G18 Service Star 1
	.44 Magnum Proficiency Dog Tag	Obtain .44 Magnum Service Star 1
	G17C Proficiency Dog Tag	Obtain G17C Service Star 1
	M9 Suppressed Proficiency Dog Tag	Obtain M9 Suppressed Service Star 1
	MP443 Suppressed Proficiency Dog Tag	Obtain MP443 Suppressed Service Star 1
	M1911 Proficiency Dog Tag	Obtain M1911 Service Star 1
	93R Proficiency Dog Tag	Obtain 93R Service Star 1
	MP412 REX Proficiency Dog Tag	Obtain MP412 REX Service Star 1
	PDW-R Proficiency Dog Tag	Obtain PDW-R Service Star 1
	PP-2000 Proficiency Dog Tag	Obtain PP-2000 Service Star 1
	UMP-45 Proficiency Dog Tag	Obtain UMP-45 Service Star 1
	P90 Proficiency Dog Tag	Obtain P90 Service Star 1
	MP7 Proficiency Dog Tag	Obtain MP7 Service Star 1
	870MCS Proficiency Dog Tag	Obtain 870MCS Service Star 1
	DAO-12 Proficiency Dog Tag	Obtain DAO-12 Service Star 1
	M1014 Proficiency Dog Tag	Obtain M1014 Service Star 1
	USAS-12 Proficiency Dog Tag	Obtain USAS-12 Service Star 1
	SAIGA 12K Proficiency Dog Tag	Obtain SAIGA 12K Service Star 1
	Main Battle Tank Proficiency Dog Tag	Obtain Main Battle Tank Service Star 1
	Infantry Fighting Vehicle Proficiency Dog Tag	Obtain Infantry Fighting Vehicle Service Star 1
	AA Vehicle Proficiency Dog Tag	Obtain AA Vehicle Service Star 1
	Attack Helicopter Proficiency Dog Tag	Obtain Attack Helicopter Service Star 1
	Scout Helicopter Proficiency Dog Tag	Obtain Scout Helicopter Service Star 1
	Jet Pilot Proficiency Dog Tag	Obtain Jet Pilot Service Star 1
	Assault Rifle Dog Tag	Obtain Assault Rifle Ribbon 10 Times
	AS-Val Proficiency Dog Tag	Obtain AS-Val Service Star 1

Advanced Dog Tags

Dog Tag	Name	Criteria
	Carbine Mastery Dog Tag	Obtain Carbine Medal 1 time
	Light Machine Gun Mastery Dog Tag	Obtain Light Machine Gun Medal 1 time
	Sniper Rifle Mastery Dog Tag	Obtain Sniper Rifle Medal 1 time
	Handgun Mastery Dog Tag	Obtain Handgun Medal 1 time
	Shotgun Mastery Dog Tag	Obtain Shotgun Medal 1 time
	PDW Mastery Dog Tag	Obtain PDW Medal 1 time
	Melee Mastery Dog Tag	Obtain Melee Medal 1 time
	Anti Vehicle Dog Tag	Obtain Anti Vehicle Medal 1 time
	Accuracy Dog Tag	Obtain Accuracy Medal 1 time
	Avenger Dog Tag	Obtain Avenger Medal 1 time
	Savior Dog Tag	Obtain Savior Medal 1 time
	Nemesis Dog Tag	Obtain Nemesis Medal 1 time
	Suppression Dog Tag	Obtain Suppression Medal 1 time
	MVP Dog Tag	Obtain MVP Medal 1 time
	2nd MVP Dog Tag	Obtain 2nd MVP Medal 1 time
	3rd MVP Dog Tag	Obtain 3rd MVP Medal 1 time
	Ace Squad Dog Tag	Obtain Ace Squad Medal 1 time
	Combat Efficiency Dog Tag	Obtain Combat Efficiency Medal 1 time
	Transport Warfare Dog Tag	Obtain Transport Warfare Medal 1 time
	Armor Warfare Dog Tag	Obtain Armor Warfare Medal 1 time
	Air Warfare Dog Tag	Obtain Air Warfare Medal 1 time
	Stationary Dog Tag	Obtain Stationary Medal 1 time
	M-Com Attacker Dog Tag	Obtain M-Com Attacker Medal 1 time
	M-Com Defender Dog Tag	Obtain M-Com Defender Medal 1 time
	Rush Dog Tag	Obtain Rush Medal 1 time
	Conquest Dog Tag	Obtain Conquest Medal 1 time
	Team Deathmatch Dog Tag	Obtain Team Deathmatch Medal 1 time
	Squad Rush Dog Tag	Obtain Squad Rush Medal 1 time
	Squad Deathmatch Dog Tag	Obtain Squad Deathmatch Medal 1 time
	Flag Attacker Dog Tag	Obtain Flag Attacker Medal 1 time
	Flag Defender Dog Tag	Obtain Flag Defender Medal 1 time
	Resupply Dog Tag	Obtain Resupply Medal 1 time
	Maintenance Dog Tag	Obtain Maintenance Medal 1 time
	Medical Dog Tag	Obtain Medical Medal 1 time
	Surveillance Dog Tag	Obtain Surveillance Medal 5 times
	M224 Mortar Proficiency Dog Tag	Obtain Mortar Medal 1 time
	Laser Designator Dog Tag	Obtain Laser Designator Medal 5 times
	M18 Claymore Dog Tag	Obtain M18 Claymore Medal 1 time
	Radio Beacon Dog Tag	Obtain Radio Beacon Medal 1 time
	US Service Dog Tag	Obtain US Service Medal
	RU Army Service Dog Tag	Obtain RU Army Service Medal
	Assault Service Dog Tag	Obtain Assault Service Medal 1 time
	Engineer Service Dog Tag	Obtain Engineer Service Medal 1 time
	Support Service Dog Tag	Obtain Support Service Medal 1 time
	Recon Service Dog Tag	Obtain Recon Service Medal 1 time
	Tank Service Dog Tag	Obtain Tank Service Medal 1 time
	Helicopter Service Dog Tag	Obtain Helicopter Service Medal 1 time
	Jet Service Dog Tag	Obtain Jet Service Medal 1 time
	Stationary Service Dog Tag	Obtain Stationary Service Medal 1 time
	Second Lieutenant Dog Tag	Reach rank Second Lieutenant
	First Lieutenant Dog Tag	Reach rank First Lieutenant
	Captain Dog Tag	Reach rank Captain
	Major Dog Tag	Reach rank Major
	Lieutenant Colonel Dog Tag	Reach rank Lieutenant Colonel
	Colonel Dog Tag	Reach rank Colonel
	Colonel Service Star 5 Dog Tag	Obtain Colonel Service Star 5
	Colonel Service Star 10 Dog Tag	Obtain Colonel Service Star 10
	Colonel Service Star 25 Dog Tag	Obtain Colonel Service Star 25
	Colonel Service Star 50 Dog Tag	Obtain Colonel Service Star 50
	Colonel Service Star 100 Dog Tag	Obtain Colonel Service Star 100
	Assault Service Star 5 Dog Tag	Obtain Assault Service Star 5
	Assault Service Star 10 Dog Tag	Obtain Assault Service Star 10
	Assault Service Star 25 Dog Tag	Obtain Assault Service Star 25
	Assault Service Star 50 Dog Tag	Obtain Assault Service Star 50
	Assault Service Star 100 Dog Tag	Obtain Assault Service Star 100
	Engineer Service Star 5 Dog Tag	Obtain Engineer Service Star 5
	Engineer Service Star 10 Dog Tag	Obtain Engineer Service Star 10
	Engineer Service Star 25 Dog Tag	Obtain Engineer Service Star 25
	Engineer Service Star 50 Dog Tag	Obtain Engineer Service Star 50
	Engineer Service Star 100 Dog Tag	Obtain Engineer Service Star 100
	Support Service Star 5 Dog Tag	Obtain Support Service Star 5
	Support Service Star 10 Dog Tag	Obtain Support Service Star 10
	Support Service Star 25 Dog Tag	Obtain Support Service Star 25
	Support Service Star 50 Dog Tag	Obtain Support Service Star 50
	Support Service Star 100 Dog Tag	Obtain Support Service Star 100
	Recon Service Star 5 Dog Tag	Obtain Recon Service Star 5
	Recon Service Star 10 Dog Tag	Obtain Recon Service Star 10
	Recon Service Star 25 Dog Tag	Obtain Recon Service Star 25
	Recon Service Star 50 Dog Tag	Obtain Recon Service Star 50
	Recon Service Star 100 Dog Tag	Obtain Recon Service Star 100
	Tank Service Star 5 Dog Tag	Obtain Tank Service Star 5
	Tank Service Star 10 Dog Tag	Obtain Tank Service Star 10
	Tank Service Star 25 Dog Tag	Obtain Tank Service Star 25
	Tank Service Star 50 Dog Tag	Obtain Tank Service Star 50
	Tank Service Star 100 Dog Tag	Obtain Tank Service Star 100
	Co-op Service Star 5 Dog Tag	Obtain Co-op Service Star 5
	Co-op Service Star 10 Dog Tag	Obtain Co-op Service Star 10
	Co-op Service Star 25 Dog Tag	Obtain Co-op Service Star 25
	Co-op Service Star 50 Dog Tag	Obtain Co-op Service Star 50
	M16 Master Dog Tag	Obtain M16 Service Star 5
	AK-74M Master Dog Tag	Obtain AK-74M Service Star 5
	40MMGL Master Dog Tag	Obtain 40MMGL Service Star 5
	AEK-971 Master Dog Tag	Obtain AEK-971 Service Star 5
	AN-94 Master Dog Tag	Obtain AN-94 Service Star 5
	KH2000 Master Dog Tag	Obtain KH2000 Service Star 5
	M416 Master Dog Tag	Obtain M416 Service Star 5
	M224 Mortar Master Dog Tag	Obtain M224 Mortar Medal
	F2000 Master Dog Tag	Obtain F2000 Service Star 5
	G3A3 Master Dog Tag	Obtain G3A3 Service Star 5
	M4A1 Master Dog Tag	Obtain M4A1 Service Star 5
	AKS-74u Master Dog Tag	Obtain AKS-74u Service Star 5
	SMAW Master Dog Tag	Obtain SMAW Service Star 5
	RPG-7V2 Master Dog Tag	Obtain RPG-7V2 Service Star 5
	G36c Master Dog Tag	Obtain G36c Service Star 5
	SCAR-H CQB Master Dog Tag	Obtain SCAR-H CQB Service Star 5
	FGM-148 JAV Master Dog Tag	Obtain FGM-148 JAV Service Star 5
	FIM-92 Stinger AA Master Dog Tag	Obtain FIM-92 Stinger AA Service Star 5
	SA18 IGLA AA Master Dog Tag	Obtain SA18 IGLA AA Service Star 5
	M15 AT Mines Master Dog Tag	Obtain M15 AT Mines Service Star 5
	SG553 Master Dog Tag	Obtain SG553 Service Star 5
	M27 IAR Master Dog Tag	Obtain M27 IAR Service Star 5
	RPK-74M Master Dog Tag	Obtain RPK-74M Service Star 5
	M240B LMG Master Dog Tag	Obtain M240B LMG Service Star 5
	M249 Master Dog Tag	Obtain M249 Service Star 5
	M60E4 Master Dog Tag	Obtain M60E4 Service Star 5
	PKP Pecheneg Master Dog Tag	Obtain PKP Pecheneg Service Star 5
	Type 88 LMG Master Dog Tag	Obtain Type 88 LMG Service Star 5
	MK11 Mod 0 Master Dog Tag	Obtain MK11 Mod 0 Service Star 5
	SVD Master Dog Tag	Obtain SVD Service Star 5
	SKS Master Dog Tag	Obtain SKS Service Star 5
	SV98 Master Dog Tag	Obtain SV98 Service Star 5
	M98B Master Dog Tag	Obtain M98B Service Star 5
	M40A5 Master Dog Tag	Obtain M40A5 Service Star 5
	MAV Master Dog Tag	Obtain Surveillance Medal
	C4 Expl Master Dog Tag	Obtain C4 Expl Service Star 5
	Laser Rangefinder Master Dog Tag	Obtain Laser Designator Medal
	M18 Claymore Master Dog Tag	Obtain M18 Claymore Service Star 5
	M39 MBR Master Dog Tag	Obtain M39 MBR Service Star 5
	MP443 Master Dog Tag	Obtain MP443 Service Star 5
	G18 Master Dog Tag	Obtain G18 Service Star 5
	.44 Magnum Master Dog Tag	Obtain .44 Magnum Service Star 5
	G17C Master Dog Tag	Obtain G17C Service Star 5
	M9 Suppressed Master Dog Tag	Obtain M9 Suppressed Service Star 5
	MP443 Suppressed Master Dog Tag	Obtain MP443 Suppressed Service Star 5
	M9 Master Dog Tag	Obtain M9 Service Star 5
	M1911 Master Dog Tag	Obtain M1911 Service Star 5
	93R Master Dog Tag	Obtain 93R Service Star 5
	MP412 REX Master Dog Tag	Obtain MP412 REX Service Star 5
	PDW-R Master Dog Tag	Obtain PDW-R Service Star 5
	PP-2000 Master Dog Tag	Obtain PP-2000 Service Star 5
	UMP-45 Master Dog Tag	Obtain UMP-45 Service Star 5
	P90 Master Dog Tag	Obtain P90 Service Star 5
	MP7 Master Dog Tag	Obtain MP7 Service Star 5
	870MCS Master Dog Tag	Obtain 870MCS Service Star 5
	DAO-12 Master Dog Tag	Obtain DAO-12 Service Star 5
	M1014 Master Dog Tag	Obtain M514 Service Star 5
	USAS-12 Master Dog Tag	Obtain USAS-12 Service Star 5
	SAIGA 12K Master Dog Tag	Obtain SAIGA 12K Service Star 5
	Main Battle Tank Mastery Dog Tag	Obtain Main Battle Tank Service Star 1
	Infantry Fighting Vehicle Mastery Dog Tag	Obtain Infantry Fighting Vehicle Service Star 1
	AA Vehicle Mastery Dog Tag	Obtain AA Vehicle Service Star 1
	Attack Helicopter Mastery Dog Tag	Obtain Attack Helicopter Service Star 1
	Scout Helicopter Mastery Dog Tag	Obtain Scout Helicopter Service Star 1
	Jet Pilot Mastery Dog Tag	Obtain Jet Pilot Service Star 1
	Alienware Teeth Dog Tag	Provided exclusively by Alienware
	6 Wolf Moon Dog Tag	Dr. Pepper promotional offer
	Bye Kitty Dog Tag	Dr. Pepper promotional offer
	Roar Dog Tag	Dr. Pepper promotional offer
	Pile o Bones Dog Tag	Dr. Pepper promotional offer
	Opener Dog Tag	Dr. Pepper promotional offer
	Had to be Snakes Dog Tag	Provided exclusively by Act of Valor
	Flaming Skull Dog Tag	Provided exclusively by Act of Valor
	Metal Dog Tag	Provided exclusively by Act of Valor
	Rabbit Duck Dog Tag	Provided exclusively by Act of Valor
	Death's Hand Dog Tag	Provided exclusively by Act of Valor
	Ace of Spades Dog Tag	Obtained by purchasing the Dog tag DLC package
	...and Counting Dog Tag	Obtained by purchasing the Dog tag DLC package
	Bringer of Death Dog Tag	Obtained by purchasing the Dog tag DLC package
	Cause of Death Dog Tag	Obtained by purchasing the Dog tag DLC package
	More Dinosaurs Dog Tag	Obtained by purchasing the Dog tag DLC package
	Haggard Dog Tag	Obtained by purchasing the Dog tag DLC package
	Mayan Dog Tag	Obtained by purchasing the Dog tag DLC package
	Yarrr Dog Tag	Obtained by purchasing the Dog tag DLC package
	Edgy Dog Tag	Obtained by purchasing the Dog tag DLC package
	Todo Dog Tag	Obtained by purchasing the Dog tag DLC package
	Need for Speed - The Run Dog Tag	From Need 4 Speed - The Run
	Battlefield Play4Free Dog Tag	From the Play4Free remake of the classic BF2
	N7 Dog Tag	A gift from the Mass Effect 3 development team
	Mass Effect 3 Dog Tag	A gift from the Mass Effect 3 development team
	Dice Dev Team Dog Tag	The wearer of this tag contributed to making this game
	Battlefield 1943 Dog Tag	The wearer of this is a grizzled Battlefield Veteran
	Battlefield 2142 Dog Tag	The wearer of this is a grizzled Battlefield Veteran
	Battlefield Bad Company Dog Tag	The wearer of this is a grizzled Battlefield Veteran
	Battlefield Bad Company 2 Dog Tag	The wearer of this is a grizzled Battlefield Veteran
	Battlefield 2 Dog Tag	The wearer of this is a grizzled Battlefield Veteran
	Battlefield Vietnam Dog Tag	The wearer of this is a grizzled Battlefield Veteran
	Tournament Winner Dog Tag	Win an official tournament
	Tournament Runner Up Dog Tag	Be runner up in an official tournament
	Tournament 3rd Place Dog Tag	Be third place in an official tournament
	Assault Rifle Mastery Dog Tag	Obtain Assault Rifle Medal 5 times
	Attack Helicopter Service Star 5 Dog Tag	Obtain Attack Helicopter Service Star 5
	Attack Helicopter Service Star 10 Dog Tag	Obtain Attack Helicopter Service Star 10
	Attack Helicopter Service Star 25 Dog Tag	Obtain Attack Helicopter Service Star 25
	Attack Helicopter Service Star 50 Dog Tag	Obtain Attack Helicopter Service Star 50
	Attack Helicopter Service Star 100 Dog Tag	Obtain Attack Helicopter Service Star 100
	Scout Heli Service Star 5 Dog Tag	Obtain Scout Heli Service Star 5
	Scout Heli Service Star 10 Dog Tag	Obtain Scout Heli Service Star 10
	Scout Heli Service Star 25 Dog Tag	Obtain Scout Heli Service Star 25
	Scout Heli Service Star 50 Dog Tag	Obtain Scout Heli Service Star 50
	Scout Heli Service Star 100 Dog Tag	Obtain Scout Heli Service Star 100
	IFV Service Star 5 Dog Tag	Obtain IFV Service Star 5
	IFV Service Star 10 Dog Tag	Obtain IFV Service Star 10
	IFV Service Star 25 Dog Tag	Obtain IFV Service Star 25
	IFV Service Star 50 Dog Tag	Obtain IFV Service Star 50
	IFV Service Star 100 Dog Tag	Obtain IFV Service Star 100
	Jet Service Star 5 Dog Tag	Obtain Jet Service Star 5
	Jet Service Star 10 Dog Tag	Obtain Jet Service Star 10
	Jet Service Star 25 Dog Tag	Obtain Jet Service Star 25
	Jet Service Star 50 Dog Tag	Obtain Jet Service Star 50
	Jet Service Star 100 Dog Tag	Obtain Jet Service Star 100
	AA Service Star 5 Dog Tag	Obtain AA Service Star 5
	AA Service Star 10 Dog Tag	Obtain AA Service Star 10
	AA Service Star 25 Dog Tag	Obtain AA Service Star 25
	AA Service Star 50 Dog Tag	Obtain AA Service Star 50
	AA Service Star 100 Dog Tag	Obtain AA Service Star 100
	AS-Val Mastery Dog Tag	Obtain AS-Val Service Star 10
	Razer Serpent Dog Tag	Equip your Battlefield 3 soldier with this Razer Serpent Dog Tag provided exclusively by Razer

Basic Dog Tags (*Back to Karkand* Exclusive)

Dog Tag	Name	Criteria
	FAMAS Dog Tag	Complete the Best Friend Forever assignment
	L85A2 Dog Tag	Complete the Professional Russian assignment
	HK53 Dog Tag	Complete the Fixing It assignment
	QBZ-95B Dog Tag	Complete the It Goes Boom! assignment
	QBB-95 Dog Tag	Complete the Let It Rain assignment
	MG36 Dog Tag	Complete the Keep Your Head Down assignment
	QBU-88 Dog Tag	Complete the Spec Ops assignment
	L96 Dog Tag	Complete the Creeping Death assignment
	PP-19 Dog Tag	Complete the Familiar Territory assignment
	MK 3A1 Dog Tag	Complete the Scarred Veteran assignment

Advanced Dog Tags (*Back to Karkand* exclusive)

Dog Tag	Name	Criteria
	One Man Army	Purchase the *Back to Karkand* Expansion Pack
	Mine	Purchase the *Back to Karkand* Expansion Pack
	Diving Dolphin	Purchase the *Back to Karkand* Expansion Pack
	Noob Punisher	Purchase the *Back to Karkand* Expansion Pack
	Battle Vet	Purchase the *Back to Karkand* Expansion Pack
	FAMAS Master Dog Tag	Obtain FAMAS Service Star 5
	L85A2 Master Dog Tag	Obtain L85A2 Service Star 5
	HK53 Master Dog Tag	Obtain HK53 Service Star 5
	QBZ-95B Master Dog Tag	Obtain QBZ-95B Service Star 5
	QBB-95 Master Dog Tag	Obtain QBB-95 Service Star 5
	MG36 Master Dog Tag	Obtain MG36 Service Star 5
	QBU-88 Master Dog Tag	Obtain QBU-88 Service Star 5
	L96 Master Dog Tag	Obtain L96 Service Star 5
	PP-19 Master Dog Tag	Obtain PP-19 Service Star 5
	MK3A1 Master Dog Tag	Obtain MK3A1 Service Star 5

Close Quarters Dog Tags (Left)

Dog Tag	Name	Criteria
	ACW-R Proficiency Dog Tag	Obtain ACW-R Service Star.
	AUG-A3 Proficiency Dog Tag	Obtain AUG-A3 Service Star.
	JNG-90 Proficiency Dog Tag	Obtain JNG-90 Service Star.
	L86A2 Proficiency Dog Tag	Obtain L86A2 Service Star.
	LSAT Proficiency Dog Tag	Obtain LSAT Service Star.
	M417 Proficiency Dog Tag	Obtain M417 Service Star.
	M5K Proficiency Dog Tag	Obtain M5K Service Star.
	M-TAR 21 Proficiency Dog Tag	Obtain M-TAR 21 Service Star.
	SCAR-L Proficiency Dog Tag	Obtain SCAR-L Service Star.
	SPAS-12 Proficiency Dog Tag	Obtain SPAS-12 Service Star.

Close Quarters Dog Tags (Right)

Dog Tag	Name	Criteria
	ACW-R Master Dog Tag	Obtain ACW-R Service Star 5.
	AUG-A3 Master Dog Tag	Obtain AUG-A3 Service Star 5.
	JNG-90 Master Dog Tag	Obtain JNG-90 Service Star 5.
	L86A2 Master Dog Tag	Obtain L86A2 Service Star 5.
	LSAT Master Dog Tag	Obtain LSAT Service Star 5.
	M417 Master Dog Tag	Obtain M417 Service Star 5.
	M5K Master Dog Tag	Obtain M5K Service Star 5.
	M-TAR 21 Master Dog Tag	Obtain M-TAR 21 Service Star 5.
	SCAR-L Master Dog Tag	Obtain SCAR-L Service Star 5.
	SPAS-12 Master Dog Tag	Obtain SPAS-12 Service Star 5.
	Danger Close	Featuring the Danger Close Studios logo.
	Medal of Honor	Reference to the MoH games.
	Visceral	Reference to Dead Space and Visceral Studios.
	Toe2Toe	Reference to fighting up close and personal.
	The Greatest Destroyer	Reference to HD Destruction and the final campaign mission.

Armored Kill Dog Tags (Left)

Dog Tag	Name	Criteria
	Mobile Artillery Proficiency	Obtain Mobile Artillery Service Star 1.
	Tank Destroyer Proficiency	Obtain Tank Destroyer Service Star 1.
	Armored Superiority	Complete assignment Armored Superiority.
	Get to tha Choppa	Complete assignment Get to tha Choppa.
	Maverick	Complete assignment Maverick.
	Mechanized Infantry	Complete assignment Mechanized Infantry.
	Need a Ride?	Complete assignment Need a Ride?
	Premium Basic	Become a Battlefield 3 Premium member.

Armored Kill Dog Tags (Right)

Dog Tag	Name	Criteria
	Attack from Above	Own Armored Kill expansion pack.
	Domination	Obtain Domination medal one time.
	Gun Master	Obtain Gun Master medal one time.
	Gunship	Own Armored Kill expansion pack.
	Mobile Artillery Vehicle Mastery	Obtain Mobile Artillery Service Star 1.
	Mobile Artillery Service 5 Stars	Obtain Mobile Artillery Service Star 5.
	Mobile Artillery Service 10 Stars	Obtain Mobile Artillery Service Star 10.
	Mobile Artillery Service 25 Stars	Obtain Mobile Artillery Service Star 25.
	Mobile Artillery Service 50 Stars	Obtain Mobile Artillery Service Star 50.
	Mobile Artillery Service 100 Stars	Obtain Mobile Artillery Service Star 100.
	Mobile Tank Destroyer Vehicle Mastery	Obtain Tank Destroyer Service Star 1.
	Mobile Tank Destroyer 5 Stars	Obtain Tank Destroyer Service Star 5.
	Mobile Tank Destroyer 10 Stars	Obtain Tank Destroyer Service Star 10.
	Mobile Tank Destroyer 25 Stars	Obtain Tank Destroyer Service Star 25.
	Mobile Tank Destroyer 50 Stars	Obtain Tank Destroyer Service Star 50.
	Mobile Tank Destroyer 100 Stars	Obtain Tank Destroyer Service Star 100.
	Road Kill	Own Armored Kill expansion pack.
	Rocket Attack	Own Armored Kill expansion pack.
	Tank Destroyer	Own Armored Kill expansion pack.
	Tank Superiority	Obtain Tank Superiority medal one time.

Aftermath Dog Tags (Left)

Dog Tag	Name	Criteria
	Scavenger	Obtain Scavenger Ribbon 10 times.
	Scavenger Winner	Obtain Scavenger Winner Ribbon 10 times.
	Old School Warrior	Complete assignment Archery 101.
	Xbow Proficiency	Obtain Xbow Service Star 1.
	Xbow Scoped Proficiency	Obtain Xbow Scoped Service Star 1.

Aftermath Dog Tags (Right)

Dog Tag	Name	Criteria
	Grease Monkey	Complete assignment Riding Shotgun.
	Quake Survivor	Complete assignment On Top of the Richter Scale.
	Scavenger	Obtain Scavenger Medal one time.
	Squeezing the Trigger	Complete assignment This is My Boom Stick.
	William Tell	Complete assignment William Tell.
	Xbow Master	Obtain Xbow Service Star 5.
	Xbow Scoped Master	Obtain Xbow Scoped Service Star 5.

End Game Dog Tags (Left)

Dog Tag	Name	Criteria
	Capture the Flag	Play Capture the Flag 10 times.
	Capture the Flag Winner	Win Capture the Flag 10 times.
	Air Superiority	Play Air Superiority 10 times.
	Air Superiority Winner	Win Air Superiority 10 times.
	M1911 S-TAC	Obtain S-TAC Service Star 1.

End Game Dog Tags (Right)

Dog Tag	Name	Criteria
	True Primary Weapon Master	Get 100 kills with each primary weapon class.
	Pancakes	Earned if the player falls over 200 m and dies from the impact.
	Motorcross	Attempt 50 jumps with a dirt-bike and get 10 kills while on a dirt-bike.
	Elite Flag Runner	Capture 50 flags in Capture the Flag game mode.
	Fly Swatter	Unlocked with Defender of Earth.
	Road Warrior	Unlocked with Road Warrior.
	Look Up	Unlocked with Fatal Drop.
	Standard Bearer	Unlocked with Scar Spangled Banner.
	S-TAC	Unlocked with All About Precision.
	Air Superiority Medal	Win Air Superiority 50 times.
	Capture the Flag Medal	Win Capture the Flag 50 times.
	M1911 S-TAC Master	Obtain S-TAC Service Star 5.
	True Combat Efficiency	Obtain the Combat Efficiency Medal.
	True Handgun Master	Get 100 handgun kills.
	Bomb Squad	Obtain 50 Anti-Explosive Ribbons.
	Squad Wiper	Obtain 50 Squad Wipe Ribbons.

Ranks

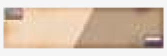
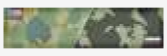
Ranks

Insignia	Rank	Name	Points	Unlock	Image
	1	**Private First Class**	1000	870MCS Shotgun	
	2	**Private First Class I**	8000	Sprint Specialization	
	3	**Private First Class II**	18000	Woodland Camo	
	4	**Private First Class III**	29000	G17C Pistol	
	5	**Lance Corporal**	41000	Ammo Specialization	
	6	**Lance Corporal I**	54000	Ranger Camo	
	7	**Lance Corporal II**	67000	PP-2000 PDW	
	8	**Lance Corporal III**	81000	Flak Jacket Specialization	
	9	**Corporal**	96000	Army Green Camo	
	10	**Corporal I**	111000	M9 TACT. Pistol	
	11	**Corporal II**	130000	Explosives Specialization	
	12	**Corporal III**	150000	Expeditionary Force Camo	
	13	**Sergeant**	170000	MP443 TACT. Pistol	
	14	**Sergeant I**	190000	Suppression Resist Specialization	
	15	**Sergeant II**	220000	Paratrooper Camo	
	16	**Sergeant III**	250000	UMP-45 PDW	
	17	**Staff Sergeant**	280000	Suppression Specialization	
	18	**Staff Sergeant I**	310000	Navy Blue Camo	
	19	**Staff Sergeant II**	340000	G17C SUPP. Pistol	
	20	**Gunnery Sergeant**	370000	Grenades Specialization	
	21	**Gunnery Sergeant I**	400000	Jungle Camo	
	22	**Gunnery Sergeant II**	430000	M1014 Shotgun	
	23	**Master Sergeant**	470000	Squad Sprint Specialization	
	24	**Master Sergeant I**	510000	Desert Khaki Camo	
	25	**Master Sergeant II**	550000	M9 SUPP. Pistol	
	26	**First Sergeant**	590000	Squad Ammo Specialization	
	27	**First Sergeant I**	630000	Urban Camo	
	28	**First Sergeant II**	670000	MP443 SUPP. Pistol	
	29	**Master Gunnery Sergeant**	710000	Squad Flak Jacket Specialization	
	30	**Master Gunnery Sergeant I**	760000	G18 SUPP. Pistol	
	31	**Master Gunnery Sergeant II**	810000	Squad Explosives Specialization	
	32	**Sergeant Major**	860000	PDW-R PDW	
	33	**Sergeant Major I**	910000	Squad Suppression Specialization	
	34	**Sergeant Major II**	960000	SAIGA 12K Shotgun	
	35	**Warrant Officer One**	1,010,000	Squad Suppression Resist Specialization	
	36	**Chief Warrant Officer Two**	1,060,000	.44 Magnum Pistol	
	37	**Chief Warrant Officer Three**	1,110,000	Squad Grenades Specialization	
	38	**Chief Warrant Officer Four**	1,165,000	DAO-12 Shotgun	
	39	**Chief Warrant Officer Five**	1,220,000	Veteran Kit Camo	
	40	**Second Lieutenant**	1,280,000	P90 PDW	
	41	**First Lieutenant**	1,340,000	G18 Pistol	
	42	**Captain**	1,400,000	Spec Ops Black Camo	
	43	**Major**	1,460,000	USAS-12 Shotgun	
	44	**Lieutenant Colonel**	1,520,000	.44 Scoped Pistol	
	45	**Colonel**	1,600,000	AS VAL PDW	

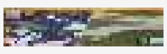
Colonel Ranks

Insignia	Rank	Name	Points
	46	Colonel Service Star 1	1,830,000
	47	Colonel Service Star 2	2,060,000
	48	Colonel Service Star 3	2,290,000
	49	Colonel Service Star 4	2,520,000
	50	Colonel Service Star 5	2,750,000
	51	Colonel Service Star 6	2,980,000
	52	Colonel Service Star 7	3,210,000
	53	Colonel Service Star 8	3,440,000
	54	Colonel Service Star 9	3,670,000
	55	Colonel Service Star 10	3,900,000
	56	Colonel Service Star 11	4,130,000
	57	Colonel Service Star 12	4,360,000
	58	Colonel Service Star 13	4,590,000
	59	Colonel Service Star 14	4,820,000
	60	Colonel Service Star 15	5,050,000
	61	Colonel Service Star 16	5,280,000
	62	Colonel Service Star 17	5,510,000
	63	Colonel Service Star 18	5,740,000
	64	Colonel Service Star 19	5,970,000
	65	Colonel Service Star 20	6,200,000
	66	Colonel Service Star 21	6,430,000
	67	Colonel Service Star 22	6,660,000
	68	Colonel Service Star 23	6,890,000
	69	Colonel Service Star 24	7,120,000
	70	Colonel Service Star 25	7,350,000
	71	Colonel Service Star 26	7,580,000
	72	Colonel Service Star 27	7,810,000
	73	Colonel Service Star 28	8,040,000
	74	Colonel Service Star 29	8,270,000
	75	Colonel Service Star 30	8,500,000
	76	Colonel Service Star 31	8,730,000
	77	Colonel Service Star 32	8,960,000
	78	Colonel Service Star 33	9,190,000
	79	Colonel Service Star 34	9,420,000
	80	Colonel Service Star 35	9,650,000
	81	Colonel Service Star 36	9,880,000
	82	Colonel Service Star 37	10,110,000
	83	Colonel Service Star 38	10,340,000
	84	Colonel Service Star 39	10,570,000
	85	Colonel Service Star 40	10,800,000
	86	Colonel Service Star 41	11,030,000
	87	Colonel Service Star 42	11,260,000
	88	Colonel Service Star 43	11,490,000
	89	Colonel Service Star 44	11,720,000
	90	Colonel Service Star 45	11,950,000
	91	Colonel Service Star 46	12,180,000
	92	Colonel Service Star 47	12,410,000
	93	Colonel Service Star 48	12,640,000
	94	Colonel Service Star 49	12,870,000
	95	Colonel Service Star 50	13,100,000
	96	Colonel Service Star 51	13,330,000
	97	Colonel Service Star 52	13,560,000
	98	Colonel Service Star 53	13,790,000
	99	Colonel Service Star 54	14,020,000
	100	Colonel Service Star 55	14,250,000
	101	Colonel Service Star 56	14,480,000
	102	Colonel Service Star 57	14,710,000
	103	Colonel Service Star 58	14,940,000
	104	Colonel Service Star 59	15,170,000
	105	Colonel Service Star 60	15,400,000
	106	Colonel Service Star 61	15,630,000
	107	Colonel Service Star 62	15,860,000
	108	Colonel Service Star 63	16,090,000
	109	Colonel Service Star 64	16,320,000
	110	Colonel Service Star 65	16,550,000
	111	Colonel Service Star 66	16,780,000
	112	Colonel Service Star 67	17,010,000
	113	Colonel Service Star 68	17,240,000
	114	Colonel Service Star 69	17,470,000
	115	Colonel Service Star 70	17,700,000
	116	Colonel Service Star 71	17,930,000
	117	Colonel Service Star 72	18,160,000
	118	Colonel Service Star 73	18,390,000
	119	Colonel Service Star 74	18,620,000
	120	Colonel Service Star 75	18,850,000
	121	Colonel Service Star 76	19,080,000
	122	Colonel Service Star 77	19,310,000
	123	Colonel Service Star 78	19,540,000
	124	Colonel Service Star 79	19,770,000
	125	Colonel Service Star 80	20,000,000
	126	Colonel Service Star 81	20,230,000
	127	Colonel Service Star 82	20,460,000
	128	Colonel Service Star 83	20,690,000
	129	Colonel Service Star 84	20,920,000
	130	Colonel Service Star 85	21,150,000
	131	Colonel Service Star 86	21,380,000
	132	Colonel Service Star 87	21,610,000
	133	Colonel Service Star 88	21,840,000
	134	Colonel Service Star 89	22,070,000
	135	Colonel Service Star 90	22,300,000
	136	Colonel Service Star 91	22,530,000
	137	Colonel Service Star 92	22,760,000
	138	Colonel Service Star 93	22,990,000
	139	Colonel Service Star 94	23,220,000
	140	Colonel Service Star 95	23,450,000
	141	Colonel Service Star 96	23,680,000
	142	Colonel Service Star 97	23,910,000
	143	Colonel Service Star 98	24,140,000
	144	Colonel Service Star 99	24,370,000
	145	Colonel Service Star 100	24,600,000

Camo Patterns

Image	Name	Unlock Criteria
	Woodland	Rank 3 (Private First Class II)
	Ranger	Rank 6 (Lance Corporal I)
	Army Green	Rank 9 (Corporal)
	Expeditionary Force	Rank 12 (Corporal III)
	Paratrooper	Rank 15 (Sergeant II)
	Navy Blue	Rank 18 (Staff Sergeant I)
	Jungle	Rank 21 (Gunnery Sergeant I)
	Desert Khaki	Rank 24 (Master Sergeant I)
	Urban	Rank 27 (First Sergeant I)
	Veteran Kit	Rank 39 (Chief Warrant Officer Five)
	Spec Ops Black	Rank 42 (Captain)

Premium Soldier Camo

Camo	US Camo	RU Camo
	Navy Blue Digital	Woodland Oak
	Tactical	Berkut
	Desert Stripe	Digital Woodland
	Navy Blue Digital	Woodland Stripe

End Game Weapon Camo

Dog Tag	Name	Criteria
	Navy Blue Digital	G53
	Woodland Stripe	G53
	Digital Woodland	SCAR-L
	Desert Stripe	SCAR-L
	Airman	QBB-95
	Berkut	QBB-95
	Tactical	M39
	Woodland Oak	M39
	Airman	MK3A1
	Woodland Oak	MK3A1

Ribbons

Ribbons

Ribbon	Name	Criteria	Points
	Assault Rifle Ribbon	In a round, kill 7 enemies with assault rifles	200
	Carbine Ribbon	In a round, kill 7 enemies with carbines	200
	Light Machine gun Ribbon	In a round, kill 7 enemies with light machine guns	200
	Sniper Rifle Ribbon	In a round, kill 7 enemies with sniper rifles	200
	Handgun Ribbon	In a round, kill 4 enemies with handguns	200
	Shotgun Ribbon	In a round, kill 7 enemies with shotguns	200
	PDW Ribbon	In a round, kill 7 enemies with personal defense arms	200
	Melee Ribbon	In a round, kill 4 enemies with melee weapons	200
	Disable Vehicle Ribbon	In a round, disable 4 enemy vehicles	200
	Anti Vehicle Ribbon	In a round, destroy 3 enemy vehicles	200
	Accuracy Ribbon	In a round, get 5 headshots	200
	Avenger Ribbon	In a round, get 2 avenger kills	200
	Savior Ribbon	In a round, get 2 savior kills	200
	Nemesis Ribbon	In a round, get 2 nemesis kills	200
	Suppression Ribbon	In a round, get 7 suppression kills	200
	MVP Ribbon	In a round, be the best player	500
	MVP 2 Ribbon	In a round, be the 2nd best player	400
	MVP 3 Ribbon	In a round, be the 3rd best player	300
	Ace Squad Ribbon	In a round, be part of the best squad	500
	Combat Efficiency Ribbon	In a round, get 3 streak bonuses	500
	Anti Explosive Ribbon	In a round, destroy 2 enemy explosives	200
	Squad Spawn Ribbon	In a round, get 7 squad spawn bonuses	200
	Squad Wipe Ribbon	In a round, get 2 squad wipe bonuses	200
	Transport Warfare Ribbon	In a round, kill 4 enemies with transport vehicles	200
	Armored Warfare Ribbon	In a round, kill 7 enemies with land vehicles	200
	Stationary Emplacement Ribbon	In a round, kill 2 enemies with emplaced weapons	200
	Air Warfare Ribbon	In a round, kill 6 enemies with air vehicles	200
	M-COM Attacker Ribbon	In a round, blow up 3 M-COM stations	200
	M-COM Defender Ribbon	In a round, defend 4 M-COM stations	200
	Rush Winner Ribbon	Win a Rush round	500
	Conquest Winner Ribbon	Win a Conquest round	500
	TDM Winner Ribbon	Win a TDM round	500
	Squad Rush Winner Ribbon	Win a Squad Rush round	500
	Squad Deathmatch Winner Ribbon	Win a Squad Deathmatch round	500
	Rush Ribbon	Finish a Rush round	200
	Conquest Ribbon	Finish a Conquest round	200
	Team Deathmatch Ribbon	Finish a Team Deathmatch round	200
	Squad Rush Ribbon	Finish a Squad Rush round	200
	Squad Deathmatch Ribbon	Finish a Squad Deathmatch round	200
	Flag Attacker Ribbon	In a round, get 4 flag captures	200
	Flag Defender Ribbon	In a round, get 5 flag defends	200
	Resupply Efficiency Ribbon	In a round, get 7 resupplies	200
	Maintenance Efficiency Ribbon	In a round, get 7 repairs	200
	Medical Efficiency Ribbon	In a round, get 5 revives	200
	Surveilance Efficiency Ribbon	In a round, get 5 motion sensor assists	200

Armored Kill Ribbons

Ribbon	Name	Criteria	Points
x50	Domination Winner Ribbon	Win a Domination round.	500
x50	Gun Master Winner Ribbon	Win a Gun Master round.	500
x50	Tank Superiority Winner Ribbon	Win a Tank Superiority round.	500

Aftermath Ribbons

Ribbon	Name	Criteria	Points
	Scavenger Ribbon	Finish a Scavenger round.	200
	Scavenger Winner Ribbon	Win a Scavenger round.	500

End Game Ribbons

Ribbon	Name	Criteria	Points
	Air Superiority Ribbon	Play an Air Superiority round.	
	Air Superiority Winner Ribbon	Win an Air Superiority round.	
	Capture the Flag Ribbon	Play a Capture the Flag round.	
	Capture the Flag Winner Ribbon	Win a Capture the Flag round.	